



A 3.5/OGL ADVENTURE FOR LEVEL 8

J4

The Pact Stone Pyramid

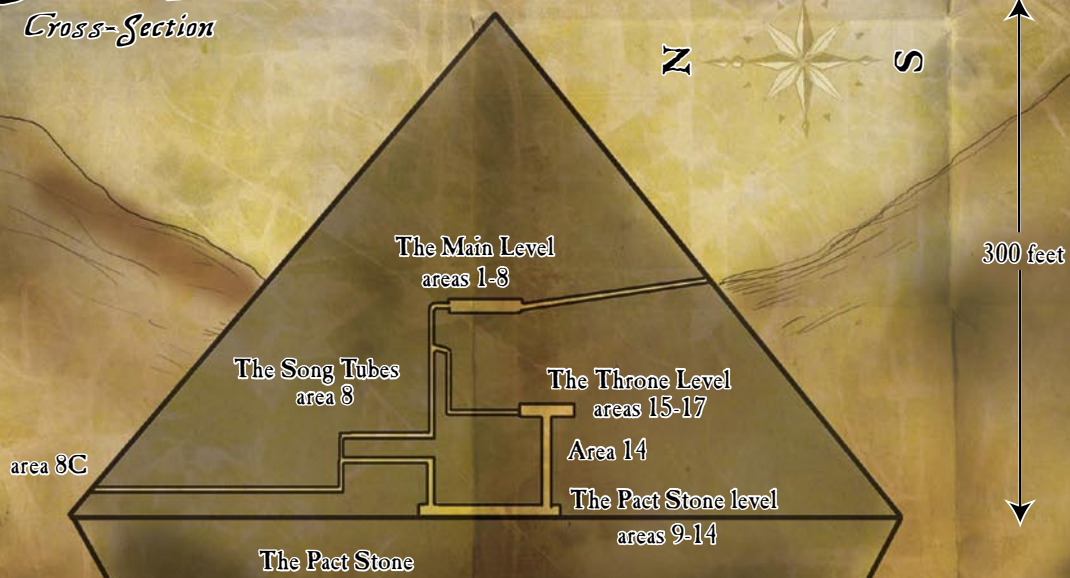


PATHFINDER[™]
MODULE

BY MICHAEL KORTES

Pact Stone Pyramid

Cross-Section



Entry Shaft and Main Level





THE PACT STONE PYRAMID™

PATHFINDER MODULE J4

J SERIES ADVENTURE

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J4: The Pact Stone Pyramid is a *Pathfinder* Module designed for four 8th-level characters. By the end of this module, characters should reach 9th or 10th level. This module is designed for play in the *Pathfinder Chronicles* campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

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

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THE PACT STONE PYRAMID

Death is but one thing the pyramid-raider faces. When it comes to the ruins of ancient Osirion, it is the fear of a curse that governs. Mere death is a natural end, but to have one's fate manipulated like a piece of clay is something else. Take the case of the exploration of the necropolis of An-Hepsu IV in 4502 AR: it was only after the raiders were compelled to seek out and garrote all of their sons and daughters that they at last found themselves with enough command to take their own lives. It is further recorded that after exiting the Liquid Pyramid of the Pharaoh of Nagas in 4691 AR, Taldan divers slit their bellies open and tied each others' entrails to an ankh embedded in the ocean floor before resurfacing. I often wonder what manner of man it takes to persist where the risk of a curse is omnipresent—insanity comes to mind.

—From the foreword of Venture-Captain Jalden Krenshar to “The Veinstone Pyramid” in Vol. 67 of the *Pathfinder Chronicles*

ADVENTURE BACKGROUND

The Four Pharaohs of Ascension were renowned for the mythic pact in which they at last ended their violent feud, joined forces, and presided over a period of legendary prosperity. The Fiend Pharaoh, the Radiant Pharaoh, the Cerulean Pharaoh, and the Pharaoh of Numbers—together these four god-kings ushered in an age characterized not only by inexplicable technological and magical advancement, but unprecedented military conquest. Legends state that the four pharaohs were only able to set their mutual distrust aside and ally with one another after they magically bound their fates together in a solemn pact that rendered any further attacks against one another suicide. But where did such powerful binding magic suddenly come from? And where is that magic now? For one Osirian noblewoman, the wealthy Exemplar Khymrasa, the search for an answer to these ancient questions has slowly simmered to the point of obsession.

