

A 3.5/OGL ADVENTURE FOR LEVEL 6

J1



Entombed with the Pharaohs™



BY MICHAEL KORTES

GAMEMASTERY™

MODULE

The Black Reliquary



The Exhibitory





ENTOMBED WITH THE PHARAOHS

GAMEMASTERY MODULE J1

JOURNEY ADVENTURE

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J1: Entombed with the Pharaohs is a GameMastery Module designed for four 6th-level characters. This module is set in the **PATHFINDER CHRONICLES™** campaign setting, but can easily be dropped into any world. By the end of this module, characters should reach 8th level. This module is compliant with the Open Game License (OGL) and is suitable for use with the world's most popular fantasy roleplaying game.

The OGL can be found on page 31 of this product.

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The mundane aspects of the embalming rituals are perfectly straightforward. Indeed, sufficient archeological evidence exists that shows these rituals have not changed in centuries and are still practiced by a few fringe groups in modern Osirion. The embalmers used razored hooks to siphon the brain out through the nose. Lateral incisions hidden on the sides of the body provided the means to hollow out the lungs and liver. Precisely eleven layers of linen strips cover the skin, glued together and hardened with a resin. The resulting shell protects the body's exterior to safeguard its soul for the journey to the afterlife.

But while the mundane process remains largely unchanged, what is missing are the subtle and delicate strands of power woven into the cloth. For all our study, our research, and our endless fascination with mummification, the most potent secrets of these ancient embalmers still elude us. The brand of necromancy they practiced in those days has no counterpart in the modern world.



THE PATHFINDER CHRONICLES

ADVENTURE BACKGROUND

Once, long ago, four dynasties contending for supremacy divided Osirion's people. As the internal squabbling expended the nation's resources, Osirion became vulnerable to invasion by its neighbors. To avert catastrophe, the four tyrants came together in a solemn pact, forming a powerful junta of pharaohs. Initially, the suspicious emperors employed a regimented circuit of *shield other* spells to limit the risk of backstabbing and secure each other's loyalty. Later, as their paranoia grew, the pharaohs magically bound their destinies together. With the alliance complete, Osirion prospered, conquering its neighbors and bringing back their people as slaves to raise monuments dedicated to the glory of the four pharaohs. Many of the children of Osirion can still name the Four Pharaohs of Ascension: Ankana (the Radiant Pharaoh), the Pharaoh of Numbers, the Cerulean Pharaoh, and Hetshepsu (the Fiend Pharaoh).

After decades of prosperity, one of the tyrants fell ill to an incurable disease. Due to the nature of the spells that bound their life forces together, they could not differentiate between the truly ill pharaoh and the three doomed to the grave by the irrevocable magic of their pact. For a time, it seemed their nation would tear itself apart with internal strife, but after they put down Hetshepsu's rebellion and stripped him of his power, the other three came to their senses. Rather than destroy everything they

had worked so hard to build, they elected to spend their last few years erecting a monument the likes of which had never been seen in Osirion. They constructed a pyramid complex worthy of encasing their mortal flesh while their spirits rose to take their places among the gods.

Adventure Summary

The search for the tomb of the Four Pharaohs of Ascension begins as the PCs attend an underground antiquities auction at the Malhitu Bazaar in the city of Sothis, the capital of modern Osirion. There, the spoils from lesser, recently uncovered pyramids are quietly distributed to the highest bidders. The PCs meet their future competition as they encounter the overbearing Paracount Julistar and his fellow adventurers, who together comprise "Her Majestrix's Expeditionary," a band determined to be the first to raid the missing tomb.

The PCs also meet Neferet Anu, a young local sage who offers her skills as a hieroglyphics translator. Unbeknownst to the PCs, Neferet is really Lonicera Moonthrush, one of Julistar's operatives. Moonthrush tries to infiltrate the PCs throughout the first part of the adventure to discover what they know about the missing tomb.

At the auction, the PCs have a chance to purchase a number of obscure relics, some of which might assist them down the road. The PCs' true goal at the auction, however, is to signal their Pathfinder contact, the

Mithral Scarab. The Scarab takes the PCs to the home of Raegos, the only living person who has ever seen the fabled pyramid of the four pharaohs.

From Raegos, the PCs learn that in order to explore the missing tomb they must first summon the pyramid from the demiplane in which it now rests. Only one object is capable of recalling the pyramid: the golden funeral mask of the four pharaohs. When the Expeditionary also learns about the mask, the PCs have to race their rivals to secure the relic and beat them to the pyramid.

At the pyramid's base, whoever dons the mask may summon forth the pyramid and secure a head start in confronting the tomb's guardians. Inside the pyramid, the PCs become trapped and must evade an insidious curse that threatens to transform tomb robbers into mummified guardians, turning them against their former friends. With danger at every turn, the PCs square off against the undead incarnations of the pharaohs and their guardians, who stand watch over fabulous wealth. Eventually, the PCs must discover a way out—before they find themselves interred among the ancient kings forever.

Introduction

The desert wastes of Osirion have always been home to competing clans of nomadic elementals of air and sand, best known for ushering in the blinding khamsin on a seasonal basis. Something changed this year, though, and the elementals went berserk, scouring the desert with tireless fury. Thousands of tons of desert sand shifted, with entire towns buried and valuable oases lost. As a result, the caravan roads have become incredibly deadly. But one man's disaster is another man's opportunity, for in the valleys and canyons left behind by the storms, ancient wonders from fantastic myths have resurfaced. A dozen previously unknown pyramids now miraculously rise from the sand.

Word has spread. Renowned treasure hunters from across the globe congregate in Sothis, Osirion's bustling capital, to prepare for some of the most anticipated dungeon delves in centuries. Within this community of rogues, bandits, mercenaries, and tomb robbers, a rumor has spread like wildfire. One of these resurfaced structures towering out of the desert floor is none other than the legendary pyramid complex of the Four Pharaohs of Ascension.

As the PCs are either trusted friends of the Pathfinder Society or members themselves, the Pathfinders have agreed to sponsor them on a trip to Osirion for a chance to explore the pyramid of the Four Pharaohs of Ascension. All the PCs have to do in return is recover a map or a journal worthy of the Pathfinder tradition and pass along a modest 10% of the value of any antiquities they find. Jalden Krenshar, the Pathfinder Society's renowned local venture-captain, has done more than just pay the necessary duties to enable the PCs to enter Sothis to compete in the underground race for plunder—she's also worked to give the PCs an edge. The Pathfinders have tracked down a local Sothan named Raegos, the last surviving member of a failed expedition into the very same tomb more than 50 years ago. Jalden has arranged for the PCs to meet the Mithral Scarab, a Pathfinder agent in Sothis, who in turn quietly arranges a meeting with Raegos.

Her Majestrix's Expeditionary

In this module, the PCs face vociferous competition from a rival band of fortune hunters, right to the doorstep of the pyramid complex and beyond. Hailing from all around the world and assembled under the umbrella of the corrupt archaeological visionary, Paracount Julistar, Her Majestrix's Expeditionary (or the Expeditionary, as it is frequently called) is a conniving team of tomb raiders that stops at nothing to guarantee the right-of-first-plunder of the pyramid of the Four Pharaohs of Ascension.

This adventure contains suggestions for how to ensure the PCs regularly cross paths with the Expeditionary and maintain a healthy rivalry. You are encouraged to develop additional tactics for the Expeditionary to misdirect the PCs and inflame their sense of spirited competition. Appendix 2 contains complete statistics for each member of the Expeditionary along with individual backgrounds.

PART 1 : HIDDEN SECRETS OF THE MALHITU BAZAAR

The adventure begins as the PCs arrive in the resplendent city of Sothis.

SOTHIS, STORMHAVEN OF OSIRION

Metropolis conventional (dynastic king with council); **AL** LN

GP Limit 100,000 gp; **Assets** 558,610,000 gp

DEMOGRAPHICS

Population 111,989

Type isolated (human 98%, other races 2%)

AUTHORITY FIGURES

The Ruby Prince Khemet III, LN male human cleric of Abadar 8/thaumaturgist 5/hierophant 2 (Dynastic King) and his planar cohort **Janhelia**, a naturally invisible N elder fire elemental; **Ojan and Jasila, the Dune Runners**, NG male and female human aristocrat 4/horizon walker 3 (frequently absent twin heirs to the throne); **Dahnakrist Phi**, NG male human bard 3/commoner 6 (First Speaker of the Council of Liberated Slaves); the **Khopeshman of Sothis**, LN male human fighter 2/sorcerer 6/eldritch knight 5 (master of both the watch and royal guard)

NOTES

The Black Dome: Sothis grew organically around the hollow carapace of a gigantic scarab beetle discarded following a molting centuries ago. In times past, during the khamsin storms, the populace retreated inside the cover provided by the great iridescent shell until the sandstorms abated. Over centuries of inhabitation, the inside of the Black Dome became lit with hundreds of concentric *continual flame* and permanent *faerie fire* spells, all cast in harmony with the shell's natural reflective plating. Today, Sothis's wealthiest citizens live underneath the shimmering sky, enjoying clusters of man-made oases. Although the bulk of Sothis's population has long since grown beyond the shell's confines, the glistening black exoskeleton remains the city's centerpiece.

The Palace of the Forthbringer: Sothis's ruler is the Ruby Prince Khemet III, the third in a recent dynasty of enigmatic thaumaturgists. Khemet's family claims that Sothis owes its prosperity to the web of pacts they have painstakingly negotiated with elder elementals and carefully chosen outsiders. Standing in the very center of the Black Dome, the towers of the Palace of the Forthbringer encircle the city's largest oasis and are said to house interconnected mazes of summoning circles within their white limestone walls.

Over the last four decades, the introspective ruling family has delegated much of the day-to-day management of Osirion to the Council of Liberated Slaves, a lower house which debates the minutia of domestic policy. The council, however, is only truly

PATHFINDER SOCIETY

Part cartographer, part explorer, but all treasure hunter, the free-spirited Pathfinders of Golarion exhibit the very best of the classic adventurer's creed: to immerse themselves in the unknown while turning a tidy profit. Although individual Pathfinders are as eclectic as adventurers come, they all agree that few honors rank higher than making a contribution to the secretive guild's legendary *Pathfinder Chronicles*. This archive of journals contains the unearthed secrets and exploits of some of the Pathfinder Society's greatest members. Any map or treatise marked with the covert Pathfinder logo no doubt originated in danger and is guaranteed to be accurate and to lead anyone who follows it headlong into adventure.

free so long as its dictates do not actually oppose the agenda of the Forthbringers.

The Crimson Canal: This man-made, freshwater tributary diverts from the River Sphinx and cuts through Sothis before returning to its source. The canal's only island is the Eye of Sothis, named in reference to its elliptical shape. Other points of note include the Necropolis of the Faithful, the city's holy graveyards, and the Malhitu Bazaar, a titanic tent city of cutthroat mercantilism. PCs may purchase premier dromedary camels and desert horses at the Overlander's Emporium.

The Antiquities Auction

After the recent elemental-driven khamsin storm unearthed them, a number of lesser pyramids were subjected to looting. As the adventure begins, an underground sale of some of the earliest finds is already underway in the form of a discreet auction. Despite the auction's illegitimacy, local authorities turn a blind eye as long as it remains orderly and doesn't threaten the peace. The gray-market trade of antiquities has become ingrained in Sothan culture, forming an important part of local commerce.

The auction house is a large white pavilion, hidden among dozens just like it, each contributing to the endless maze of tents littering the Malhitu Bazaar. Inside, rows of brightly woven carpets encircle a wooden stage topped with a garish podium.

The auction is presided over by the **Kemesarian** (N male human aristocrat 2/expert 6), a well-known antiquities fence with a reputation for restricting his activities to genuine artifacts. The Kemesarian is joined by his seven-man crew of zealous eunuchs (N male human commoner 3) and an unobtrusive security party of eight (N male human rogue 2). Because of the rumors driven by recent finds, today's event is packed with curious nobles, sages of ancient Osirion, and several would-be adventurers sniffing around for clues to possible sites for their next expeditions.

All members of Her Majestrix's Expeditionary are in attendance at the auction. Paracount Julistar sits next to Scepter toward the front, flanked by an entourage of six Chelish legionnaires (see Appendix 2). Lonicera Moonthrush sits apart from Julistar's men, adopting the guise of Neferet Anu, a young local translator seeking retainer. Hrokon and Xaven sit in the back, watching the exit.

The auction's attendees also include the **Crook Bearer** (N male human aristocrat 7), a prominent collector of notorious repute looking to add to his private collection. His entourage includes seven Sothan guardsman (see page 8 for statistics) who guard a lockbox filled with gold bars the Crook Bearer has brought to cover today's purchases. The Crook Bearer's nemesis, the **Arch Docent** (LN male human expert 4), curator of Sothis's Exhibitory, is determined not to be scooped yet again on another important find. Finally, the **Mithral Scarab** (NG female half-elf abjurer 3/rogue 3), the PCs' promised Pathfinder connection, has hidden herself within the dense throng of prospective purchasers, her face covered in a white shawl. She waits for the PCs to make themselves known to her by way of a pre-arranged pattern of bidding. As the Mithral Scarab would have provided the exact nature of the signal to the PCs through Venture-Captain Krenshar, feel free to permit the players to design the signal. For example, the Scarab might spot the PCs if they wear distinctive hats as they bid. Perhaps the PCs insist on inspecting each lot with a magnifying glass, or ensure their opening bids are always precisely 10 gp more than the starting price. Some of the items up for bid are given in the adjoining sidebar, but feel free to add to the list and



Mithral Scarab

keep the auction going as long as the players are having a good time.

At some point during the action, Lonicera approaches the PCs under the guise of Neferet and offers her services as an expert in Ancient Osirion. If the PCs refuse her aid she does not press, but she does provide them with an address where they can find her later if they change their minds. If the PCs accept her services, she uses her guise to gather information about the PCs' plans and relay that information back to Julistar on a regular basis. She also attempts to pilfer a few small, non-valuable objects that belong to the PCs so her friends can later use them to implicate the PCs in crimes the Expeditionary commits.

If the PCs follow through with their signal, the Mithral Scarab approaches them at the auction's conclusion and discretely

identifies herself. Unrolling a map of Sothis and pretending to ask for directions, she subtly points to the hidden Pathfinder rune interwoven within the map's compass rose. From there, she takes the PCs to see Raegos.

Meeting Raegos

If the PCs succeed in contacting the Mithral Scarab at the auction's conclusion, she quietly takes them to the home of **Raegos** (N male human fighter 2/warrior 2) a tattered tent on the west side of the Malhitu bazaar. Raegos is the only person still alive to have ever seen the inside of the fabled missing pyramid of the Four Pharaohs of Ascension.

Unbeknownst to most, the pyramid of the four pharaohs was explored once before, albeit briefly, several decades ago. During the ill-fated expedition, one of its members

Seven Gold Coins

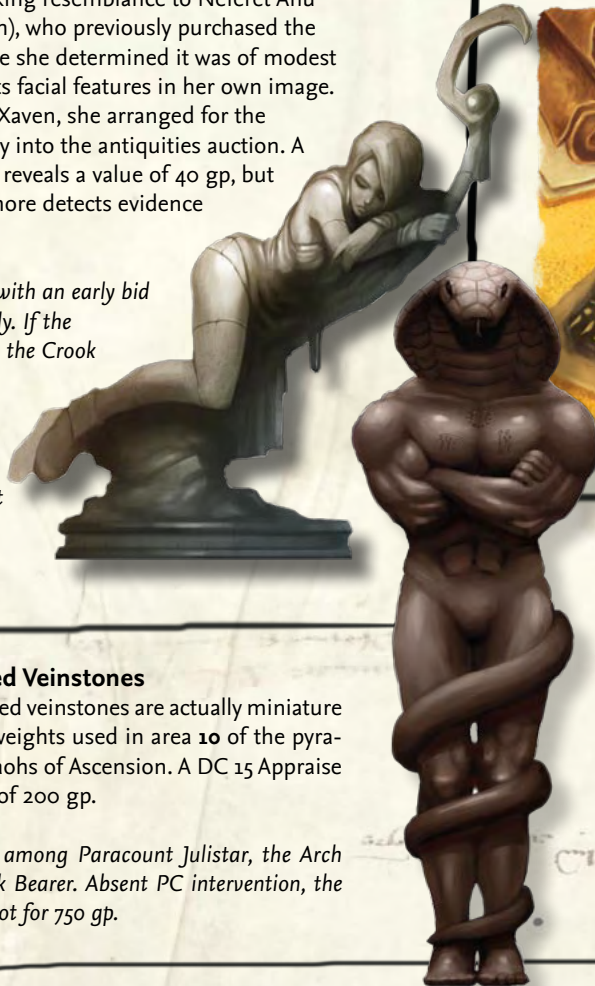
These seven large gold coins date back to the dynasty of the four pharaohs. A DC 15 Appraise check reveals a collective value of 65 gp.