Scraps of lore from the oldest of codices refer to a mysterious device called the *Pact Stone*, and to the fact that the stone was somehow employed by the Four Pharaohs of Ascension in their collective binding. Khymrasa also knows (as does every neophyte Osiriontologist) that one pharaoh died from an incurable disease and dragged the others to their deaths by the very pact that was once the secret to their success. Although several theories still circulate to this day, it was never known which pharaoh's sickness brought down the rest.

Khymrasa's Plan

According to the Exemplar's sages, if the fabled *Pact Stone* were to be located and destroyed, the three pharaohs who were once compelled to die by their pact would be freed from their oaths and would resume the remainder of their natural lives. Only the fourth pharaoh, the one who truly succumbed to disease, would remain lost.

Khymrasa believes that if three of the Four Pharaohs were to return, the golden reign of pharaohs would begin again. She further maintains that the Four Pharaohs understand that their balance of power only works when they act as a group of four, and that the woman who revived them is the perfect choice to replace their lost comrade.

The Exemplar's plan had a flaw, however: no one knew where the *Pact Stone* was. Although it was said to be secreted away deep within a pyramid known as Ahn'Selota (the fabled *Pact Stone* Pyramid), such a place had never been found.

Whispers From Under the Sand

None of Khymrasa's plans would have amounted to anything more than an over-indulgent fantasy were it not for the machinations of an ageless imprisoned devil named Suekahn-Rana-Tep. Six millennia ago, when Ahn'Selota was still an unfinished pyramid near the ancient city of Tumen, Hetshepsu, the Fiend Pharaoh, summoned Suekahn and

bound him inside the pyramid, employing the devil as a hedge against enemies that might seek to steal the power of the *Pact Stone*. From there the fiend and the pharaoh began their negotiations: Suekahn bargained for his release while Hetshepsu bartered for a term of service. Their final agreement was for a thousand Osirian souls in exchange for the devil guarding the pyramid, payment to be made when the fiend had slain 56 intruders.

No sooner had the contract been forged than each party went to work to cheat the other. Suekahn used his power to lure working slaves into the pyramid to rapidly inflate his kill-count. Hetshepsu arranged to alter the pyramid's construction, eventually making it near-impossible for anyone but the Four Pharaohs to enter.

As the pharaohs' need for secrecy grew, the citizens of Tumen were forbidden, on pain of death, to look at or even speak of Ahn'Selota. It became a crime for sages to even record the *Pact Stone* Pyramid's location in writing. Suekahn's new home became a forgotten ghost town, and without the means to fulfill his terms of service the devil's confinement stretched into an eternity. Eventually the capital city of Tumen was lost as time covered it with crystal-white desert sand. The devil's body count froze at 17, leaving the immortal Suekahn with nothing to do but pace the pyramid halls for eternity, growing ever more crazed as he dreamed of 39 more kills for his freedom.

But Suekahn's dreams have suddenly slipped closer to reality. Several weeks ago, a lone nomad tracker chanced to pass directly overtop the pyramid, and Suekahn was able to telepathically reach out and touch the tracker's mind. A few tantalizing messages later and the traveler returned with some friends to investigate, among them an enterprising water merchant named Anchrovin. Enticed with the promise of treasure, Anchrovin traveled to Sothis to sell the secret of his friend's discovery. It was only a matter of days before the location was purchased by Khymrasa on desperate speculation. Soon her own people reported back to her that there were indeed unseen whispers of Ahn'Selota rising from the sand. The Exemplar then began to organize what might be the most important dig of her lifetime.