If the PCs do not participate, Julistar lazily outbids a pair of noblemen, taking the lot at 75 gp. If the PCs enter the fray and the Paracount has identified them as adventurers, he zealously competes with them up to a limit of 125 gp.

Stone Figurine

This weathered stone figurine depicts a slumbering noblewoman with an intricate staff underneath her crossed arms. A DC 15 Spot check reveals that the sculpture bears a striking resemblance to Neferet Anu (Loniceria Moonthrush), who previously purchased the stolen sculpture. Once she determined it was of modest value, she reworked its facial features in her own image. Then, with the aid of Xaven, she arranged for the figurine to find its way into the antiquities auction. A DC 15 Appraise check reveals a value of 40 gp, but a result of DC 25 or more detects evidence of the fabrication.

Julistar feigns interest with an early bid or two but yields quickly. If the PCs do not participate, the Crook Bearer wins the lot for 200 gp. He adds it to his collection and the PCs might later come across this item in Part 2, while raiding the Crook Bearer's Black Reliquary.



Collection of Carved Veinstones

These 11 green-speckled veinstones are actually miniature models of the giant weights used in area 10 of the pyramid of the Four Pharaohs of Ascension. A DC 15 Appraise check reveals a value of 200 gp.

A bidding war erupts among Paracount Julistar, the Arch Docent, and The Crook Bearer. Absent PC intervention, the Arch Docent wins the lot for 750 gp.

Collection of Papyrus Scrolls

This ancient collection consists of 11 papyrus scrolls prepared by the Pharaoh of Numbers. Each scroll is a star chart. A DC 25 Decipher Script check made for each scroll reveals detailed and accurate astronomical data regarding the ringed planet Aucturn, such as its path of orbit, rotation, and distances from its closet neighboring planets (see the Aucturn Enigma sidebar). A DC 15 Appraise check reveals a value of 850 gp to an astronomer or sage capable of appreciating the charts' significance.

Paracount Julistar asks to review the charts before the bidding starts and declares them to be fakes, resulting in applause by the audience and embarrassment for the Kemesarian. The PCs can easily win this auction (no one bids against them), but if they decline Xaven purchases the lot for only 5 gp and later gives it to Julistar. A successful Sense Motive check opposed by Julistar's Bluff check (+10) reveals the Paracount's true interest in the charts.

Charcoal Rubbings

Charcoal rubbings from the facade of a lesser pyramid, this collection details numerous references to the Four Pharaohs of Ascension. A DC 25 Decipher Script check after three hours of study grants the reader a +6 circumstance bonus on all Knowledge (history) checks made pertaining to the four pharaohs. A DC 15 Appraise check reveals a value of 90 gp.

Neferet Anu (Loniceria Moonthrush) starts off the bidding, but taps out at 40 gp. Barring bids by the PCs, a consortium of sages purchases the rubbings for 135 gp. If the PCs win this lot, Neferet offers her services as a translator as a means to introduce herself to the PCs.



Bronze Sculpture

This 6-inch-tall bronze sculpture of a muscled man with a cobra's head and a serpent's tail is a model of Kahotep, an ancient golem found in area 6 of the pyramid of the four pharaohs. The ancient Osirion hieroglyphs for "up," "down," and "stop" are etched upon the figurine's chest. A DC 15 Appraise check reveals a value of 400 gp.

Sans PCs bidding, the Crook Bearer outbids the Arch Docent at 500 gp. If the PCs express interest, Paracount Julistar goes as high as 1,500 gp to secure it.

was transformed into a mummy by the tomb's protective curse when he viewed four specific hieroglyphs (see the Curse of the Encircled Runes sidebar). The mummy then turned on its former comrades, tore them apart, and scattered them into dust. Only Raegos escaped.

The Scarab explains that in order to meet the elderly Raegos, the PCs must first satisfy his paranoia by leaving behind every piece of paper they have (spellbooks, scrolls, maps, and so on). Raegos knows he has seen three of the four hieroglyphs that cumulatively trigger the curse. He now lives in perpetual terror that he might one day accidentally come across the fourth. Most of the day he wears a blindfold, feeling his way about his tent using a complex maze of strings. If the PCs protest Raegos's terms, the Scarab offers to stay behind and watch the PCs' equipment or suggests that one of the PCs stay behind to act as a guard.

Inside this battered gray tent is a home of humble means, complete with a small cooking fire. The tent's hominess is disturbed, however, by dozens of strands of string, intertwining in a complex web as they run from the various pieces of furniture to the bed at the back of the tent.

Raegos's initial attitude toward the PCs is indifferent. Although reluctant to recount his expedition, as the memories still terrify him, he genuinely appreciates the help the Mithral Scarab has given him over the past few months. If the PCs can adjust his attitude to friendly with a DC 15 Diplomacy check he agrees to tell his tale. In this case, read or paraphrase the following.

I was hired by an elderly scholar named Imivus to fill out his expedition. He brought ten of us with him, a number he said was important. Imivus had a preference for those with reputations for following orders and asking few questions. I was young, foolish, and desperate for coin. I remember Imivus was always in a hurry. He might have been an astronomer, because he seemed obsessed with the idea that his campaign could only succeed while something called the Ringed Planet was in its ascendancy and that his window of time was waning. He never really explained and we didn't ask.

What he did tell us was that the pyramid of the Four Pharaohs of Ascension was hidden



Raegos

on another plane of existence. I don't know where, I just knew enough from the scholar's description to know that it was a horrible place. Imivus explained that the pharaohs thought they would live forever after they crossed into the afterlife, so they designed a funeral mask that would enable them to call the pyramid back to our world once again, in case they ever needed to return.

I remember the mask well enough. It was inlaid with gold and adorned with a headdress of feathers, dyed both red and black. After Imivus brought us miles to the southeast, to the base of four pyramids exposed by a sandstorm, he put on the mask. There was a great shimmer of light and a gigantic pyramid

suddenly materialized in between the other four.

The pyramid was a massive temple of green stone. I'd never seen anything like it before. Once deep inside, Imivus's apprentice deciphered several of the inscriptions that littered the walls and floors. According to the inscriptions, the four pharaohs had declared that all intruders would be doomed to live out their existence as eternal guardians of the tomb. Apparently, anyone who saw the four symbols of the pharaohs' namesakes would forever become enslaved monsters.

At first I thought it was bluster designed to scare off thieves. I remember that Imivus ordered us to simply ignore the first few symbols as we came across them inside the

tomb. But then Seraton, the party bowman, suddenly cried out in alarm, warning the rest of us to avert our eyes—he had seen the fourth and final rune. Moments later, Seraton transformed. He became a withered husk, like the embalmed bodies we had expected to find. And he was filled with a terrible, smoldering anger. I remember Seraton driving his entire arm through Imivus's chest, exploding him into dust. As Imivus disintegrated, the funeral mask landed at my feet. I still don't know why I did, but I remember grabbing the mask and running for my life.

Everyone else followed. I remember the long terrible run back through the pyramid shaft to the exit, our numbers growing fewer and fewer each time I looked back. It was as though somehow the pyramid itself was pulling everyone else back into the clutches of the monster that Seraton had become. Only I escaped. Probably because I was lucky enough to have grabbed the mask.

After he finishes, Raegos reluctantly does his best to answer the PCs' questions. Possible questions and answers follow.

How did Imivus manage to acquire the mask in the first place? “According to Imivus, after the pharaohs were entombed, one of the pyramid's builders stole the mask with the intent of using it to later summon the tomb and rob it. The builder was killed for the mask, and his assassin was murdered in turn shortly thereafter. The mask changed hands several times, ultimately resulting in a blood feud. The mask itself was either lost or forgotten in the process. Imivus never said how he came to possess it.”

What happened to the mask after you left the pyramid? “After I limped back to Sothis, penniless and frightened out of my wits, I sold the funeral mask to a merchant for what must have been a fraction of its worth, happy to be rid of it.”

Who exactly did you sell the mask to? “I can't remember his name now, if I ever knew it. I am certain the buyer had no idea of what he was getting. I only told him that it was from a pyramid of green stone.”

What did the four symbols that caused the curse look like? “I myself only saw three of the four, thank the gods. Imivus's apprentice told me they were the pharaoh's symbols for the words for subjugation, desert, and fealty. I can describe them to you, but I will not draw them. Each rune resembled an

esoteric symbol inside a circle. The first was a double-ended arrow flanked by two arcing lines. The second resembled an unblinking eye. And the third was a pyramid above a half-circle.”

Although Raegos retains an excellent memory of the events that transpired, his knowledge of them is incomplete and inaccurate in places. He does not know that Imivus was a famous Osirionologist from Cheliah. His written work now rests in the Grand Athenaeum (museum) of Cheliah, where Paracount Julistar eventually found it. The Ringed Planet that Imivus refers to is the mysterious Aucturn (see the Aucturn Enigma sidebar). Raegos is also mistaken about the reason why he alone escaped. The mask had nothing to do with it—alone among his companions, he did not view the glyph in area 2 of the pyramid, and so the *antilife shell* did not affect him. In actuality, Raegos sold the mask to the Crook Bearer's father, and it still remains in the family collection.

Expeditionary Activity: As detailed in his background in Appendix 2, Scepter is an ex-Pathfinder. At the auction he spots the Mithral Scarab and immediately recognizes her. Scepter informs Julistar, who orders Xaven to tail the Scarab while the rest of the Expeditionary follows at a distance. At Raegos's tent, the halfling tries to sneak close enough to listen in from the outside. To hedge his gambit, Julistar moves within 600 feet and casts *clairaudience* on the tent. If Lonicera accompanied the PCs inside the tent and heard Raegos's tale, she waits for an opportunity to sneak a message back to her comrades.

Give each of the PCs a Spot check opposed by Xaven's Hide check (+9) to notice the halfling's silhouette pressed against the tent. If discovered, Xaven flees, trying to lose any pursuit in the dense market crowds. A PC can tail him, without gaining or losing ground, by succeeding with a second Spot check against Xaven's Hide check. To close in on Xaven, a PC must also win a contested Escape Artist check as they both attempt to squeeze through the crowd. Allow a PC to substitute a Strength check for his Escape Artist roll if he wishes to shove bystanders out of the way.

If captured, Xaven surrenders, hoping Lonicera can subtly arrange for his escape at a later time. The halfling is infuriatingly

KNOWLEDGE (HISTORY): THE FOUR PHARAOHS OF ASCENSION

DC 5: During the third age of the black sphinx, Ancient Osirion was, for a time, ruled by a union of four feuding pharaohs known as the Four Pharaohs of Ascension.

DC 10: The Four Pharaohs of Ascension were Anok Fero, the Cerulean Pharaoh; Hetshepsu, the Fiend Pharaoh; Ankana, the Radiant Pharaoh; and the Pharaoh of Numbers, who's true name is lost to time. Although each brought different strengths to the union, all were equal.

DC 15: Legends say the Four Pharaohs of Ascension were bound by a magical pact that intertwined their fates: they lived together, ruled together, and were fated to die together.

DC 20: The Four Pharaohs of Ascension are a popular subject of study by Osirionologists from the devil-influenced nation of Cheliah. The tyranny of the Four Pharaohs is something of an inspiration to Chelish loyalists.

DC 25: The Pharaoh of Numbers was both an astronomer and an architect. His passion was his study of the distant planet Aucturn, and some legends claim Aucturn inspired the magic that fueled the pharaohs' binding pact and its influence infused the design of the pyramid that now entombs the bodies of the four pharaohs.

unapologetic, citing, “All is fair in love and tomb raiding.”

Finding the Mask

Armed with the knowledge that they need the mask, the PCs must now look for it. The mask is actually in the vault of the Black Reliquary, the private antiquities collection of the Crook Bearer, the son of the very merchant to whom Raegos sold it 56 years ago. To complicate matters, a nearly perfect replica of the mask sits in the Sothis Exhibitory. The following list offers possible methods through which the PCs might attempt to track down the mask.

- A DC 15 Gather Information check turns up that the (false) mask is located in the Exhibitory, but not the fact that it's a replica. A DC 25 check is required to



it would be the Arch Docent of the Sothis Exhibitory. If the PCs try to visit the Arch Docent at the Exhibitory, they quickly discover the (replica) mask on display. If the PCs then meet with him, question him about the mask, and make a DC 15 Diplomacy check, he admits that his is a fake and the true item remains in the hands of his greatest rival, despite all his attempts to procure it.

PART 2: PURSUIT OF THE MASK

In the adventure's second part, the PCs find themselves planning a heist of either the Sothis Exhibitory or the vault of the Black Reliquary. Alternatively, the PCs might mastermind a plan to turn the tables on the Expeditionary and recover the mask from their rivals after the Expeditionary undertakes the risk of acquiring it for them.

The Exhibitory: The Museum of Sothis (EL 5)

The Exhibitory is open to the public four hours each day, starting at noon. Its relics are technically the property of the Forthbringer, the head of Osirion's ruling family, but the museum itself is managed by the Arch Docent. The PCs might call upon the Arch Docent if they previously encountered him at the antiquities auction earlier in the adventure.

As few would be foolish enough to risk the ire of Osirion's monarch, security at the Exhibitory is largely unnecessary. Still, the Exhibitory is guarded day and night by shifts composed of five Sothan guardsmen. Permanent *alarm* spells protect all of the exhibits of value, including the replica mask. See the Exhibitory map for details on the museum's layout.

learn the mask's true location. If Lonicera is working with the PCs, she aids Gather Information checks but attempts to relay any information the PCs uncover to Paracount Julistar with a *bird feather token* when she is next out of the PCs' sight. If Lonicera is not with the PCs or cannot get a message out, the members of the Expeditionary hit the streets, making their own Gather Information checks. Keep track of where the Expeditionary thinks the mask is as it affects their strategy going forward.

- If any of the PCs took the initiative to speak with the Crook Bearer or listened in on his conversations at the antiquities auction, you should make sure the Crook Bearer boasted about the many prizes in his collection. A DC 15 Intelligence check allows a PC to recall that the Crook Bearer bragged about a golden funeral mask with sphinx feathers that matches the description Raegos provided.
- If the PCs hit a dead end, the Mithral Scarab contacts them. She tells them that if anyone would know the mask's location

SOTHAN GUARDSMEN (5)

CR 1

Male human warrior 2

LN Medium humanoid

Init +4; **Senses** Listen -1, Spot -1

DEFENSE

AC 15, touch 10, flat-footed 15

(+5 armor)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** -1

OFFENSE

Spd 30 ft.

Melee falchion +3 (2d4+1/18-20)

TACTICS

During Combat On the second round of combat, one guard takes a 5-foot step back and blows his signal horn to summon aid.

Morale Full of bravado, Sothan guardsmen do not flee until reduced to less than half their hit points.

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 8, **Wis** 9, **Cha** 11

Base Atk +2; **Grp** +3

Feats Improved Initiative, Run

Skills Jump +2, Ride +5

Language Common

Gear chainmail, falchion, signal horn, 3 gp

Treasure: The replica mask's composition includes genuine gold, but the mask's hieracosphinx feathers are fake. A successful DC 15 Knowledge (arcana) check reveals the forgery. Even as a copy, the replica has a value of 1,250 gp.

Expeditionary Activity: If the Expeditionary believes the mask is in the Exhibitory, Julistar makes immediate plans to steal it. First, Hrokon, Scepter, and Xaven enter the museum during public viewing hours. Hrokon and Scepter provide a distraction by staging a fight between themselves (or better still, with one or more of the PCs, should they be present) in the stilt level (area 3). Meanwhile, Xaven hides himself inside a closed sarcophagus on display, shutting the lid but leaving a slight crack for air. After the museum closes, Xaven emerges and with the aid of his *creeping glyph* (see Appendix 1) he stalks and subdues the guards. He then lets the rest of the Expeditionary inside, opening the rear door (area 2). Absent interference from the PCs, after Xaven shows Julistar the *alarm* spell protecting the mask, the Paracount casts a *silence* spell to defeat it. The Expeditionary then escapes with the mask out the back door. Hours later, just as their camels are packed to head for the four pyramids, Julistar casts *detect magic* on the replica and discovers their acquisition is a fake.

On the other hand, if the Expeditionary spots the PCs casing the Exhibitory during the day, Scepter is assigned to tail them. When the PCs make their move, Scepter alerts the guards, potentially landing the PCs in serious trouble with the authorities (see Sothan Law Enforcement). With the guards busy carting off the PCs for punishment, the Expeditionary moves in to steal the mask.

FUNERAL MASK OF THE FOUR PHARAOHS OF ASCENSION

Aura Strong transmutation [law]; **CL** 17th

Slot head and eyes; **Price** minor artifact

DESCRIPTION

This golden mask, decorated with a headdress of 56 hieracosphinx feathers, acts in all regards as a *silver horn of Valhalla* save that the summoned barbarians appear as Ancient Osirion slave warriors, each armed with a longspear. Summoning the barbarians is a swift action you can activate with a thought, rather than by blowing a horn.

The mask's greater power, however, is to summon forth the missing portion of the pyramid of the Four Pharaohs of Ascension (see Part 3).

Should the PCs defeat all four of the pharaohs, the mask shatters into four jagged pieces and is destroyed.



perceptible trails of energy caused by overlapping abjurations (PH 81)

The Black Reliquary (EL 6)

The walled compound that contains the Crook Bearer's family mansion also houses a second building known as the Black Reliquary. Constructed in the shape of a giant ankh, this smaller, obsidian building is in fact one large vault that houses the Crook Bearer's entire collection of antiquities.

The Reliquary's only entrance is through the massive, locked double doors on its southern side.

Iron Doors: 2-inch thick; hp 60; Hardness 10; Break DC 28; Open Lock DC 30.

Traps: A number of traps protect several sections inside the Black Reliquary (see the map). When triggered, the ghostly image of a giant scorpion descends from the ceiling, skewering the closest intruder.

SPECTRAL SCORPION TRAP

CR 5

Type magical device; **Search** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity; **Reset** none

Effect Atk +7 melee incorporeal touch attack (1d6 + paralysis for 4d10 minutes, Will save DC 15)

Notes Search checks made to locate the trap receive a +4 bonus due to the slightly

There are no guards inside the Black Reliquary, but the Crook Bearer has six Sothan guardsmen (see page 8) patrolling his grounds in pairs. A pair of guardsmen passes by the Black Reliquary's doors every two minutes.

Expeditionary Activity: Once the Expeditionary learns of the mask's true location, Julistar plans a heist. After bribing one of the Crook Bearer's servants for details on the Black Reliquary's security, the Expeditionary is able to formulate a workable plan that same evening. Absent interference from the PCs, the Expeditionary slips over the walls of the Crook Bearer's compound with the aid of Julistar's *silence* spell and then congregates on top of the roof of the Black Reliquary. There, Julistar cancels the *silence* and expends his *scroll of stone shape* to create a smooth hole in the ceiling's center (the neck of the ankh). Next, Hrokon lowers Xaven and Scepter into the Reliquary by rope. Once the Expeditionary has disabled (or triggered) the spectral scorpion trap waiting between them and their target, Xaven cuts through the glass on the mask's display case with a glass



cutter and retrieves the artifact from the wall. A *mending* spell cast by Scepter seals the glass and the pair exits the Reliquary the same way they came in.

If the Expeditionary has acquired any personal effects from a PC thus far in the adventure (perhaps with the assistance of Lonicera), Scepter leaves them behind, attempting to pin the mask's theft on the PCs. If Xaven's *creeping glyph* cannot clear the guards so that the Expeditionary can make an easy escape, Scepter loads his wand rifle with his *wand of acid splash* and snipes at the guards until the coast is clear. If the guards manage to sound a general alarm, the Expeditionary flees into the desert, hoping to acquire the mask from the PCs at a later time.

Treasure: The true mask is an ancient artifact that acts as the key to both finding and entering the pyramid of the Four Pharaohs of Ascension.

Note that if the Crook Bearer purchased any lots from the auction in Part 1, such as the stone figurine that bears a resemblance

to Neferet Anu, those items are also on display inside the Black Reliquary.

Sothan Law Enforcement

If the PCs are caught breaking into the Exhibitory or are framed by the Expeditionary for breaking into the Black Reliquary, a patrol of six Sothan guardsmen responds and attempts to arrest them. If the PCs are captured, they are thrown in jail for 24 hours, but as long as they did not actually kill anyone or attack the guards, they are released as long as each of them consents to pay a 50 gp fine (in addition to returning any stolen property). Of course, the delay might allow the Expeditionary to gain a substantial lead on the PCs.

If the PCs fight the guards or murder an Osirion citizen, they become fugitives in Sothis, as both of these are capital crimes in Osirion. The resulting pursuit and trial might make an interesting backdrop for the race to the pyramid, but they are both beyond the scope of this adventure.

The Race Across the Desert (EL 8)

The pyramid complex of the Four Pharaohs of Ascension stands 50 miles southeast of Sothis, approximately two days' travel by camel through the Underdunes. The PCs might learn of its precise location from several sources: the Mithral Scarab; the display in the Sothis Exhibitory in the house of maps (area 6); a DC 20 Gather Information, Knowledge (geography), or Knowledge (local) check; or even, if need be, by tailing the Expeditionary.

Although still in the middle of a sun-blasted nowhere, the southeastern wastes of Osirion are far from typical desert terrain. During the storm season, competing clans of nomadic air and sand elementals whip the sand into canyon-sized ridges. The deep shadowy trenches beneath the walls of sand are called the Underdunes by locals. Experienced sojourners call upon the fortunes of their gods before traveling through the cavernlike trenches. While cutting through the Underdunes increases



the rate of overland travel by as much as 50%, a DC 10 Survival check is required once per hour to identify which dunes are solid enough to avoid the omnipresent risk of a murderous sandslide. A failed check results in a 10% chance of triggering a slide (treat as an avalanche, see page 90 of the DMG).

Creatures: Regardless of who has the mask, by this stage Julistar has had enough of the PCs' interference. Rather than risk the Expeditionary, he dispatches five Chelish legionnaires to ambush the PCs in the maze of Underdunes surrounding the valley of the pyramids. If the PCs have the mask, the legionnaires' orders are to recover the artifact intact. If the Expeditionary already has the mask, the legionnaire's orders are to delay the PCs so they cannot interfere with the Expeditionary's entrance into the pyramid. Overconfident, the legionnaires fan-out to find the PCs and soon find themselves isolated among the labyrinth of twisting sand formations.

The greater danger, however, is that the Underdunes are the hunting grounds of an elder hieracosphinx named Keten Hamu, the Sand Wolf. Centuries ago, this sphinx was one of several favored monstrous pets of the Radiant Pharaoh. Indeed, Keten Hamu's feathers adorn the golden funeral mask. Drawn to this valley every time the elemental tribes uncover the pyramid complex, Hamu prowls this area out of a sense of destiny.

CHELISH LEGIONNAIRES (5) **CR 2**
hp 11; see Appendix 2

TACTICS

During Combat Legionnaires hurl their sai as they close, working in pairs to set flanks. They are trained to grapple spellcasters as well as foes they outnumber.

Morale Fanatical, legionnaires are prepared to die for House Thrune.

KETEN HAMU, THE SAND WOLF **CR 5**
hp 81; MM 136 (hieracosphinx)

TACTICS

Before Combat The hieracosphinx stalks his prey, attempting to secure a surprise round in which he can pounce and rake.

During Combat Hamu hunts both the PCs and the legionnaires. The sphinx's knowledge of this region of the Underdunes is matchless. He knows where he can best hide and which dunes he can collapse to trigger a sandslide with a successful DC 15 Strength check (the equivalent of an avalanche, DMG 90).

Morale Hamu's bloodthirsty nature ensures he does not flee his hunting ground unless reduced to fewer than 10 hit points.

Treasure: One of the legionnaires carries a locked steel scroll case (Open Locks DC 25; Paracount Julistar carries the lock's devil-headed key). Inside the case are hand-copied pages from the *Aucturn Lexicon*, a grimoire housing Imivus's research. After reading the scroll for 8 hours, a reader receives a +4 circumstance bonus on future Knowledge (history) checks regarding the four pharaohs and on Knowledge (nature) checks regarding the planet Aucturn.

PART 3: INTO THE TOMB

There are four identical pyramids here, configured into a square. Each pyramid is 100 feet on a side and 550 feet from its closest neighbors. Unlike the other three, the northeastern pyramid is still halfburied in sand.

None of the pyramids have any discernable entrance. In fact, the four pyramids are composed entirely of solid stone. Their true function, as the PCs might suspect from their meeting with Raegos, is to serve as anchor points for a much larger, extradimensional pyramid, forming the four bottom tips of the titanic structure. The vast bulk of the pyramid currently exists on a forgotten demiplane called Ramlock's Hallow. Ramlock's Hallow is a haunted region of unending desert, perpetually encased in a cruel shadow of twilight.

Bringing the *funeral mask of the four pharaohs* to the base of any of the four lesser pyramids recalls the true pyramid to the Material Plane. The summoned pyramid is truly massive, standing 556 feet tall and measuring 750 feet to a side. The pyramid itself is composed of veinstone, a dense rock of light-green color rippled with fissures of dark green. The summoned



Designer Notes

BRINKMANSHIP WITH THE EXPEDITIONARY

The best villain is a recurring villain. The more times the PCs interact with the Expeditionary, the greater their rivalry can grow. But absent powerful magic, dead villains don't return. Playtesting quickly demonstrated that tactically minded players sometimes decide the best way to deal with the Expeditionary is an all-out assault while the PCs still have their hit points and resources. They're not entirely wrong.

A subtle way to discourage such tactics is to foster the impression that the Expeditionary is of a significantly higher level than the PCs. Lonicera, in particular, can assist in this regard if she has infiltrated the PCs. Perhaps she lets slip just how high the Paracount is in the hierarchy of both his church and state or that Xaven has consistently evaded powerful authorities across the globe. The PCs might also become concerned by the potential repercussions of eliminating the Expeditionary. They have purchased legal papers of entry into Osirion and are sponsored by Chelixa, a nation with the resources to retaliate endlessly.

Alternatively, discourage a direct assault by swelling the Expeditionary's ranks with extra Chelish Legionnaires (see Appendix 2). After all, a Demicardinal of Asmodeus can be expected to travel with a suitable escort. If, after that, the PCs still prefer a direct assault, let them. It should be an exciting battle, and if the PCs succeed, the pyramid exploration still has much to offer even without the Expeditionary's involvement.

component interlocks so perfectly with the four permanent pyramids that even the tiny individual veins in the stone line up, as though all five pieces were once one (which they were).

A PC who succeeds on a DC 10 Knowledge (geography) check knows that veinstone is not native to Osirion, but is instead only available hundreds of miles to the north in the nations of Numeria and the River

Kingdoms. Allow PCs with stonecunning to make such a check untrained. Ancient Osirion valued veinstone as a rare and precious stone, but modern kingdoms of Golarion merely consider it an interesting form of rock.

Dungeon Features

Although the largest level of the dungeon inside the pyramid fills almost 10,000 square feet, the total volume of internal chambers is insignificant when compared to the sheer size and mass of the pyramid itself. Unless specified otherwise, all rooms in the pyramid are 20 feet high and unlit. All walls, ceilings and floors are pure veinstone, which has the strength (and stats) of granite. Knowing the language Ancient Osirion or making a DC 20 Decipher Script check allows a character to read the pyramid's hieroglyphs. Although the air is terribly thick and musty throughout the pyramid, it has no game effect.

Inner Veinstone Walls: 1 foot thick; hp 90; Hardness 8; Break DC 35; Climb DC 25.

MAIN LEVEL

1. The Entry Shaft

Three hundred feet up on the pyramid's south side, an entranceway beckons. A square shaft bores deep into the heart of the pyramid.

Reaching the elevated entrance unaided by magic is quite challenging. The pyramid wall is as smooth as glass and there is nothing to which to affix a rope. Climbing the steep, 56° slope is possible, but a requires DC 25 Climb checks to reach the entrance.

The entry shaft is 300 feet long, with a 10-foot-high ceiling. The corridor slopes gently downward, all the way to the pyramid's central core. Just before the pyramid was sealed, the Pharaoh of Numbers ordered his diviners to undertake and record a census. Accordingly, the walls of the entry shaft are blanketed with tiny hieroglyphic etchings that list the names all of the subjects of the empire of the Four Pharaohs of Ascension. Tens of thousands of individual name-characters are inscribed in tight vertical columns. It would require months to fully decipher them all.

Development: Although quite normal when the PCs first pass this way, the initial

10 feet of the pyramid's entry shaft might later become blocked by a permanent *antilife shell* (see area 2 below).

Expeditionary Activity: Regardless of which party summoned the pyramid, the Expeditionary wastes little time searching the outside of the pyramid before committing itself to the entry shaft. Scepter expends his *scroll of levitate* and uses his buoyancy to walk up the slope to the entrance. As he ascends, he hammers in climbing pitons every 30 feet and dangles a knotted rope so the rest of the Expeditionary can climb up. If the PCs arrive late, the pitons (but not the ropes) are still in place.

2. The Great Archway (EL 6)

The long sloping entry shaft suddenly ends, leveling out. The transition is marked by a magnificent facade of jet-black stone covered in glowing violet symbols. A large rune in the center of the arch is surrounded by five smaller glyphs.

Trap: Although there is no discernable effect, merely viewing the central hieroglyph triggers a trap.

ANTILIFE SHELL TRAP

CR 6

Type magic device; **Search** DC 31; **Disable Device** DC 31

EFFECTS

Trigger viewing the central hieroglyph on the arch; **Reset** automatic

Effect A permanent *antilife shell* (CL 17th) falls over the pyramid entranceway in area 1. The spell only affects individuals who have seen the glyph. As such, it does not prevent others from entering the tomb; it only blocks the affected living creatures from exiting.

If deciphered, the hieroglyphs loosely translate into "Point of No Return."

3. The Junction of Pillars (EL 6)

The hall terminates in a T-section. A corridor of pillars stretches to the left and to the right.

Creature: This passageway contains a mummy guardian. The guardian was once a tomb raider named Seraton, a member of Imivus's doomed expedition from more than 50 years ago. Seraton had the misfortune of being the first among

the band to spot all four encircled runes, falling victim to the curse. Transformed into a mummy, he hunted down and slaughtered his former comrades, reducing them to dust. Only Raegos survived, as he was coiling rope when he walked under the hieroglyph in area 2, failed to notice it, and thus could pass through the *antilife shell*.

Rather than allow his former comrades' equipment to defile the tomb of his masters, the mummy gradually collected it all and discarded it outside the pyramid, where the shifting desert sands of Ramlock's Hallow eventually consumed it. Satisfied with the completion of that task, Seraton took up position here, where he silently patrols for further intruders.

SERATON, CURSED OSIRION MUMMY CR 6
hp 38; see Appendix 3

TACTICS

During Combat Seraton waits behind the northeast corner of the T-intersection, receiving a cover bonus. He fires with his bow until he runs out of his few remaining arrows. Then he charges, attempting to explode his opponents into dust with his slam attack. He uses his sudden burst of vengeance ability to close with a spellcaster.

Morale As an undead creature, Seraton fearlessly fights to the death.

The Curse of the Encircled Runes: Benign inscriptions extolling the greatness of the four pharaohs cover the eleven pillars in this corridor. Two encircled runes were once cleverly embedded among the other markings on two of the pillars, but members of Raegos's ill-fated expedition burned them off with acid long ago. Unfortunately for Seraton, the undertaking occurred too late to save him. A DC 15 Search check reveals the small burn marks, while a DC 10 Craft (alchemy) check identifies the source of the erosion as acid. A second successful DC 20 Craft (alchemy) check reveals that the burn was made within the last 100 years.

4. Chamber of Heiroglyphs

The walls, floors, and ceilings of this empty chamber are blanketed with a dizzying wash of hieroglyphic characters.

TOMB TACTICS: THE EXPEDITIONARY INSIDE

Modify the Expeditionary's strategy as it explores the tomb so it adapts to the PCs' actions with tactics that befit its collective guile. Treat the outline below as a starting point.

If the Expeditionary breaches the tomb first, it spends little time studying the glyphs in area 1, hoping to maintain its lead. The NPCs still travel slowly enough, however, so that Xaven can check for traps. Nevertheless, all four members (five if Lonicera has rejoined them) fail to appreciate that they trigger the *antilife shell* once they spot the violet hieroglyphs on the arch in area 2. Progressing to area 3, Paracount Julistar quickly rebukes Seraton, enabling the Expeditionary to bypass the mummy ranger. Before the Expeditionary departs, Hrokan drags the cowering mummy south, relocating it so that once the creature recovers it finds itself guarding area 2. As he does so, Xaven tacks a piece of scroll parchment to the mummy's back with a Small-sized dagger. The sign reads: "With Love, Her Majestrix's Expeditionary."

Next, the Expeditionary travels to area 4, where Julistar deciphers a number of hieroglyphs as the Expeditionary plans its next move. Once Xaven learns the proper symbols for the curse of the encircled runes from area 4C, he splashes crude versions of the encircled runes on various tomb walls, using an ink pot and brush on the way to area 6. His crude forgeries, however, are harmless.