The Shrine of Horns

Suekahn's message traveled farther than he expected. Anchrovin resold his tale to an Osiriontologist from Cheliax, whereupon it then reached the ear of the Asmodean monks of the Shrine of Horns in Egorian, the capital city of the devil-tainted nation. The monks concluded that the Exemplar Khymrasa just might be poised to ascend to power in Osirion. The Shrine contacted her to provide their support in exchange for a future alliance. They quietly dispatched one of their masters, a terrifying warrior named Soan, along with several of his hand-picked brethren.

GATHER INFORMATION: AT THE DIG SITE

If the PCs put their ears to the ground or try to make a few key friends within the encampment, allow them to attempt a Gather Information check once per day:

DC 5: “The Exemplar Khymrasa is financing the dig. She is rich and spoiled but determined to find a hidden treasure.”

DC 10: “Some whisper that the sand conceals Ahn’Selota, the *Pact Stone* Pyramid, one of the mythic wonders of the Four Pharaohs of Ascension. It is said that he who disturbs the pyramid faces a terrible curse, but surely that’s nothing more than a ghost story.”

DC 15: “There are two powerful men in camp that have Khymrasa’s ear. One is the Sand Sage, one of the nation’s top Osiriontologists. He is also a powerful diviner who continually spies on the camp using tiny magic floating eyes, hunting for signs of rebellion or other trouble. Their other man is Master Soan, a devil-worshipping monk from Cheliah. He’s as dangerous as they come and his association with Khymrasa causes the slaves to whisper that something evil is afoot. You might just see some of Soan’s followers around—they’re the ones with the long black braids.”

DC 20: “Some of the slaves say that at night, when it is quiet and still, you can sometimes hear a whispered voice coming from the bottom of the pit; something’s down there and it’s calling.”

Enter the Pathfinders

Khymrasa and Master Soan are far from the only ones interested in the pyramid. Golarion’s famed explorers, the Pathfinders, are also known to mine the lore of Osirion’s infamous quartet of tyrants as a constant source of adventure. No sooner had Khymrasa set out on her dig than the Pathfinders decided they wanted a piece of it. In particular, a Pathfinder sage by the name of Hoffenburrow had told the Decemvirate that the Four Pharaohs were reputed to have stored the ancient seeds of several now-extinct plants in stasis inside of Ahn’Selota. While the Pathfinders are far from horticultural enthusiasts, the value of controlling the reintroduction of lost crops has not been lost on them. They want to send the sage to recover the seeds and pilfer every other treasure they can find on the way; for now they need to slow down Khymrasa’s dig so she doesn’t pick the pyramid clean before Hoffenburrow can arrive. That’s where the PCs come in.

Adventure Summary

The PCs travel to a dig site near the buried ruins of Tumen where they find Exemplar Khymrasa has set her vast slave army to work, unearthing large amounts of sand each

day to draw closer and closer to the *Pact Stone* Pyramid. Shortly after the PCs arrive, they are covertly contacted by the Mithral Scarab, a Pathfinder, who has been spying on Khymrasa’s dig site for the past several days. The Scarab urges the PCs to find a way to slow Khymrasa’s dig down to prevent her from pilfering the pyramid before Hoffenburrow arrives and the PCs can sneak him inside. The Scarab explains Khymrasa’s true motivations for her dig and the risks to Osirion’s future should the Exemplar ever actually reach and destroy the *Pact Stone*. If the PCs sign on to the Scarab’s plan, the PCs help her as she tries to fool Khymrasa’s slaves into believing the dig site is haunted by the curse of Ahn’Selota.

Frustrated by the PCs’ sabotage and the erosion of slave morale, Khymrasa dispatches Master Soan’s enforcers to root out the PCs before her dig grinds to a halt. Hoffenburrow finally arrives, but is intercepted by Master Soan and taken prisoner. The Sand Sage employs his most powerful magic and completes the dig. After her slaves fail to breach the pyramid’s guardians, Khymrasa offers the PCs a truce: she will return Hoffenburrow if they stop working against her and agree to retrieve the *Pact Stone* within the pyramid. The PCs dare to enter the pyramid, and after negotiating several deadly traps they discover the pyramid is guarded by Suekahn, the one who provided the means for Khymrasa to discover the pyramid’s location in the first place. The PCs may also discover the *Pact Stone* itself, and receive a taste of the ancient binding magic once employed by four of Osirion’s most famous pharaohs.