If Julistar acquired the Kahotep statuette at the auction, or had a chance to study it before it was purchased, he quickly figures out how to control the golem at the transport platform in area 6. While waiting for the Paracount to complete his study of the lift, Scepter performs a sweep behind the rest of the party (hiding and moving silently) to ensure no one is following the Expeditionary. If he determines that the PCs have gained on the Expeditionary, he reports this to his comrades. If so, the Expeditionary climbs on top of the transport platform and Julistar orders Kahotep to climb up to the Upper Level, leaving a small crack between the lift and the Upper Level so the Expeditionary can watch the shaft below for light sources. If any of them spy the PCs climbing in the shaft below, Julistar orders Kahotep

to descend and then steps off onto the Upper Level with his colleagues, allowing the golem to potentially bull rush any slow-climbing PCs to their doom with the transport platform.

If the Expeditionary does not detect the PCs, it instead takes the lift to the Lower Level, reasoning that the greatest treasure is at the pyramid's bottom. There, Tukanem-Hanam in the river of gold in areas 7 and 8 repeatedly ambushes the NPCs. Decisively repelled, the Expeditionary retreats back to the platform on area 6 to regroup (reduce the Expeditionary's individual hit points each by a third). After a brief respite, the Expeditionary elects to travel back to area 1, so Julistar can reinforce the ranks with additional Chelish Legionnaires left in reserve outside the pyramid. Once they arrive, they discover the *antilife shell* and the chilling reality that they are trapped inside. Expending his *scroll of divination*, Julistar determines the key to escape lies within the sarcophagus of the Cerulean Pharaoh, the very tomb guarded by Tukanem-Hanam. Frustrated by this turn of events, the Expeditionary changes tactics and seeks out the PCs under a flag of truce. They alert the PCs that the entranceway has become blocked, offering to share what they know of the way out. The Expeditionary further proposes a combined assault on the dragon mummy (particularly an assault that features the PCs handling the brunt of the melee). If Lonicera is traveling with the PCs, she subtly encourages them to accept the Expeditionary's proposal.

On the other hand, if the PCs enter the pyramid first, the Expeditionary reasons it is safest to follow, allowing the PCs to defeat the tomb's wards and guardians. If the PCs do not make sufficient noise in the tomb for them to follow, Scepter attempts to track them. Should the Expeditionary observe the PCs struggle in a fight, its members step in, but only after Julistar first bargains with the PCs, extracting suitable promises in exchange for his aid. He might demand that the PCs agree to give him first choice among all the spoils or swear an oath that he and his comrades not be harmed so long as the PCs remain inside the tomb.



Designer Notes

PYRAMID NUMEROLOGY

Mathematicians and architects (as well as conspiracy theorists) have long been drawn to the wondrous numeric architecture of the Egyptian pyramids. An attempt to simulate a tiny fraction of this mysterious atmosphere has been made in *Entombed with the Pharaohs*. Although none of the math is integral to the adventure's plot, you might notice that the numbers 11 and 56 occur an inordinate number of times in the adventure's text and that the two numbers have been woven into parts of the pyramid maps.

By coincidence, the numbers 11 and 56 share an interesting relationship: 5 and 6 (the individual digits of 56) total 11. Moreover, as math aficionados might know, the number 11 can be "partitioned" (the number of ways to express a number as the sum of positive integers) exactly 56 ways. More bizarrely, not only does 56 possess the unusual mathematical property of being an abundant number (a number whose divisors, except the number itself, sum to a total greater than the number itself), 56 is exactly the 11th known abundant number in sequence.

From a "behind the scenes" perspective, the numbers 56 and 11 are no more special than any other numbers. The number 56 was chosen at random and coincidences were searched for. Where possible, relationships between the numbers were built into the adventure. As such, the tools are there so that with enough subtle repetition you can foster a healthy paranoia among your players, particularly if over time they come to associate the numbers with either danger or safety. The trick, however, is that rather than beating your players over the head with numerology, it's best if they slowly uncover it themselves. Done properly, in time your players will learn to uncover entirely new combinations of numbers and coincidences, previously unidentified by anyone, all on their own.

Originally designed to be a grand burial chamber for Hetshepsu, the room was instead left empty after the Fiend Pharaoh attempted to betray his peers.

A. The glyphs on this wall extol the military victories of the armies of the four pharaohs. The author attributes the victories to Hetshepsu's strategic mind. The final section describes Hetshepsu's subsequent fall from grace in his final days after the other three pharaohs learned of the Fiend Pharaoh's failed attempt to sever his tie to their mystic bond. This later portion of script was carved as a last minute addition. A DC 15 Forgery check detects that a different author inscribed it. The script ends with a disjointed passage that translates as "he was given the number that befits a traitor."

B. Mathematical equations devised by the Pharaoh of Numbers fill this wall. If they are deciphered with a DC 15 Decipher Script check, a DC 20 Knowledge (architecture and engineering) check reveals that these equations were compiled using a base-11 number system, making them extremely difficult to unravel. A further DC 20 Knowledge (nature) check reveals that some of these equations deal with the movement of the planets and stars in the night sky, and seem to describe a planetary event that occurs once every 56 years.

C. This raised section of floor contains a dire warning explaining the nature of the curse of the encircled runes. Although it depicts the four runes, none are encircled and as a result are harmless.

D. This wall employs a combination of pictures and hieroglyphs to tell stories of the pharaohs. The first tale is of the time in which the Cerulean Pharaoh gained his title. The story claims Anok Fero, angered by the poor production of his tax collectors, turned into a thousand blue snakes and devoured his failed servitors before transforming back (this tale refers to the pharaoh's *rod of writhing* in area 8). The second story is of Ankana, who forced her closest servants to swallow the eggs of fiendish insects procured from Hell itself. Those who successfully demonstrated their loyalty and managed to curry her favor before the end of the incubation period received her blessing in the form of a *cure disease* spell to abort the hatching, cast by one of her clerics. When the eggs finally



Encircled Rune of Subjugation

hatched, the horrid vermin devoured the remaining servitors from within.

E. These cryptic glyphs refer to godlike beings who once descended from the "Dominions of the Black." They speak of a gift bestowed upon the four pharaohs called a "mind quake," as well as a promise by the beings to one day return. This is a veiled reference to the Aucturn Enigma, an adventure seed. See the Aucturn Enigma sidebar for additional background on the role of the planet Aucturn.

Expeditionary Activity: If Lonicera Moonthrush continues to infiltrate the PCs when they reach area 4, she adds another layer to her deception. While the PCs engage in deciphering, she pretends to check the glyphs against her translation texts. In actuality, she uses her *scroll of silent image* on one of the walls covered with hieroglyphs. Using her bardic knowledge of ancient Osirian glyphs, she substitutes false symbols for the true characters. Any PC who decipheres her illusory glyphs but fails the DC 11 Will save reads an ancient decree that the tomb of the Radiant Pharaoh may only be accessed by a direct descendant. According to the glyphs, Ankana's true line will be known by the specific mark it bears (as illustrated on the wall). To accompany her ruse, Lonicera has a fake birthmark (actually a tattoo) running across the small of her back, half hidden underneath her clothes, which vaguely resembles the hieroglyph in the planted text. A DC 15 Spot check reveals

Lonicera's mark. If the PCs confront her with a theory that she might be a true descendant of Ankana, she pretends to reject it as coincidental nonsense. In actuality, she hopes her denials fuel the PCs' suspicions. She insists on rechecking the text herself, by which time the illusory characters have vanished, sowing further confusion. A physical inspection of her birthmark, coupled with a DC 20 Heal or DC 25 Forgery check, reveals it as a fake.

5. The Remains of the Fiend Pharaoh (EL 7)

The tiered shelves of this chamber are filled with approximately four dozen clay vases of varying sizes, each sealed with wax.

Although this chamber does not befit the Fiend Pharaoh's station, this catacomb is indeed Hetshepsu's final resting place. As penance for his traitorous attempt to magically sever his death pact with the other three pharaohs in their final days, his corpse was carefully disemboweled and his entrails separated into 263 pieces (a quantity of eternal imperfection according to the sacred geometry of the Pharaoh of Numbers). The partitioned remains now soak within the 56 canopic jars that line this room, floating in an ancient, clear embalming fluid. If the PCs, while in this room, speak the Fiend Pharaoh's name or unseal a single lid of any of the jars, Hetshepsu's entrails spring to action, bursting free from every container. The Fiend Pharaoh's intestines and organs form three separate undead swarms, each dripping with preservatives as well as Hetshepsu's festering hate.

EMBALMED SWARM OF ORGANS (3) CR 4
NE Tiny undead (swarm)

Init +4; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Aura unsettling presence 30 ft. (DC 15)

DEFENSE

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

hp 45 (7d12)

Fort +2, **Ref** +6, **Will** +7

Defensive Abilities half damage from slashing and piercing weapons; **DR** 5/slashing;

Immune swarm traits, undead traits; **Resist** cold 5, electricity 5, fire 5

Weakness acid vulnerability

THE CURSE OF THE ENCIRCLED RUNES

A potent curse protects the pyramid of the Four Pharaohs of Ascension: unwary invaders are condemned to undeath, conscripted to become the tomb's tireless guardians. Sprinkled throughout the pyramid are several copies of four ominous symbols, each one representing one of the four pharaohs. An identical death ring—the circular glyph representing undeath—overlays each individual symbol. In keeping with the sadistically gamesome spirit of the pharaohs, the encircled runes rarely appear in plain sight. Instead, the symbols are more often hidden in the deeper recesses of the tomb. Individually, the symbols are harmless, but anyone who views all four encircled sigils is beset by a curse.

Anyone who sees all four encircled runes must make an immediate DC 20 Will save. A character who fails this roll is transformed into a decayed monster, gaining the Osirion mummy template (see Appendix 3). The curse strips its victims of free will, instead creating eternal guardians tasked with destroying all living invaders inside the tomb. As such, player characters affected by the

curse become NPCs under GM control. Defeating all four pharaohs during the course of the adventure frees cursed characters, who then become free-willed undead. They retain the Osirion mummy template but are drained of their two most recent levels and lose all experience otherwise earned on this adventure. As the GM, you must decide if you return such characters to their players or retain them as antagonists. Characters who see all four symbols and make their initial saves must make new Will saves each time they see any of the encircled runes, anywhere, unless all four of the pharaohs have been defeated, at which point the curse becomes dormant.

The four encircled runes are: the Rune of Subjugation, symbol of the Fiend Pharaoh; the Rune of the Desert, symbol of the Cerulean Pharaoh; the Rune of Fealty, symbol of the Radiant Pharaoh; and the Rune of Reckoning, symbol of the Pharaoh of Numbers.

If the PCs have not learned of the runes' omnipresent threat from Raegos they have a second chance to decipher a warning from the heiroglyphs on the floor in area 4C.

OFFENSE

Spd 20 ft., climb 15 ft.

Melee swarm (2d6 plus clinging parts)

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

Special Attacks clinging parts, distraction (DC 15)

TACTICS

During Combat The embalmed swarms immediately attack, pursuing the PCs relentlessly until destroyed.

Morale The swarms fight until destroyed.

STATISTICS

Str 5, **Dex** 19, **Con** —, **Int** 15, **Wis** 10, **Cha** 11

Base Atk +3; **Grp** —

Feats Ability Focus (distraction), Ability Focus (unsettling presence), Iron Will

Skills Climb +15, Hide +14, Jump +7, Move Silently +14

Gear one of the three swarms has a *ring of counterspells* (magic missile)

SPECIAL ABILITIES

Clinging Parts (Ex) If an embalmed swarm successfully damages a victim, the swarm's sinewy strands of intestine wrap around its target, attempting to constrict and crush. Anyone damaged by the swarm

takes a further 1d6 points of damage on the following round as he dislodges the grasping, writhing tissues. This damage occurs (for a single round) even if the victim has successfully exited the swarm.

Distraction (Ex) Any living creature that begins its turn with an embalmed swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Unsettling Presence (Su) A creature within 30 feet of an embalmed swarm must make a successful DC 15 Will save or become shaken for 2d4 rounds. A creature that successfully saves is immune to the embalmed swarm's unsettling presence for 24 hours. The save DC is Charisma-based. This is a mind-affecting fear effect.

A PC who examines the swarms' remains and makes a DC 15 Heal or Knowledge (the planes) check uncovers that Hetshepsu was in life a tiefling of infernal ancestry.

The Curse of the Encircled Runes: One of the preserved parts in the swarm is Hetshepsu's flayed and disembodied ring finger, which still bears his signet ring. It is a ring of counterspells currently loaded with a magic missile spell. While it is a helpful treasure to recover, it contains the encircled symbol of subjugation, automatically spotted by anyone who collects the ring.

6. The Climb of Kahotep

A hollow triangular shaft composed of the same smooth green stone extends at an angle both upward and downward into the darkness.

Transportation between levels inside the pyramid is made possible by way of a triangular platform that connects to the northwestern corner of each level of the pyramid's hollowed core. The platform is raised and lowered by an ancient snake-headed stone golem named Kahotep who pushes the platform from its underside with a single hand. The great golem slowly, but smoothly scales the inner-corner of the pyramid wall with the aid of a permanent *spider climb* spell.

KAHOTEP, STONE GOLEM

CR 11

hp 107; MM 136

Spd 20 ft.; climb 20ft. (*spider climb*)

TACTICS

During Combat Kahotep's creator's orders preclude combat; the golem does not defend itself if attacked.

Morale Kahotep does not waiver from its duties, even unto its destruction.

Kahotep raises and lowers the lift as commanded by anyone standing on the platform. The golem only responds to the words "up," and "down," and "stop" spoken in Ancient Osirion. If none of the PCs speak that language, a DC 20 bardic knowledge or Knowledge (history) check provides the necessary translation for these words, as does a *tongues* or similar spell. Otherwise, the golem slowly navigates the levels of the pyramid from bottom to top and then back down again, each trip requiring an hour, just as it has now done for centuries. A successful DC 10 Listen check detects the even rhythm of the golem's approach long before it becomes visible.



Encircled Rune
of the Desert

Kahotep's entire body is carved from the same veinstone as the pyramid itself, while its head has been worked into the shape of an Osirion cobra. A lifeless serpent's tail hangs between the golem's legs. If they destroy Kahotep, the PCs must find an alternative method of traveling between levels of the pyramid. Scaling the steeply angled veinstone shaft requires DC 25 Climb checks.

Ad Hoc XP: As Kahotep does not pose a threat, do not award (or penalize) the PCs experience points for destroying the golem.

The Curse of the Encircled Runes: An encircled rune of subjugation is etched into the sole of Kahotep's left foot. It can only be spotted by someone who succeeds on a DC 20 Spot check while observing Kahotep climb past his level.

LOWER LEVEL

7. Rivers of Gold (EL 7)

Thousands upon thousands of ancient golden coins sparkle and shimmer in the dim light. The pile of treasure forms a river of mind-

boggling wealth curling in both directions, winding out of sight. The coins are interspersed with all manner of carvings, pendants, rings, jeweled weapons, armors, and numerous treasures of wonder.

This 50-foot-tall chamber consists of winding canals filled with the collected wealth of the empire of the four pharaohs. While the treasure uniformly fills the canals to a depth of 15 feet, characters who wade into the golden rivers find their feet sink to a depth of about 6 inches. The canals are difficult terrain. An everburning torch mimicking white-hot flame rests in a veinstone sconce every 50 feet.

The sheer volume of gold defies counting, and no doubt enough wealth flows here to unbalance any campaign. As part of the curse that guards it, however, the treasure in the river is linked with the demiplane of Ramlock's Hallow. The valuables in this river can no longer be transported out of the pyramid on this plane. Anything collected from the river returns to the river if carried out of the pyramid while it is not in Ramlock's Hallow. The treasure found in the sarcophagus of the Cerulean Pharaoh is quite recoverable (see area 11).

Creature: In his youth, the Cerulean Pharaoh's prized possession was a blue dragon egg. He oversaw its incubation and raised the hatchling as a favored cohort. When his death approached, Anok Fero had the dragon surrounded while it slept and ordered him slain so that he could be mummified to protect the Pharaoh in death as in life. The undead dragon, called Tukanem-Hanam, now prowls the rivers of gold, traveling underneath it with his burrowing ability.

TUKANEM-HANAM

CR 9

Male Osirion mummy juvenile blue dragon
LE Large undead (augmented dragon, earth)

Init +4; **Senses** blindsense 60 ft. darkvision 120 ft., keen senses, low-light vision; **Listen** +20, **Spot** +20

DEFENSE

AC 28, touch 9, flat-footed 28

(+19 natural, -1 size)

hp 97 (15d12)

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

DR 5/—; **Immune** electricity, undead traits

Weakness cold vulnerability



OFFENSE

Spd 30 ft., burrow 10 ft., fly 140 ft. (clumsy)

Melee bite +18 (3d6+10) and

2 claws +16 (2d6+7) and

2 wings +16 (1d8+7) and

tail slap +16 (2d6+13)

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

Special Attacks breath weapon (60-ft. line, 8d8 electricity, Reflex DC 21 half), dust stroke, sudden burst of vengeance

Spells Known (CL 1st, +14 ranged touch)

1st (4/day)—*ray of enfeeblement*, *true strike*

0 (5/day)—*acid splash*, *detect magic*, *ghost sound*, *mage hand*

Spell-Like Abilities (CL 4th)

3/day—*create/destroy water* (DC 19)

TACTICS

Before Combat Tukanem-Hanam hides in the river of gold, biding his time for an ambush.

During Combat Tukanem-Hanam can burrow through the river of gold as though it were his native sand. A PC can spot a ripple or an ascending wave telegraphing the direction

of the dragon mummy's approach with a successful Spot check opposed by the dragon's Hide check. Tukanem-Hanam is fond of casting *true strike* just before emerging and following up with a devastating Power Attack. If the dragon mummy surfaces and takes to the air, everyone within 10 feet must make a DC 14 Reflex save or take 2d4 points of damage from the massive spray of coins. If he closes into melee, his standard tactic is to Power Attack for 3 points.

Morale Tukanem-Hanam fights to the death. He does not pursue fleeing enemies outside this chamber.

STATISTICS

Str 23, **Dex** 10, **Con** —, **Int** 12, **Wis** 15, **Cha** 14

Base Atk +15; **Grp** +25

Feats Ability Focus (breath weapon), Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Natural Attack (wing), Multiattack, Power Attack

Skills Bluff +20, Concentration +18, Hide +14,

Intimidate +20, Listen +20, Search +19, Spellcraft +19, Spot +20

Language Ancient Osirion, Draconic

SQ sound imitation (DC 19)

Gear *amulet of mighty fists* +1

SPECIAL ABILITIES

Dust Stroke (Su) If one of Tukanem-Hanam's natural attacks drops his victim's hit points to below –9, the dragon mummy also disintegrates the victim's body into a cloud of dust and ash. A *raise dead* spell cannot bring back the victim, but a *resurrection* still works.

Sudden Burst of Vengeance (Su) Twice per day, as a swift action, Tukanem-Hanam may act as though augmented by a *haste* spell. The effect lasts for a single round.

The Curse of the Encircled Runes: Area 7 contains three cursed runes. First, an encircled rune of subjugation lurks inside a battle helm laced with gold. Fortunately for PCs, the volume of treasure in this level prevents its discovery without spending at



Encircled Rune of Fealty

least an hour searching and succeeding at a DC 25 Search Check. Second, an encircled rune of the desert has been inscribed upon the dragon mummy's chest. Anyone battling the creature in melee combat or inspecting its defeated corpse automatically sees it. Finally, although difficult to discern while walking along it, the winding river of treasure itself is in the shape of a gigantic encircled rune of the desert. A PC is safe until he makes this realization. A PC who gets a bird's eye view of the level, such as by flying or climbing, is at risk of accidentally spying the macro-symbol with a successful DC 10 Spot check.

8. Island Tomb of the Cerulean Pharaoh

A circular dais rises up from the sea of coins and treasure. Upon the dais rests a sarcophagus surrounded by a ring of eleven torch staves, each casting a dark blue orb of light into the darkness.

Here lies Anok Fero, the Cerulean Pharaoh. Protected by his dragon cohort and the curse of the encircled runes, his coffin bears no further wards. The torch staves are merely colored *everburning torches*. The heavy granite sarcophagus lid can be slid free with a DC 20 Strength check. An inscription lines the lid in glowing white hieroglyphic symbols. A permanent phantasm causes the reader who tries to interpret the inscription to

perceive it as a simple rhyme, regardless of whatever language the symbols are translated into:

Beyond this world has left my health,
Surrounded in death with my wealth,

Enter my island, cast an eye,
Go your way and prepare to die,

Voice regret, I'll hear not your plea,
And in the end you will serve me.

If disbelieved (Will save DC 15), the true glyphs confer the same meaning, but in a jumble without rhythm. The last line of the inscription is a reference to the curse of encircled runes.

Treasure: Although his body has been mummified, it is an ordinary corpse. Anok Fero is not undead. By choice, he instead awaits his journey to the afterlife in the tradition of his ancestors. The pharaoh's arms are folded over a crook fashioned to look like a menacing asp. The crook is actually a *rod of writhing* (see Appendix 1). A gold circlet set with 11 azurite gemstones adorns his head (1,375 gp) and a moonstone-studded ring of silver rests upon each finger (75 gp each). His arms are bedecked with matching cobalt *bracers of defenselessness* (+3) while each fist clutches a deep blue spinel (500 gp each). Although his mouth is closed, a large gold coin rests upon his tongue (100 gp).

The sarcophagus contains a false bottom at its foot (DC 20 Search check). Inside is a jumble of 11 carefully cut pieces of polished blue dragon scale scattered among 45 black chips of obsidian. If the blue scales are pieced together (DC 10 Int check), they form the ancient Osirion hieroglyph for "exit." Anyone who views the assembled symbol is no longer impeded by the *antilife shell* in area 1. As the pharaoh believed that once his journey to the afterlife was complete he would live again, he needed to ensure he could walk from the tomb.

The Curse of the Encircled Runes: On the other hand, if the obsidian puzzle-chips in the false bottom of the coffin are assembled (DC 10 Int check) they form an encircled rune of the desert. A DC 15 Wisdom check enables anyone assembling the shards to determine what the puzzle forms before completing it.

Development: Certain key events in the adventure are triggered by the defeat of the four pharaohs, including the return of the pyramid to Ramlock's Hallow and the restoration of free will to characters who succumb to the curse of the encircled runes. Treat Anok Fero as "defeated" if the PCs are able to either kill or evade Tukanem-Hanam in area 7 such that they are able to plunder the pharaoh's sarcophagus.

UPPER LEVEL

9. Windows to the Past

A fifty-foot corridor extends beyond the archway. A row of eleven large windows lines the wall on the left-hand side. A cool desert breeze flushes across the chamber.

Each window's view depicts the ancient slave-city of Tumen, once capital of Osirion and home to the four pharaohs of ascension. The PCs can watch warriors, artisans, thralls, and merchants bustling in the busy streets far below. A DC 15 Intelligence check, however, detects that after about a minute the image in each window repeats itself.

PCs who keep track of their location relative to the outside world automatically realize they are far too deep within the pyramid for there to be windows. The window views and the outside breeze are part of the same *permanent image* (DC 19 to disbelieve).

10. The Tomb of Ankana, the Radiant Pharaoh (EL varies)

This magnificent chamber is tiled throughout with a brilliant, rainbow-hued mosaic. A floating sarcophagus, which appears to be composed of an indigo light, slowly rotates in the air in the back half of the room.

As soon as the PCs begin to congregate inside the room, the lid on the sarcophagus disintegrates from top to bottom. Its occupant, Ankana, then slowly rises. As she stands to greet her intruders she removes her translucent burial shroud, revealing a woman of striking beauty.

Ankana has cast *gentle repose* upon herself every few days for several centuries. As such, her form remains protected from natural

decay and her skin appears as though it were still flushed with youth.

Although offended by the presence of strangers in her burial chamber, after centuries of nothingness Ankana is equally curious and tries to speak with the PCs before attacking them for their transgression. Should she discover the PCs do not speak her ancient languages, she quickly becomes frustrated and unleashes the room's trap.

ANKANA, THE RADIANT PHARAOH CR 8

Female human Osirion mummy conjurer 7

LE Medium undead (augmented humanoid)

Init +4; Senses Listen +0, Spot +0

DEFENSE

AC 15, touch 10, flat-footed 15

(+5 natural)

hp 51 (57 with *false life*, 7d12)

Fort +2, Ref +2, Will +5

DR 5/—; Immune undead traits

Weakness cold vulnerability

OFFENSE

Spd 20 ft.

Melee slam +6 (1d6+3)

Special Attacks dust stroke, sudden burst of vengeance

Wizard Spells Prepared (CL 7th, +5 melee touch, +2 ranged touch)

4th—*black tentacles*, *summon monster IV*

3rd—*dispel magic*, *gentle repose*, *lightning bolt* (DC 16), *summon monster III*

2nd—*bull's strength*, *glitterdust* (DC 16), *scorching ray*, see *invisibility*, *summon monster II*

1st—*mage armor*, *magic missile* (3), *rope trick*, *shield*

0—*acid splash*, *arcane mark*, *detect magic*, *prestidigitation*, *read magic*

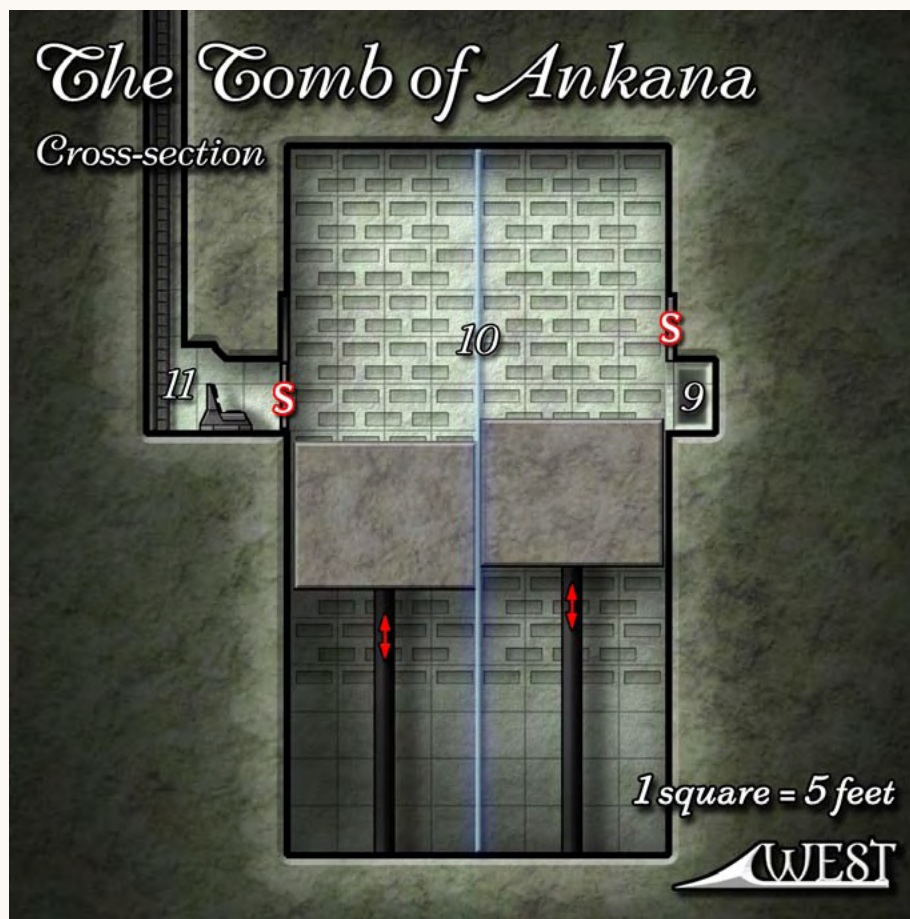
Prohibited Schools enchantment and illusion

TACTICS

Before Combat If she anticipates she might be forced into combat, Ankana casts *mage armor* and then uses her *wand of false life*.

During Combat Despite her enhanced strength, Ankana disdains melee, preferring to employ summoned thralls to fight for her. When possible, she retreats up into the extradimensional space provided by her *rope trick* spell, loads it to capacity with summoned creatures, and then opens it to release them all at once.

Morale Although a fearless undead, Ankana remains tactically minded. If at risk, she prefers to escape to area 14 via the ladder in area 11, where she reunites with the Pharaoh of Numbers for her final stand against invaders.



STATISTICS

Str 16, Dex 11, Con —, Int 16, Wis 11, Cha 14

Base Atk +3; Grp +6

Feats Augment Summoning, Craft Wondrous Item, Improved Initiative, Skill Focus (Concentration), Spell Focus (conjuration)

Skills Concentration +13, Intimidate +6, Knowledge (arcana) +13, Knowledge (nobility and royalty) +5, Knowledge (religion) +8, Knowledge (the planes) +13, Spellcraft +15

Languages Ancient Osirion (extinct language), Draconic, Jistka (extinct language), Tekritanin (extinct language), Terran

SQ enhanced summoning, rapid summoning

Combat Gear *scroll of summon monster V*, *wand of false life* (5 charges); Other Gear *bag of devouring*, *headdress of intellect* +2, *Pantheon amulet*, collection of jewelry bearing her arcane mark: gold bracelets (x2) (40 gp), silver chain fillet (110 gp), gorget (25 gp), pair of matching arm and thigh bands (60 gp), gold necklace with locket (275 gp)

Spellbook see Treasure below

SPECIAL ABILITIES

Dust Stroke (Su) If Ankana's slam attack drops her victim's hit points to below –9,

Anakana also disintegrates the victim's body into a cloud of dust and ash. A *raise dead* spell cannot bring back the victim, but a *resurrection* still works.

Enhanced Summoning (Ex) As a variant conjurer, Ankana does not gain the Scribe Scroll feat. Instead, she gained the Augmented Summoning feat. At 5th level, in exchange for discarding her bonus wizard feat, Ankana's summoned creatures become more difficult to dispel. Add 2 to the DC of any caster level check made to dispel Ankana's summoned creatures.

Rapid Summoning (Ex) As a variant conjurer, when Ankana casts a *summon monster* spell, its casting time is 1 standard action rather than 1 full round, although a creature so summoned can only take a single standard or move action in the round it is summoned. As a variant conjurer, Ankana does not have the ability to summon a familiar.

Sudden Burst of Vengeance (Su) Twice per day, as a swift action, Ankana may act as though augmented by a *haste* spell. The effect lasts for a single round.

Trap: A PC who makes a DC 25 Spot check can spy a hairline slit bisecting the center of room running north and south. The line separates the PCs from the resting place of the Radiant Pharaoh. A permanent *wall of force* (CL 9th) rises up from this line, straight to the ceiling. As the PCs might later discover, the wall also extends above and below the visible chamber.

Unbeknownst to the PCs, this room actually consists of two separate floors which are, at the moment the PCs enter, flush with one another. The two floors, separated by the *wall of force*, are connected to one another by a mechanical lever housed deep below. Like a scale, the floors are weight sensitive. When one floor descends, the other ascends. When the PCs enter, the two floors are locked in equilibrium. At a time of her choosing, Ankana may activate a hidden switch in the wall behind her coffin (Search DC 20) as a move action. The switch removes the lock and causes the two halves of floor to become pressure sensitive. Unlocking the floors also causes a veinstone wall (4 inches-thick; hp 60; hardness 10; Break DC 28) to fall into place, blocking the east entrance.

Ankana then calls for her Pantheon from area 11 to step out of its hidden alcove and on to her side of the scale. Ankana then retreats off the scale, to area 11, and sits upon the golden throne, leaving the door panel open so she can observe the chamber.

The arrival of the heavy Pantheon immediately causes Ankana's side of the floor to descend by at least a few inches and for the PCs' half to ascend the same amount. Ankana gives the PCs a moment to appreciate their predicament before she orders her Pantheon to go to work. The sides of the walls are honeycombed with dozens of slitlike alcoves, each containing a giant circular weight of approximately 100 pounds. The Pantheon begins pulling weights out of the alcoves and stacking them on the floor in neat towers. This causes the PCs' floor to rapidly ascend—or from the PCs' perspective, causes the ceiling to come ever closer and the Pantheon to drop ever lower.

Due to Ankana's sense of fair play, the PCs' side of the room is also lined with alcoves containing identical

weights. If the PCs play Ankana's game, they can attempt to offset or even surpass the weight being added by the Pantheon. If so, each round consists of a contested Strength checks between the PCs' strongest contributor and the Pantheon. Other PCs who also take full-round actions to pile weights can make DC 10 Strength checks to successfully aid their stronger comrade, conferring a +2 bonus for each successful check. For

each point of differential between the roll of the Pantheon and the strongest PC, the scales become uneven by a single foot. Before Ankana releases the lock, the ceiling is 30 feet high. As such, should one side accumulate a differential of 30 or more over successive rounds, the losing side takes 4d6 points of crushing damage each round, with no save, as the floor presses against the unyielding ceiling. To simplify the mechanics, assume the PCs' starting weight is roughly balanced out by the weight of the Pantheon.

The PCs are free, of course, to take actions other than pile weights, such as try to brace the floor and ceiling or buff their stronger contributors, destroy the *wall of force* and attack the Pantheon (or Ankana) directly, or attempt to escape the way they came in by destroying the stone barrier that seals the entrance (but keep note of how high or low the entrance's archway is in reference to the current position of the floor). Depending on events, the barrier might no longer be easily reached.