Even if the PCs can defeat Suekahn and find a way out, they still have to resolve the matter of Khymrasa, whose army has erected a blockade around the pyramid. The Exemplar threatens to rebury Ahn’Selota and the PCs with it if they do not relinquish the *Pact Stone*. The PCs either negotiate further with Khymrasa or employ skullduggery to rescue Hoffenburrow from the clutches of Master Soan and escape.

Introduction

If the PCs are Pathfinders, the adventure begins as they are dispatched by Osirion’s no-nonsense venture-captain, Jalden Krenshar. If the PCs are not Pathfinders, have Krenshar invite the PCs to her lodge in the city of Sothis and offer them a contract; perhaps their reputations to date have marked them as the right tools for this particular job. This is particularly true if the PCs completed *J1: Entombed with the Pharaohs*, as they are already well versed in the lore of the Four Pharaohs, though is not necessary for the PCs to have completed that adventure in order to respond to Krenshar’s call.

Venture-Captain Krenshar is direct: “They say adventurers excel at two things: finding things and wrecking things. I need you to do both.”



EXEMPLAR KHYMRASA

“An obsessive Osirian noblewoman named Khymlasa has discovered the location of Ahn’Selota, the fabled Pact Stone Pyramid. She’s got an army set up near the ruins of Tumen, digging for the buried pyramid right now. I need you to infiltrate her slave army and find a way to slow down the excavation. We’ve got a top sage named Hoffenburrow coming down and we want to sneak him inside. He’s got a lead on an item I’m told the Decemvirate really wants to get its hands on; they won’t even tell me what it is, so it’s got to be important. What I don’t want is Khymlasa’s people mucking about in there and grabbing stuff until we’re ready to go. Let’s just keep everything nice and buried.”

“We have to be careful. Khymlasa’s an Exemplar—think of her as an important duchess. She’s got a lawful permit for her dig, along with the support of Osirion’s Council of Liberated Slaves. I’ve already got a spy at the site, but she needs help. Get down there and find a way to delay the dig for another week or two until the sage gets here. Once Hoffenburrow gets back from his expedition to the Crown of the World, find a way to get him inside. You’ll be in charge, but help him get his hands on whatever it is that he’s looking for. Anything else that you can find inside is yours and we’ll help you liberate it across Osirion’s borders—that, and we’ll publish any worthy maps or journals inspired by

KNOWLEDGE (HISTORY): AHN’SELOTA AND THE FOUR PHARAOHS

DC 5: During Osirion’s Age of the Black Sphinx in –1500 AR, ancient Osirion was, for a time, ruled by a union of four god-kings known as the Four Pharaohs of Ascension. The pharaohs built Ahn’Selota, a lost pyramid that was the source of their alliance. They are buried in a gigantic veinstone pyramid to the south.

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, whose true name has been lost to time. Although each pharaoh brought different strengths to the alliance, each was the equal of the other.

DC 15: Legends say that the Four Pharaohs were bound by a magical pact that intertwined their fates: they lived together, ruled together, and were fated to die together. Each year the four pharaohs would return to Ahn’Selota and renew their mystic bond using an artifact known as the *Pact Stone*.

DC 20: Reliable information on Ahn’Selota is almost impossible to come by. In order to protect the secrets within the pyramid, the Four Pharaohs made it a crime to record the pyramid’s location in writing. It is said that ordinary citizens of Tumen were forbidden to even speak of the pyramid’s existence, even though it may have rested in the very center of their city.

DC 25: Osiriontologists have virtually no information as to where the *Pact Stone* came from or how it was made. Some have theorized that the source of the Four Pharaohs’ pact magic was inspired by dark magic originating from the planet Aucturn. Aucturn was intensely studied by the Pharaoh of Numbers, an astronomer and an architect with talents centuries ahead of his time.

your trip. You can imagine we’ve got journal readers—and relic buyers—who are going to be very interested in whatever you can find down there.”