Ankana does not herself participate in a base contest of strength. She merely instructs the Pantheon and amuses herself with the PCs' plight. If the PCs appear to gain a significant advantage, however, she attempts to expend her *scroll of summon monster V* (requiring a DC 10 caster level check) to summon a Medium earth elemental. The elemental provides the Pantheon with a 21-Strength ally to aid it on its next 9 checks. The elemental assumes the shape of a 7-foot-tall, well-muscled Osirian laborer comprised of the same colored stones that compose the chamber's mosaic. The elemental's physical presence also adds an immediate 750 pound weight to the Pantheon's side of the scale, granting a further +2 circumstance bonus on the Pantheon's contested Strength checks. If necessary, Ankana casts additional summoning spells to add even more monstrous weights to the scale.

The Curse of the Encircled Runes: One of the circular weights on the PCs' side of the room contains a large etching of the encircled rune of fealty. There is a 1 in 20 chance each round that a PC retrieves the weight with the rune on it. Should a PC remove the weight from the alcove and place it on the floor, everyone in the room who fails a DC 20 Reflex save



Ankana

sees it. The person who actually removes the weight takes a -4 penalty on his save.

Treasure: If the scale trap is unlocked, Ankana's sarcophagus floats into area 11. If the PCs later investigate, they find it contains a shimmering bed of ornate silver coins (300 gp) and a crystalline *flask of curses*. Ankana's greatest treasure, however, is her spellbook: the *Microticon*. This grimoire is inscribed on tiny pages and is folded inside a cherished locket that hangs around Ankana's neck. The arcane writing is too small to read without the tear-drop lens from a pair of *goggles of minute seeing*, one of which Ankana keeps nestled inside the locket behind the tiny grimoire itself. In addition to Ankana's list of prepared spells, the *Microticon* contains the following: 0—all except enchantment and illusion; 1st—*alarm*, *comprehend languages*, *grease*, *protection from chaos*, *ray of enfeeblement*, *unseen servant*; 2nd—*acid arrow*, *arcane lock*, *eagle's splendor*, *false life*, *fog cloud*, *resist energy*, *web*; 3rd—*fly*, *haste*, *phantom steed*, *stinking cloud*, *tiny hut*; 4th—*enervation*, *stone shape*.

Curse of the Encircled Runes: Anyone viewing Ankana's book through the lens first sees an encircled rune of fealty on the cover. The rune is too tiny to be seen without employing the lens.

Expeditionary Activity: If the Expeditionary finds itself on Ankana's scale with the PCs, its members do not hesitate to cooperate, pointing out the obvious benefit of a temporary alliance to any PCs who have difficulty putting the past behind them. Only after the combined group defeats the Panthereon and reopens the door to area 10 do they dash off to continue exploring the complex.

11. Hidden Throne Alcove (EL 7)

The western wall of area 10 is covered in hieroglyphs extolling the achievements of Ankana. Behind it lies a hidden room. A DC 20 Search check reveals that pressing the glyph representing the Radiant Pharaoh's generosity causes the thick veinstone wall to slowly grind into the floor, revealing the chamber beyond. Note that unless the PCs destroy or bypass the *wall of force* in area 10, the only way to reach this chamber is by descending the ladder from area 15 above.

A towering throne fills this small chamber. Behind the throne, a wide-runged lad-

der composed of veinstone ascends to the blackness above.

Creature: Ankana's Panthereon guardian waits here until called. It then exits through the secret door and stands at her side. Although the Panthereon has a bronze cat's head on its shoulders, it is otherwise similar in appearance to a shield guardian. Its stone parts are composed of veinstone, while its wooden components are a blackened darkwood. The Panthereon's metallic components are well-polished bronze.

PANTHEREON CR 7

hp 80; MM 223 (Modified Shield Guardian)

SQ The Panthereon does not have fast healing 5; its stored spell is currently *bull's strength*

TACTICS

During Combat The Panthereon follows

Ankana's orders at all times as long as she carries its amulet.

Morale The Panthereon fights until destroyed if Ankana commands it.

If Ankana unlocks the flooring in area 10, she retreats here and climbs upon her throne to watch the ensuing contest. If the PCs succeed in raising her side of the floor and crushing her Panthereon, though, she has no means of returning to area 10, as the way becomes blocked by a solid wall. Ankana then takes the veinstone ladder and climbs to area 15, where she waits for the PCs to encounter the Pharaoh of Numbers in area 14 and joins him in combat. If the scale trap has been activated, Ankana's sarcophagus is also here, resting next to the throne.

The Curse of the Encircled Runes: The ladder is composed of 56 rungs. The 45th rung (the 11th from the top) contains a small encircled rune of reckoning. Any PC climbing the ladder sees the rune with a DC 20 Spot check.

CREST LEVEL

12. The Countdown Wall

This otherwise empty room appears devoted to a huge panel of complex hieroglyphics.

Any character who can't read Ancient Osirion can make a DC 20 Decipher Script check (or use a *comprehend languages* spell or



Designer Notes

TILTING THE SCALES

This room provides a potentially lethal contest that differs from the standard melee. The Panthereon has a Strength of 22, giving it a +6 bonus (or +8 if it activates its *bull's strength* spell). The average group of four PCs likely has a bonus in a range between +8 to +10 (+2 to +4 for the party's strongest member, plus on average up to an additional +6 or so with successful aid another checks. The PCs should have the upper-hand unless Ankana unbalances it with her magic. The encounter has maximum impact if the scales undergo a series of close-call reversals, with each side gaining the upper-hand at different points.

If the curse of the encircled runes kicks in during the middle of the contest, it's quite likely that a total party kill (TPK) could ensue. Unless the PCs have taken an unusually circuitous route however, they likely have not yet seen the rune of reckoning and should be safe (for now).

If the PCs succeed in destroying the *wall of force*, let it happen rather than frustrate their efforts to play outside of Ankana's game. They do, however, potentially face both Ankana and the Panthereon at the same time, which makes for an EL 9 encounter. Interestingly, during one of the original play tests, as crushing death approached, one of the PCs suddenly employed an *immovable rod* to stop the floor from advancing—permanently. There are many potential solutions to this encounter; where possible, reward the players by letting their more creative ideas have reasonable chances of success.

similar magic) to reveal that the hieroglyphs running along the north wall comprise a single gigantic number expressed in Ancient Osirion. It takes a DC 15 Spot check, however, to discern the room's most disturbing feature: the number on the wall is actively counting down. Every few seconds, one or more of the glyph's characters slowly morphs, almost imperceptibly, into a new character, representing a fractionally



Encircled Rune of Reckoning

smaller total figure. Due to the positions of the digits in the Pharaoh of Numbers's advanced numbering system and the size of the wall itself, a reader who studies the glyph and makes a DC 20 Intelligence check can estimate the number from which the countdown started. The calculated number is staggering, suggesting the glyphs have slowly ticked down over thousands of years, likely dating back to a time near the construction of the pyramid. Even more unsettling is the fact that the countdown nears completion. After thousands of years, whatever the countdown represents will reach null and terminate within the next few years—a virtual blink of an eye in comparison to the time that has already been expended.

The significance of the countdown, and exactly how long it takes to reach 0, is an adventure seed you can tailor to your own campaign. The players should, however, be left with the sense that something long anticipated is scheduled for the very near future. See the Aucturn Enigma sidebar for one possibility.

Expeditionary Activity: If Lonicera Moonthrush is still with PCs when they reach area 12, she does not hesitate to point out the significance of the number.

13. The Planet Eye

A gigantic black metal spyglass juts out of the wall, its tip hanging in the middle of the room. A veinstone chair rests on a raised dais in front of the lens.

This ancient telescope extends into the ceiling and through a shaft bored through the pyramid wall, stretching more than 200 feet to the outside world. Inside the shaft are 56 finely focused lenses, 5 of which are gigantic *eyes of the eagle* the size of dinner plates. The scope is fixed in a permanent position, enabling a viewer to focus on a single violet planet called Aucturn wandering across Golarion's night sky, but only when the orbits of Golarion and Aucrun bring them closest to each other. A DC 10 Knowledge (nature) check is good enough to identify Aucturn, a ringed planet in Golarion's system. See the Aucturn Enigma sidebar for details on the importance of Aucturn to the pharaohs.

Breaking off or removing the eyepiece of the planet eye (Break DC 20 or a Disable Device check of DC 15) reveals that the shaft beyond is large enough for a Medium character to squeeze through, providing an additional route for the PCs to escape the tomb. To do so, though, the PCs must first clear the fragile lenses along the shaft as they progress. PCs making the climb exit near the pyramid's top and see that their impromptu egress is cloaked from the outside world by an *illusory wall* of veinstone.

The Curse of the Encircled Runes: A dial at the tip of the scope enables one to view Aucturn and its eleven rings through five increasing magnitudes of size and clarity. The third lens, however, contains the encircled rune of reckoning, etched atop the glass. When the dial is turned to its third position, the rune is automatically seen by anyone staring through the scope.

14. Tomb of the Pharaoh of Numbers (EL 6)

A black sarcophagus etched with hieroglyphic numbers stands upright in the center of the room, facing the doorway.

The walls, ceiling, and floor are covered in carefully scripted mathematical formulas—numeric expressions of astronomy, physics, and magic. If copied into a tome, the formulas are worth 2,000 gp to a sage capable of appreciating their true value.

Creature: The PCs can breach the seal on the sarcophagus lid with a DC 15 Strength check. Despite the delicate embalming

performed on him, the Pharaoh of Numbers's mummified corpse has become completely desiccated over the passing millennia. Moments after being disturbed, his body appears to disintegrate into ashes and slowly drift away as though carried by an unseen breeze. In fact, exposing the Pharaoh of Numbers to the air beyond his sarcophagus unleashes his final vengeance upon those who would disturb his undead vigil. His composition disperses into thousands of tiny jagged hieroglyphic numeric characters, representing mathematical expressions of all the pharaoh's thoughts over the past several centuries as he lay waiting within his tomb. While the numbers are so small they appear as a roiling cloud of black smoke, they can coalesce into large, serrated, demonlike claws. The numbers seek to pour themselves down open mouths and into their victim, whereupon they shred their prey from the inside.

UNDEAD PHARAOH OF NUMBERS

CR 7

Advanced undead belker

LE Large undead

MM 27

Init +5; **Senses** Listen +0, Spot +0

DEFENSE

AC 23, touch 15, flat-footed 17

(+6 Dex, +8 natural, –1 size)

hp 65 (10d12)

Fort +3, **Ref** +9, **Will** +7

OFFENSE

Spd 30 ft.; fly 50 ft. (perfect)

Melee 2 wings +10 (1d6+2) and

bite +8 melee (1d4+1) and

2 claws +8 (1d3+1)

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

Special Attacks number claws (DC 19)

TACTICS

During Combat The Pharaoh of Numbers seeks to engulf divine spellcasters first to minimize the risk of being turned. If injured, he tries to bait the PCs into waging the battle in or over the shaft of area 6, where his fly speed provides him with an advantage.

Morale Although fearless, he remains cunning enough to temporarily withdraw if doing so provides the upper hand. If turned, he flees to area 13, smashes the lenses in the planet eye and escapes up the shaft in his disintegrated numbers form.

STATISTICS

Str 14, **Dex** 22, **Con** —, **Int** 23, **Wis** 11, **Cha** 11

Base Atk +5; **Grp** +11



Aucturn

Feats Ability Focus (smoke claws), Combat Expertise, Multiattack, Weapon Finesse

Skills Hide +15, Knowledge (arcana) +19, Knowledge (architecture and engineering) +19, Knowledge (nature) +19, Knowledge (history) +19, Knowledge (the planes) +19, Move Silently +19, Spellcraft +21

SQ disintegrated numbers form, turn resistance +2

SPECIAL ABILITIES

Number Claws (Ex) When in his disintegrated numbers form, the Pharaoh can engulf opponents by moving on top of them. He fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 19 Fortitude save or inhale part of the pharaoh. The save DC is Strength-based. The numbers inside the victim then solidify into a claw and rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the vaporous hieroglyphs.

Disintegrated Numbers Form (Su) The Pharaoh of Numbers can assume the form of

smokelike disintegrated hieroglyphic numbers at will. He can switch forms once per round as a free action and can spend up to 20 rounds per day in disintegrated numbers form. The pharaoh can fly at a speed of 50 feet (perfect) in his disintegrated numbers form. The ability is otherwise similar to a *gaseous form* spell (caster level 9th).

Treasure: The pharaoh's sarcophagus contains a black marble statuette of a scorpion (50 gp), a *tomb guard* (see Appendix 1), 4 *swan boat feather tokens* (a fleet of papyrus reed funeral ships), a black-tallow *candle of truth*, a *golem-bane scarab*, a number bomb (*bead of force*), a jet-stone carving of a barbed devil (100 gp), a ring set with a golden yellow topaz (500 gp), and 56 ancient gold coins (112 gp).

The Curse of the Encircled Runes: The largest *feather token* ship, the flagship *Andro Hep*, contains a massive encircled rune of reckoning painted upon its sail. The rune is only visible once the token is activated.

THE AUCTURN ENIGMA

Aucturn is the eleventh planet from Golarion's sun. Although large, it is quite distant and the slow-orbiting body is rarely visible with the naked eye. Every 56 years, Aucturn and Golarion's orbital paths align, reaching their closest proximity, a phase that lasts for approximately 4 months. During that time, while Aucturn's gravitational influence is so slight as to go unnoticed by most of the world, it has a considerable excitation effect on Golarion's elementals. In the deserts of Osirion, it causes a massive spike in sandstorm generation, resulting in local geodesic shifts and the cyclical unveiling of ancient secrets.

Some of the more radical Osirionologists have long believed that ancient Osirion's rapid spike in civilization, particularly its advancements in magic and technology, is the product of contact with a species from another world. Some hieroglyphics allude to Dominions of the Black, where godlike beings descend from the Dark Tapestry. They speak of "gifts of mind quakes when favor is found and obliteration when it is not."

The Pharaoh of Numbers was a devotee of the planet Aucturn. Some believe he—and possibly the other three pharaohs—received these so-called "mind quakes" following a visitation from this world. Other scholars postulate that visitors from the Dominions of the Black provided the secrets for the magic that enabled the formation of the pharaohs' pact, in which they bonded their collective fates—the precursor to their preeminence. Evidence of the Pharaoh of Numbers's obsession with Aucturn is found in the star charts sold at the Malhitu Bazaar as well as in areas 4 and 13. The countdown wall in area 12 further suggests that the pharaoh was quite convinced of a return visitation.

Entities from the Dominions of the Black do not appear in this adventure itself, but they act as a campaign seed for future adventures. The dark libraries of Cheliah contain multiple volumes of information regarding Aucturn and the Dominions of the Black.



15. Hidden alcove

A secret panel is concealed behind the sarcophagus of the Pharaoh of Numbers (Search DC 20). The tight chamber beyond leads to a veinstone ladder that descends at an angle to area 11.

CONCLUDING THE ADVENTURE

If all four pharaohs are defeated, the *mask of the four pharaohs* shatters into four jagged pieces. With the key to the tomb destroyed, the pyramid slowly begins to phase back to Ramlock's Hallow, the demiplane from which it was summoned. The PCs have 30 minutes to exit before they find themselves trapped in a desolate and unforgiving world.

The PCs may escape through the shaft of the planet eye in area 13 or by racing out the front entrance in area 1 (but only if they first disengaged the *antilife shell* in area 2 by completing the dragon-scale puzzle in Anok Fero's sarcophagus in area 8).

Any survivors of Her Majestrix's Expeditionary immediately try to escape, ignoring any attempts by the PCs to engage them in combat. Only after they make it to safety do they regroup and evaluate their position. With the pyramid gone and the mask destroyed, Julistar is thwarted from ever mounting a further expedition. If the PCs escaped with significant treasure, robbing them remains his best chance to acquire relics for House Thrune. Although

normally quite cautious, he wants to strike before the PCs have a chance to fence their loot and it won't be long before the PCs hear from him again. If Julistar perishes but other Expeditionary members survive, they scatter as soon as they escape the pyramid. Some might later reappear as antagonists or potential allies, depending on the needs of your campaign.

Depending on the depth of their exploration thus far, the PCs might also wish to follow up on their introduction to the Aucturn Enigma. To do so, they might wish to explore the ruins of Tumen for more clues or perhaps risk a trip to the dark libraries or Grand Athenaeum of Cheliax to find the original text of Imivus's *Aucturn Lexicon*.

Finally, the PCs might be left with the repercussions of the curse of the encircled runes. If one of the party members became mummified but had his free will restored, the others might wish to explore whether the curse can be undone, restoring their comrade to life. Perhaps an answer lies in one of the several other pyramids recently uncovered. If the PCs dare to attempt further exploration they must hurry, for Aucturn's ascendancy soon passes and it is only a matter of time before the next sandstorm buries these ancient mysteries once more.