PART ONE : THE TUMEN DIG

The adventure begins as the PCs reach the dig site near the buried ruins of Tumen. There they find that Khymlasa’s slave army has already set up camp and that their massive dig is underway. Khymlasa’s laborers are systematically removing tons of sand each day and, if given sufficient time, they soon reach the ancient pyramid buried below.

Because the camp is exceptionally busy with trains of caravans delivering supplies at all hours, the PCs have little difficulty infiltrating it should they slip in at night



MITHRAL SCARAB

or don a suitable disguise to blend in with the hundreds of slaves.

THE DIG SITE SLAVE ENCAMPMENT

Village conventional (Exemplar); AL LN

GP Limit 200 gp; Assets 6,160 gp

DEMOGRAPHICS

Population 616

Type Isolated (human 99%, other races 1%)

AUTHORITY FIGURES AND NOTABLE NPCs

Exemplar Khymrasa, N female human aristocrat 5/wizard 6 (Tumen dig financier, see page 24), **The Sand Sage**, LN male human diviner 12 (Osiriontologist, see page 28), **Master Soan**, LE male human ranger 1/monk 8 (Devil Sensei of the Shrine of Horns, see page 26), **Prelate Ventressca**, LN female human cleric of Irori 5/expert 3 (Osiriontologist).

Enter the Scarab

Shortly after the PCs get their bearings, a young half-elven slave girl contacts them. PCs who participated in *J1: Entombed with the Pharaohs* immediately recognize her as the Mithral Scarab (NG female half-elf abjurer 3/rogue

4), an enigmatic Pathfinder normally based in Osirion's capital city, Sothis. If they've never met her, she is trying to find them based on descriptions provided by Krenshar. The Scarab introduces herself by politely offering one of the PCs a drink from her canteen, which is empty, but the inside of the cap contains the Pathfinders' glyph of the open road.

The Scarab has been spying on the dig site for several days and knows Khymrasa's designs on the *Pact Stone*, as well as her ultimate plan to destabilize Osirion's current rule by becoming the next Pharaoh of Ascension. The Scarab has also followed the devil monk, Master Soan, and knows about Khymrasa's secret alliance with House Thrune of Cheliax. Once the Scarab is able to take the PCs aside for a private discussion, read or roleplay the following exchange:

We got here as soon as we could. What have we missed? "The dig is already underway, but I'm afraid I've discovered Exemplar Khymrasa is after more than just a few relics for her private collection. She wants to find and destroy something called the *Pact Stone*. If she succeeds, and if the legends are true, it just might return some of the Four Pharaohs of Ascension to life, which would place Osirion's dynasty and government at risk. The Exemplar is already meeting with a devil monk from Cheliax to discuss plans to form an alliance with House Thrune. This has all the makings of a disaster that could destabilize the entire region."

Won't Hoffenburrow be looking for the *Pact Stone* when he arrives? "No, Hoffenburrow is a horticulturalist; he's following a lead on magically-preserved seeds. Apparently he thinks the pyramid contains the preserved seeds of extinct species of plants that could be worth a lot of money to the right people. If he's going in we need to make sure the *Pact Stone* stays out of Khymrasa's hands. I sure wish he'd hurry and get here—the dig is moving a lot faster than we anticipated. She's got at least two dozen build beasts backing her slave force, and the giant bugs can clear massive amounts of sand each day."

The venture-captain sent us to slow down the dig. How is that coming? "Not bad, but I could sure use a hand. I think I've stumbled on to a turn of good fortune though—there's a tale that he who disturbs the ruins of Tumen will incur the wrath of the Four Pharaohs. I've been spreading the word about the curse at every chance I get, and a number of folk have started getting pretty jumpy. Unfortunately, words alone haven't been enough to get anyone to leave the dig. They still fear their slave masters more than my campfire stories. That's where I think you come in."

What can we do to help? "I'm not sure exactly. But we've got to stop the dig. You might have better ideas than me as to how we can accomplish that. I think though that if we can convince the slaves that the Curse of Tumen is real, we just might get the workers to quit. No workers, no digging—at least not until Hoffenburrow gets here."

[THE PACT STONE PYRAMID]

How do we convince the crew the curse is real? “From what I hear, nobody can replicate disaster and misfortune better than you folks.”

The Scarab also knows all of the information from the Adventure Background and Khymrasa’s plan, and can use that knowledge to answer other questions. After the PCs have met with the Scarab, allow them to explore the dig site as they see fit and come up with their own plans as to how to slow down Khymrasa’s slave army.

The Excavation Site

A. The Excavation Pit

This giant pit grows wider and deeper every day, with *everburning torches* lighting the way for nighttime workers. A compacted slope of sand allows Khymrasa’s slave force to pull sand-filled carts out of the pit. From there, the workers dump their payloads at one of the several designated quickly-growing mountains of sand. Four large pulleys are also used to clear sand, hauling huge buckets straight up from the bottom of the pit. Each pulley is hitched to either a horse team or a build beast (see page 8) at the edge of the pit.

Development: A day after the PCs arrive, at a dramatically appropriate time, the pit reaches a depth of approximately 200 feet. At that point, the workers discover the *Pact Stone Pyramid’s* tip jutting from the bottom. When word reaches Khymrasa, she sends orders for the pace of the dig to increase, adding more workers to each shift.

Depending on the PCs’ actions, each day more and more of the sand-covered pyramid is unearthed. In the meantime, the devil Suekahn continues to reach out with his mind from inside the pyramid, attempting to encourage the dig. Anyone close to the pyramid at night occasionally catches a flash of one of Suekahn’s telepathic messages—a few words such as “*Pact Stone*,” “*Ascension*,” or “*Ahn’Selota*.”

Sabotage opportunities: The PCs may rig the mobile pulleys to fail with a DC 15 Disable Device check (DC 20 for a traceless tamper). The sand slope is also vulnerable to collapse. A successful DC 15 Knowledge (architecture) check identifies a number of weak sections in its hasty construction. If one of these soft sections is destroyed (hardness 2, hit points 35), the entire slope collapses, refilling a section of the pit. This sets back the dig by a full day.

B. The Slave Tents

The slaves (N male and female human commoner 1, hp 4) rest here between shifts. The camp is so densely populated that it is easy for PCs to travel without attracting notice, as neither the slaves nor the slave masters know everyone, and PCs can disguise themselves as slaves (DC 10). The Sand Sage ensures at least three of his *prying eyes* scour this area at all times, watching for signs of trouble or insurrection.

Sabotage opportunities: Tales of the “curse” or the like at watering stations or campfires encourage desertion. For each

point that a PC’s Bluff check exceeds DC 25, they can cause one slave to sneak away and abandon the dig. This check may be repeated once per day. Give the PCs a circumstance bonus from +2 to +8 if the attempt follows on heels of a particularly demoralizing act of sabotage or other occurrence that might lend credence to the PC’s tale.

The stables are always guarded. At any given time there is a patrol of eight slave masters and an Asmodean monk (See page 27)—an EL 7 encounter.

SLAVE MASTERS

CR 1

Male and female warrior 3

N Medium humanoid

Init +0; **Senses** Listen –1, Spot –1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 16 (1d8+3)

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

OFFENSE

Spd 30 ft.

Melee whip +6 (1d3+1 nonlethal) or sickle +4 (1d6+1)

Ranged heavy crossbow +3 (1d10)

TACTICS

During Combat Slave masters prefer touch attacks with their whips to trip their opponents from 15 feet away, then closing to sickle range. If they outnumber their opponents in combat, at least one slave master attempts to demoralize an enemy with an Intimidate check, making threats of imprisonment and torture. If the slave masters have a build beast (see area C below) one expends a move action to command the beast to attack (Handle Animal DC 10).

Morale Although inwardly cowardly, slave masters rightly fear that the Asmodean monks will hunt them down should they desert. As such, they fight until reduced to less than 5 hit points, then retreat and blow their signal horns to call reinforcements.