APPENDIX 1 : NEW MAGIC ITEMS

CREEPING GLYPH

Aura Moderate abjuration and evocation; **CL** 11th
Slot none; **Price** 7,750 gp

DESCRIPTION

This glyph is a coruscating pattern of ancient arcane symbols stretching across a flat surface in a tight 5-foot-radius circle. It is also a mobile trap with a speed of 20 feet that responds to your commands. After it rests in place for a full round, it blends with the floor and becomes a creeping glyph trap.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *glyph of warding*; **Cost** 3,875 gp, 310 XP

CREEPING GLYPH TRAP

CR 2

Type magic device; **Search** DC 28; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** automatic after 3 rounds
Effect An explosion in a single 5-foot square that deals 4d4 points of nonlethal damage.

JADE MANTIS

Aura Moderate transmutation; **CL** 11th

Slot none; **Price** 9,450 gp

DESCRIPTION

A tiny emerald statuette, the *jade mantis* is part of the broader collection of *figurines of wondrous power* (often referred to across Golarion as jeweled life). When activated, the statuette transforms into a giant praying mantis (MM 285) under your command. You may call upon it three times per week for up to 1 hour per use.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 4,725 gp, 378 XP

WRACKING ROD

Aura Moderate necromancy; **CL** 9th

Slot none; **Price** 2,250 gp

DESCRIPTION

This black poker has a cherry-red tip, as though fresh from a searing fire. The more artful interrogators of Cheliax well understand that their subjects soon learn to welcome unconsciousness and even death as a means to escape torture. To frustrate their victim's respite, a torturer's *wracking rod* delivers a painful jolt that keeps the target alert for an extended session of interrogation. On a successful touch attack, the victim receives the benefit of a *cure light wounds* spell (1d8+1) but must also make a DC 16 Fortitude save or be sickened for 2d4 rounds. Over the decades, desperate members of Cheliax's underclass have found that these rods double as black market

sources of emergency healing. A *wracking rod* can be used up to 5 times per day.

CONSTRUCTION

Requirements Craft Rod, *cure light wounds*;

Cost 1,125 gp, 90 XP

ROD OF WRITHING

Aura Moderate transmutation; **CL** 9th

Slot none; **Price** 10,000 gp

DESCRIPTION

This curved, snake-headed scepter is cool and moist to the touch. When you hold the rod aloft and speak the command word, tiny blue-tinged vipers pour out of your eyes, ears, and mouth until you collapse and vanish into a writhing mass of intertwined snakes. Treat this effect as the *polymorph* spell, but use the stats for a centipede swarm, MM 238, except that the swarm is considered to have a hive mind. The disturbing transformation can be performed once per day and lasts up to 10 minutes or until you discontinue it (as a free action).

CONSTRUCTION

Requirements Craft Rod, *polymorph*, *summon swarm*; **Cost** 5,000 gp, 400 XP

TOMB GUARD

Aura Moderate transmutation; **CL** 9th

Slot none; **Price** 8,500 gp

DESCRIPTION

Once affixed, this ancient ankh bonds seamlessly to the hilt or handle of any magic melee weapon. The ankh's power remains dormant until you fall in battle—

unconscious, dead, or dying. At that point, the ankh animates the weapon, enabling it to strike out against all foes, tenaciously guarding your fallen body. Treat this effect as a dancing weapon, except that the weapon is allowed to make up to three attacks of opportunity each round. The ankh tirelessly defends you for up to 1 hour or until you regain consciousness. The ankh can only be activated once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 4,225 gp, 340 XP

APPENDIX 2: HER MAJESTRIX'S EXPEDITIONARY

Paracount Julistar

Hailing from the diabolical empire of Cheliax, this dedicated Osirionologist has but two passions in life: archaeology and the accumulation of power within Cheliax's ruling faction, the Thrice-Damned House of Thrune. Julistar's cross-appointment as both a demicardinal of Asmodeus and as the curator of Thrune's most prestigious museum, the Grand Athenaeum, enables him to combine his two greatest loves. As he increases the value of the museum's legendary collection, his reputation and stature within Thrune grows commensurately. Accordingly, Julistar stops at nothing to secure the most sought-after treasures for his queen, the Infernal Majestrix.

Tomb Guard



Rod of Writhing



Jade Mantis



Julistar has studied with fascination the works of one of his predecessors, Paracount Imivus, a famed Chelish historian who, five decades ago, failed to return from a relic hunt in Osirion. It was the articles penned by Imivus that first ignited Julistar's obsession with the lore of Hetshepsu the Fiend Pharaoh. Julistar fervently believes that Hetshepsu embodies the greatest attributes of Chelish rulership and that the pharaoh's infernal ancestry might trace back to the same branch that blesses House Thrune.

Recently bestowed with the lower-nobility title of Paracount himself, Julistar carefully assembled a private team of profiteers from across the globe to pick up where Imivus left off. Fanatical yet suave, Julistar is an archetype of his fellow countrymen, a tribute to the devils that have manipulated the damned nation of Chelias since its conversion.

PARACOUNT JULISTAR

CR 6

Male human aristocrat 1/cloistered cleric of Asmodeus (variant) 5
LE Medium humanoid
Init -1; **Senses** Listen +7, Spot +5

DEFENSE

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

hp 31 (1d8+5d6)

Fort +5, **Ref** +1, **Will** +12

OFFENSE

Spd 30 ft.

Melee quarterstaff +1 (1d6-1)

Special Attacks rebuke undead 5/day (+4, 2d6+7)

Cleric Spells Prepared (CL 5th [CL 6th for divination and evil spells], +1 melee touch)

3rd—*clairaudience*^o, *dispel magic*, *prayer*

2nd—*cure moderate wounds*, *invisibility*^o, *silence*, *sound burst* (DC 16)

1st—*bless*, *cause fear* (DC 15), *cure light wounds* (2), *protection from good*^o

o—*cure minor wounds*, *detect magic*, *light*, *read magic*

D domain spell; **Domains** Evil, Knowledge, and Trickery

TACTICS

Before Combat Julistar abhors personal combat, preferring instead to send minions into battle. His *jade mantis* is his personal bodyguard.

During Combat Julistar is fond of casting *invisibility* to protect himself while he uses *prayer* and *bless* to support his allies and *dispel magic* to handle unusual difficulties.

Morale Julistar has no qualms with fleeing. He returns when he has the upper hand.

STATISTICS

Str 9, **Dex** 11, **Con** 13, **Int** 14, **Wis** 19, **Cha** 14

Base Atk +2; **Grp** +1

Feats Iron Will, Persuasive, Scribe Scroll, Skill Focus (Knowledge [history])

Skills Appraise +4, Bluff +10, Concentration +3,



Decipher Script +8, Diplomacy +14, Heal +4, Intimidate +10, Knowledge (arcana) +7, Knowledge (architecture and engineering) +3, Knowledge (history) +14, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Knowledge (the planes) +3, Listen +7, Sense Motive +9, Spellcraft +8, Spot +5, Survival +5

Languages Abyssal, Common, Draconic, Infernal, Osirion

SQ lore +9 (as bardic knowledge)

Combat Gear *Lesser Grimoire of Thrune*, a bound collection of the following scrolls: *command*, *comprehend languages*, *death knell*, *detect secret doors* (2), *detect undead*, *hide from undead* (2), *protection from evil*, and *sanctuary*; *scroll of divination*; *scroll of stone shape*; **Other Gear** +2 *leather armor*, *periapt of wisdom* +2, steel rod of reverence (quarterstaff with a dark emerald *continual flame* cast upon it), *jade mantis*, *wracking rod*, steel devil-headed key

SPECIAL ABILITIES

Cloistered Cleric This variant cleric class grants a cleric additional class skills, 6 skill points per level, the lore ability (similar to bardic knowledge), the Knowledge domain as a bonus domain, and additional spells to his spell list. A cloistered cleric has d6 HD, a base attack bonus equal to 1/2 his level (as wizard), and is only proficient with light armor.

Xaven Neversword

This hardcore, wisecracking tomb raider has spent so much time outwitting the traps of the dead he's begun to lose his grip on reality. Xaven has pilfered tombs and mausoleums clear across the globe, and at least half the civilized nations of Golarion have posted bounties for his capture. For Neversword, the closer his brush with death the more amusing the caper.

Xaven first pledged his fealty to Her Majestrix's Expeditionary after Julistar used a scroll to raise his recovered corpse from a Hall of Fallen Warriors in the Lands of the Linnorm Kings, where Xaven was lacerated to death by the tomb's undead guardians. Undeterred, Xaven subsequently returned and cleaned out the hall. Although Xaven has since paid off his debt to Julistar, he has agreed to stick around, as Julistar has promised him a shot at the legendary tomb of the Four Pharaohs of Ascension. Xaven's leather armor is studded with the razored

gears of the various mechanical traps he's disassembled over the years.

XAVEN NEVERWORD

CR 6

Male halfling rogue 6

CN Small humanoid

Init +7; **Senses** Listen +6, Spot +4

DEFENSE

AC 17, touch 14, flat-footed 14

(+3 armor, +3 Dex, +1 size)

hp 35 (6d6+12)

Fort +5, **Ref** +9, **Will** +2 (+4 vs. fear)

Defensive Abilities evasion, uncanny dodge

OFFENSE

Spd 20 ft.

Melee sap +8 (1d4–1 nonlethal) or

dagger +8 (1d3–1/19–20)

Ranged mwk sling +10 (1d3–1)

Atk Options sneak attack +3d6

TACTICS

Before Combat Where possible, Xaven hides to set himself up for a sneak attack. He directs his *creeping glyph* where he anticipates his foes will step, or in front of him to guard against a charge.

During Combat Xaven typically readies his tanglefoot bag to throw at targets who attempt to cast spells. Afterward, Xaven works in concert with Hrokon, tumbling into flanking position.

Morale Once the element of surprise is lost, Neversword runs (frequently luring any pursuers into a pre-prepared trap).

STATISTICS

Str 8, **Dex** 17, **Con** 14, **Int** 14, **Wis** 9, **Cha** 13

Base Atk +4; **Grp** –1

Feats Improved Initiative, Skill Focus (Disable Device), Weapon Finesse

Skills Balance +4, Climb +1, Craft (trapmaking) +5, Decipher Script +6, Diplomacy +3, Disable Device +14, Disguise +1 (+3 to act in character), Escape Artist +3, Forgery +5, Hide +9, Intimidate +3, Jump –2, Listen +6, Move Silently +12, Open Lock +10, Search +11, Sleight of Hand +10, Spot +4, Tumble +11, Use Magic Device +10

Language Common, Elven, Goblin, Halfling

SQ trapfinding, trap sense +2

Combat Gear acid flask (2), alchemist's fire, holy water, *potion of cure light wounds*, smokestick, tanglefoot bag (2), thunderstone, unholy water; **Other Gear** brush, *creeping glyph*, daggers (2), glasscutter, ink pot, mwk sling, mwk thieves' tools, sap, sling bullets (20), studded leather armor, sunrod (4)

Scepter

This brooding sharpshooter sports a bandolier of custom-crafted magic wands. Scepter was once a celebrated Pathfinder, the protege of the famed Pathfinder, Kal Tarrow. Scepter, however, inexplicably abandoned the society in favor of the life of a freelance evoker assassin, pilfering several trade secrets and leaving a pair of blasted bodies in his wake. After his betrayal, he purchased a *hat of disguise* and assumed his new identity.

After much traveling, Scepter eventually found a home as Julistar's private sniper and has since gravitated to the lucrative lifestyle of an antiquities liberator. Since signing on to the Expeditionary, the silent Scepter has fallen in love with Lonicera, an unrequited obsession he sublimates by eventually killing anyone who expresses an interest in her.

SCEPTER

CR 6

Male human ranger 2/evoker 4

NE Medium humanoid

Init +3; **Senses** Listen +5, Spot +5

DEFENSE

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 28 (6HD; 2d8+4d4+6)

Fort +5, **Ref** +9, **Will** +4

OFFENSE

Spd 30 ft.

Melee mwk wand rifle bayonet +5 (1d6/19–20)

Ranged mwk wand rifle ray +9 (as per spell)

Atk Options favored enemy +2 (humanoid [human])

Wizard Spells Prepared (CL 4th, +4 melee touch, +8 ranged touch)

2nd—*cat's grace*, *flaming sphere* (DC 14), *invisibility*, *mirror image*

1st—*mage armor* (2), *ray of enfeeblement*, *shocking grasp*, *true strike*

0—*arcane mark*, *detect magic*, *light*, *read magic*

Prohibited Schools abjuration and enchantment

TACTICS

Before Combat Scepter casts *mage armor* and *mirror image* and expends a *scroll of enlarge person* on Hrokon. Time permitting, he casts *true strike* to ensure his opening salvo with his *wand of scorching ray* connects.

During Combat Scepter seeks covered positions from which to fire his wand rifle, often dropping prone if he can keep his opponents at range. *Flaming sphere* followed

WAND RIFLE

This wooden-barreled device can be loaded with up to two separate wands, enabling its wielder to cycle between them as a free action as desired. The rifle's slender barrel provides a +1 circumstance bonus on ranged touch attacks with discharged rays. Wand rifles are frequently outfitted with serrated bayonets, which share the statistics of short swords. Using a wand rifle properly (either with a ray or with its bayonet) requires the Exotic Weapon Proficiency feat. For the purpose of adding magical enhancements, the wand rifle's bayonet is always considered masterwork. The wand rifle itself is not truly a weapon and cannot be enhanced as one.

Kaldis Blacksquall, one of the Pathfinder's most secretive gear-fitters, created the original wand rifle. Blacksquall was found dead the morning after Scepter left the Pathfinders. A wand rifle costs 400 gp and weighs 3 pounds.



Gear everburning torch, *hat of disguise*, mwk chain shirt, wand rifle

Spellbook as above plus o—all except abjuration and enchantment; 1st—*comprehend languages*, *enlarge person*, *magic missile*, *silent image*, *summon monster I*; 2nd—*scorching ray*, *see invisibility*

Hrokon the Assailant

After an undistinguished but bloody career as a Nexian shock trooper, Hrokon retired for the profitable yet relatively easy life of a guild enforcer in Absalom. There, Hrokon was later liberated from his accruing boredom by the halfling Xaven, who promised the half-orc a life of high adventure tempered by the occasional spat of senseless violence. Seven years later, the two have remained inseparable comrades, each addicted to the singular rush of surviving a trap-filled tomb.

Hrokon's blood-splattered tower shield is in the distinctive shape of a sarcophagus lid. The shuttered arrow slit in the shield's center enables Hrokon to fire a poisoned bolt from his hand crossbow from cover before he closes with his blade. Hrokon always wears his trademark cowl, a hood made from jet-black dragon hide. Contrary to the half-orc stereotype, Hrokon is far from dim. He's a cagey, calculated killer who just happens to be able to mix it up with his scimitar when the need arises.

HROKON THE ASSAILANT

Male half-orc fighter (variant) 6
NE Medium humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +4

DEFENSE

AC 20, touch 12, flat-footed 18
(+4 armor, +2 Dex, +4 shield)

hp 49 (6d10+12)

Fort +8, **Ref** +5, **Will** +3

OFFENSE

Spd 30 ft.

Melee mwk scimitar +9/+4 (1d6+5/18–20)

Ranged mwk hand crossbow +7 (1d4/19–20 plus poison)

Atk Options sneak attack +3d6

TACTICS

Before Combat Hrokon typically loads his purple worm poison bolt in his hand crossbow.

During Combat Hrokon maximizes his sneak attack by firing his hand crossbow at flat-footed opponents before coordinating flanking attacks with Xaven. Hrokon often pretends to take Lonicera hostage, taking advantage of opponents more principled than himself.

Morale Used to drawn-out combat, Hrokon is steady but not fanatical. He withdraws if confronted by an obviously superior force or if he falls below 7 hit points.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 7

Base Atk +6; **Grp** +9

Feats Exotic Weapon Proficiency (hand crossbow), Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Climb –5, Craft (trapmaking) +4, Handle Animal +3, Jump –7, Listen +1, Ride +9, Spot +4

Language Abyssal, Common, Orc

Combat Gear *elixir of acid breath*, *oil of magic weapon* (2), *potion of cure light wounds* (2), *potion of shield of faith*; **Other Gear** *cloak of protection* +1, daggers (3), everburning torch, mwk chain shirt, mwk hand crossbow, mwk scimitar, 3 bolts treated with Medium spider

by *invisibility* is a favorite trick.

Morale Scepter typically flees if two of his comrades drop or if he is reduced to fewer than 10 hit points. If necessary, he expends his *scroll of fog cloud* to aid his escape. He does not surrender to Pathfinders.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 11, **Cha** 9

Base Atk +4; **Grp** +4

Feats Alertness (when Spinespitter is within arm's reach), Exotic Weapon Proficiency (wand rifle), Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Track, Weapon Focus (ray)

Skills Climb +4, Concentration +9, Decipher Script +4, Hide +8, Jump +4, Knowledge (arcana) +7, Knowledge (nature) +9, Listen +5, Move Silently +8, Ride +5, Search +7, Spellcraft +9, Spot +5, Survival +5 (+2 when above ground in a natural environment and +2 when following tracks)

Language Common, Draconic, Ignan

SQ summon familiar (weasel named Spinespitter)

Combat Gear *pearl of power I*, *potion of cure light wounds* (2), *scroll of dispel magic*, *scroll of enlarge person* (2), *scroll of erase*, *scroll of fog cloud*, *scroll of haste*, *scroll of magic weapon* (2), *scroll of web*, *wand of acid splash* (25 charges), *wand of ray of frost* (50 charges), *wand of scorching ray* (15 charges); **Other**

venom, 1 bolt treated with purple worm poison, 2 bolts treated with sassone leaf residue, 20 bolts, tower shield

SPECIAL ABILITIES

Variant Fighter As a fighter class variant, Hrokon has sacrificed his fighter bonus feats in exchange for sneak attack progression.

Lonicera Moonthrush

The daughter of an Osirion ambassador to Cheliah—a man deeply in the pocket of the Merfolk Collective—Lonicera learned early in life that manipulation is the key to prosperity. Master of the long con, this gorgeous liar views allegiance as a fluid concept. The Expeditionary frequently pretends she's their prisoner so that, once rescued, she might infiltrate the Expeditionary's opponents. What Julistar and his men fail to appreciate is that she's quite happy to switch sides for real if, in her assessment, the Expeditionary will ultimately be the one on the losing side. So far, Julistar has managed to secure her loyalty with a promise of a title of nobility from Cheliah.

When introduced to the PCs, Lonicera plays the part of Neferet Anu, a spunky young local sage who is hell-bent on uncovering the mysteries of the four pharaohs but who is quite helpless without the PCs' protection. To further market her value, she crafts fake clues to cause the PCs to suspect she has a mystical connection to Ankana, the Radiant Pharaoh. Only once inside the pyramid itself does she betray the PCs to the Expeditionary should an opportune moment present itself.

LONICERA ("NEFERET ANU") CR 6

Female human bard 6
N Medium humanoid
Init +0; **Senses** Listen +2, Spot -1

DEFENSE

AC 10, touch 10, flat-footed 10
hp 29 (6d6+6)

Fort +3, **Ref** +5, **Will** +4

OFFENSE

Spd 30 ft.

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

Special Actions bardic music 6/day (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion* [DC 16])

Bard Spells Known (CL 6th, +4 melee touch)
2nd (3/day)—*detect thoughts* (DC 15),

glitterdust (DC 15), *invisibility*
1st (4/day)—*charm person* (DC 15), *cure light wounds*, *disguise self* (DC 15), *hypnotism* (DC 14)
o (3/day)—*daze* (DC 13), *detect magic*, *lullaby* (DC 13), *prestidigitation*, *read magic*, *summon instrument*

TACTICS

During Combat With no appreciable melee skill, she takes cover behind more competent allies, either supporting them with spells or her inspire courage ability.

Morale Lonicera views surrender as an opportunity. Even if she's been compromised, she remains confident she can work a new angle—eventually. She particularly fears mindless undead, who are immune to strategies of negotiation and manipulation.

STATISTICS

Str 10, **Dex** 11, **Con** 13, **Int** 12, **Wis** 9, **Cha** 17

Base Atk +4; **Grp** +4

Feats Negotiator, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy)

Skills Appraise +2, Balance +2, Bluff +15, Craft (sculpting) +3, Decipher Script +3, Diplomacy +21, Disguise +8 (+10 to act in character), Gather Information +4, Intimidate +7, Jump +2, Knowledge (history) +6, Knowledge (local) +2, Knowledge (nobility and royalty) +6, Listen +2, Perform (dance) +4, Perform (oratory) +6, Perform (sing) +12, Sense Motive +6, Spellcraft +2 (+4 to decipher scrolls), Tumble +5, Use Magic Device +8

Language Common, Draconic, Elven, Sylvan

SQ bardic knowledge +9

Combat Gear alchemist's fire, antitoxin, *bird feather token* (2), *potion of eagle's splendor*, *scroll of comprehend languages*, *scroll of still*, *silent*, *silent image*, *scroll of unseen servant*, *smokestick*, *wand of cure light wounds* (50 charges), *wand of enlarged message* (25 charges), *wand of ghost sound* (50 charges), *wand of sleep* (10 charges); **Other Gear** dagger, disguise kit, sunrod (2), assorted jewelry 2,700 gp, 50 gp

Chelish Legionnaires

Trained in the Hamatulatsu, a rare martial art based on the study of the violent techniques of barbed devils, these bare-chested enforcers represent some of the most veteran soldiers from the ruling house of Thrune. Each one bears an *arcane mark* of the crimson symbol of Cheliah upon the whole of his face.

CHELISH LEGIONNAIRES CR 2

Male and female human monk 1/warrior 2
LE Medium humanoid
Init +1; **Senses** Listen +6, Spot +6

DEFENSE

AC 13, touch 13, flat-footed 12
(+1 Dex, +2 Wis)

hp 22 (3 HD; 1d8+2d10+3)

Fort +6, **Ref** +3, **Will** +4

OFFENSE

Spd 30 ft.

Melee unarmed strike +5 (1d6+2) or
unarmed strike +3/+3 (1d6+2)

Ranged sai +3 (1d4+2)

Special Attacks flurry of blows

TACTICS

During Combat Legionnaires hurl their sai as they close, working in pairs to set up flanks. They are trained to grapple spellcasters as well as foes they outnumber.

Morale Legionnaires are prepared to die for House Thrune.

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +2; **Grp** +8

Feats Improved Grapple, Improved Unarmed Strike, Point Blank Shot, Far Shot, Weapon Focus (unarmed strike)

Skills Climb +4, Jump +8, Knowledge (religion) +3, Listen +6, Spot +6

Language Common

Gear sai (6), 6 gp

APPENDIX 3: NEW MONSTER

Osirion Mummy

The mummification process of ancient Osirion results in a variant mummy. Although the Osirion mummy appears very similar to normal mummies—a desiccated husklike creature, draped in embalming wrap adorned with hieroglyphics—the Osirion mummy differs slightly in ability. Osirion mummies do not spread the curse of mummy rot through touch, nor does the very sight of them give rise to paralysis. They are still, however, resilient killing machines.

Sample Osirion Mummy

A low moan escapes from this desiccated husk as it shambles forward. Its flesh, such as it is, is barely visible beneath layers of ancient funerary wrapping, which are themselves covered in arcane symbols and hieroglyphics. It moves with a single-minded ferocity that belies its withered

appearance, and its one good eye stares fixedly at its prey.

SERATON, CURSED OSIRION MUMMY CR 6

Male human Osirion mummy rogue 2/ranger 3
LE Medium undead (augmented humanoid)

Init +6; **Senses** Listen +5, Spot +5

DEFENSE

AC 21, touch 12, flat-footed 19

(+4 armor, +2 Dex, +5 natural)

hp 38 (5d12)

Fort +3, **Ref** +10, **Will** +2

Defensive Abilities evasion; **DR** 5/—; **Immune** undead traits

Weakness vulnerable to acid

OFFENSE

Spd 20 ft.

Melee slam +7 (1d6+3)

Ranged +1 *composite longbow* +8 (1d8+2/×3) or
+1 *composite longbow* +6/+6 (1d8+2/×3)

Special Attacks dust stroke, favored enemy +2 (animals), sneak attack +1d6, sudden burst of vengeance

TACTICS

During Combat Seraton fires his bow until he runs out of his few remaining arrows. Then he charges, attempting to pound his opponents into dust with his slam attack. He uses his sudden burst of vengeance ability to close with a spellcaster.

Morale As a fearless undead, Seraton fights until destroyed.

STATISTICS

Str 17, **Dex** 15, **Con** —, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +4; **Grp** +7

Feats Endurance, Improved Initiative, Lightning Reflexes, Rapid Shot, Track, Weapon Focus (longbow)

Skills Climb +7, Disable Device +4, Escape Artist +6, Hide +9, Listen +9, Move Silently +9, Open Lock +7, Search +7, Spot +9, Survival +7 (+9 tracking)

Language Common

SQ trapfinding

Combat Gear alchemist fire, holy water; **Other Gear** +1 *composite longbow* (+1 Str) with 11 arrows, masterwork chain shirt, short sword

SPECIAL ABILITIES

Dust stroke (Su) If Seraton's slam attack drops his victim's hit points to below –9, he also disintegrates the victim's body into a cloud of dust and ash. A *raise dead* spell cannot bring back the victim, but a *resurrection* still works.

Sudden Burst of Vengeance (Su) Twice per day, as a swift action, Seraton may act as though

augmented by a *haste* spell. The effect lasts for a single round.

Creating an Osirion Mummy

“Osirion mummy” is an acquired template that can be added to any living, corporeal creature (hereafter referred to as the base creature). An Osirion mummy uses all of the base creature's statistics except as noted here.

Size and Type: The creature's type changes to undead, and it gains the augmented subtype. It retains any other subtypes as well, except for alignment subtypes (such as good). Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.

AC: An Osirion mummy's natural armor bonus increases by +5.

Defensive Abilities: An Osirion mummy retains the base creature's defensive abilities and gains damage reduction.

Damage Reduction (Ex) An Osirion mummy's body is resilient, providing it with damage reduction 5/—.

Weaknesses: An Osirion mummy retains the base creature's weaknesses and gains energy vulnerability.

Energy vulnerability (Ex) The mummification process leaves the mummy vulnerable to a single energy type, from which it takes half again as much damage (+50%) as normal.



Seraton
Osirion mummy

Choose or determine randomly from the following list:

d10	Energy
1–4	Fire
5–6	Acid
7–8	Cold
9	Electricity
10	Sonic

As an emergency safeguard, it was common for the necromantic embalmers of ancient Osirion to subtly mark the particular energy type to which the mummy would be vulnerable with a separate hieroglyph someplace inconspicuously on the mummy's body or wrappings. A DC 20 Spot check uncovers the mark, but unless the viewer is capable of comprehending its meaning a DC 20 Decipher Script check is required to unlock its secret.

Speed: An Osirion mummy's speeds all decrease by 10 feet (minimum 5 feet). If the base creature has a flight speed its maneuverability class worsenes by one step, to a minimum of clumsy.

Attack: An Osirion mummy retains all the attacks of the base creature and also gains a slam attack if it did not already have one. If the base creature can use weapons, the Osirion mummy retains that ability. In addition, all of an Osirion mummy's attacks are treated as magical for the purpose of overcoming damage reduction.

Damage: The mummification process hardens the mummy's bones to a stonelike density, granting the mummy a powerful slam attack. The creature's slam attack deals damage according to its size as listed below.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: An Osirion mummy retains the base creature's special attacks and also gains the following.

Dust Stroke (Su) A successful natural or slam attack by an Osirion mummy that drops its victim's hit points to below –9 does more than just kill the victim, it also



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disintegrates the victim's body into a cloud of dust and ash. A *raise dead* spell cannot bring back the victim, but a *resurrection* still works.

Sudden Burst of Vengeance (Su) Despite its slow lumbering nature, an Osirion mummy is capable of lurching forward to attack with a short but surprising, explosion of speed. Twice per day, as a free action, an Osirion mummy may act as though augmented by a *haste* spell. The effect lasts for a single round.

Abilities: An Osirion mummy's ability scores are modified as follows: Str +4, Int –2 (minimum 1). As an undead creature, an Osirion mummy has no Constitution score.

Feats: The creature gains Improved Natural Attack for each natural attack form as a bonus feat. If the creature previously had a slam attack before adding the template, the creature's new slam attack also gains the Improved Natural Attack feat.

Environment: Any.

Challenge Rating: As base creature +1.

Alignment: Usually lawful evil.

Level Adjustment: +3.

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Valeros

MALE HUMAN FIGHTER 6

ALIGN NG INIT +7 SPEED 20 ft.

ABILITIES

16	STR
16	DEX
12	CON
13	INT
8	WIS
10	CHA

DEFENSE

HP 43
AC 20
touch 13, flat-footed 17
Fort +6, Ref +5, Will +1

OFFENSE

Melee +1 longsword +11 (1d8+6/19–20)
Melee +1 longsword +9/+4 (1d8+6/19–20)
+1 shortsword +8/+3 (1d6+2/19–20)
Ranged mwk shortbow +10/+5 (1d6/×3)

SKILLS

Climb	+9
Intimidate	+9
Ride	+12
Swim	+6

FEATS

Combat Expertise, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)



Combat Gear alchemist's fire (2), elixir of fire breath, potion of bear's endurance, potion of cure moderate wounds (3); Other Gear backpack, +1 breastplate, gauntlets of ogre power, +1 longsword, mwk shortbow with 20 arrows, rations (6), silk rope, silver dagger, +1 shortsword, 317 gp



Seoni

FEMALE HUMAN SORCERER 6

ALIGN LN INIT +2 SPEED 30 ft.

ABILITIES

8	STR
14	DEX
12	CON
10	INT
13	WIS
18	CHA

DEFENSE

HP 22
AC 15
touch 13, flat-footed 13
Fort +3, Ref +4, Will +6

OFFENSE

Melee quarterstaff +2 (1d6–1)
Ranged mwk dagger +6 (1d4–1/19–20)
Spells Known (CL 6th +5 ranged touch):
3rd (4/day)—lightning bolt (DC 18)
2nd (6/day)—invisibility, scorching ray
1st (7/day)—burning hands (DC 16),
enlarge person, magic missile, shield
0 (6/day)—acid splash, detect magic,
flare (DC 15), light, mage hand,
prestidigitation, read magic

SKILLS

Bluff	+13
Concentration	+13
Spellcraft	+9

FEATS

Dodge, Extend Spell, Skill Focus (Concentration), Spell Focus (evocation)



Combat Gear potion of cure moderate wounds, scroll of fireball, scroll of fly, tanglefoot bag, wand of magic missile (CL 3rd, 25 charges); Other Gear backpack, bracers of armor +2, cloak of charisma +2, everburning torch, mwk dagger, quarterstaff, rations (4), ring of protection +1, 359 gp



Kyra

FEMALE HUMAN CLERIC 6

ALIGN NG INIT –1 SPEED 20 ft.

ABILITIES

13	STR
8	DEX
14	CON
10	INT
16	WIS
12	CHA

DEFENSE

HP 42
AC 20
touch 10, flat-footed 20
Fort +8, Ref +2, Will +11

OFFENSE

Melee +1 scimitar +7 (1d6+2/18–20)
Ranged mwk lt crossbow +4 (1d8/19–20)
Special Attacks greater turning 1/day, turn undead 4/day (+3, 2d6+7)
Spells Prepared (CL 6th, +3 ranged touch):
3rd—prayer (2), pro. energy, searing light*
2nd—bull's strength, heat metal* (DC 15),
lesser restoration, spiritual weapon (2)
1st—bless, command (DC 13), cure light wounds*, remove fear, shield of faith
0—detect magic (2), light (2), read magic
* domain spell (healing, sun)

SKILLS

Concentration	+11
Heal	+12
Knowledge (religion)	+9

FEATS

Combat Casting, Iron Will, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)



Combat Gear holy water (3), wand of cure moderate wounds (15 charges); Other Gear backpack, +2 chainmail, cloak of resistance +1, healer's kit, +1 heavy steel shield, mwk lt crossbow with 10 bolts, ring of protection +1, +1 scimitar, silver holy symbol (everburning torch), 267 gp



Merisiel

FEMALE ELF ROGUE 6

ALIGN CN INIT +5 SPEED 30 ft.

ABILITIES

12	STR
20	DEX
12	CON
8	INT
13	WIS
10	CHA

DEFENSE

HP 29
AC 20
touch 15, flat-footed 15
Fort +4, Ref +11, Will +4 (+2 vs enchantment)
Defensive Abilities evasion, uncanny dodge ; immune sleep

OFFENSE

Melee +1 rapier +10 (1d6+2/18–20)
Ranged dagger +9 (1d4+1/19–20)
Special Attacks sneak attack +3d6

SKILLS

Climb	+6
Disable Device	+8
Hide	+12
Jump	+8
Listen	+8
Move Silently	+12
Open Lock	+9
Search	+8
Spot	+8
Tumble	+16

FEATS

Dodge, Mobility, Weapon Finesse



Combat Gear potion of cure moderate wounds (2), potion of invisibility (2), thunderstone; Other Gear amulet of natural armor +1, backpack, cloak of resistance +1, daggers (6), gloves of dexterity +2, grappling hook, +1 rapier, silk rope, +1 studded leather armor, thieves tools, 163 gp

Veinstone Pyramid

of the Four Pharaohs of Ascension



Crest Level

Outer Pyramid



Upper Level



Inner Pyramid
Cross-section



Main Level



Lower Level

1 square = 5 feet

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GameMastery Module

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