STATISTICS

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

Base Atk +3; **Grp** +4

Feats Exotic Weapon proficiency (whip), Weapon Focus (whip), Skill Focus (Intimidate)

Skills Handle Animal +6, Intimidate +9

Language Osiriani

Gear masterwork whip, sickle, signal horn, water canteen, desert traveler’s outfit, torch, 6 gp

C. The Stables

These tents shelter scores of camels and desert horses. However, it is the stables at the rear of this complex that house the heart of the Exemplar’s digging operation. Here the PCs find the build beasts—charmed ankhegs used as mobile construction equipment. At any given time, 8 are in the stables, while the other 16 are working.



BUILD BEAST, TRAINED CHARMED ANKHEG (8) CR 3
hp 22 (MM 14)

Specialty Gear (Ex) Each build beast is outfitted with at least two of the following custom items:

Cistern: The cistern enables the build beast to carry a huge supply of water. It comes with multiple drawing buckets.

Head Bore: This sharpened tool is reinforced with metal tips, increasing the beast's burrow speed to 25.

Lantern: A lighthouse lantern, complete with a mirror shield, is built to sit on the beast's back. It sheds light equal to a *daylight* spell but can also be focused to project a narrow beam up to 200 feet.

Plow: This allows the creature to displace vast amounts of sand and gives it a +15 bonus to all bull rush attempts. A build beast with a plow cannot make bite attacks.

Sand Scoop: This is a massive scoop for lifting earth and sand. A build beast can attack with its sand scoop as a standard action; Attack +11 (3d6+17).

Storage Bin: This huge box enables the build beast to haul away as much sand as its encumbrance allows.

Tow Cables: These cables enable a build beast to haul equipment. It has no other game effect.

Charmed Build beasts are controlled with *charm monster* spells cast on a precise schedule. The enchantment keeps them docile and susceptible to direction. As such, a build beast can be handled as a trained or domesticated animal with a successful DC 10 Animal Handling check. A build beast knows the following tricks: Attack, Down, and Work.

Sabotage opportunities: A PC can rig a build beast's equipment to fail with a DC 15 Disable Device check. If the *charm monster* on a build beast is dispelled, the beast immediately goes on a violent rampage for 1d10 minutes, during which time it smashes its gear, nearby tents, and anyone who gets too close. After it vents its rage, the beast bores into the ground and flees.

The PCs can also untie and stampede the horses and camels away from the stable, (Handle Animal DC 17). Khymrasa is then forced to divert a hundred slaves for several hours to round up the missing mounts.

D. The Master Camp

In stark contrast to the spartan slave tents, the leaders camp in luxury and style. The area is also much more heavily guarded; PCs recognized here quickly meet a patrol of six Slave Masters and two Asmodean monks (an EL 8 encounter). The camp is also patrolled by six of the Sand Sage's tiny flying *prying eyes* that silently scour this area of the camp (Hide +16; Spot +12). If the Sand Sage dispatches a patrol in response to something he identifies as suspicious, the patrol includes a palanquin golem (see below). Each time a slave master's signal horn goes off, another patrol arrives in 2d4 rounds; the third patrol includes two build beasts.

PCs who go headhunting for Khymrasa find the search difficult. A search of the Exemplar's private tent reveals it to be lavish, but empty. Khymrasa is normally inside a *magnificent mansion*, the invisible door to which is behind

the false throne in her tent. If the PCs spy upon the Sand Sage or Master Soan, they may chance to witness them coming or going from the extra-dimensional space.

Palanquin Golems

Many of the key NPCs at the dig site, such as Khymrassa, the Sand Sage, and the Prelate travel by riding upon palanquin golems—clay golems each lifting a massive howdah over of their heads, 10 feet off of the ground. Most palanquin howdahs are simple 15-foot-square open-topped platforms with a throne-like chair, while other platforms are more elaborate—Khymrassa’s includes an entire shaded coach. Khymrassa has rented a dozen of these for use in her camp. Each golem appears as a giant, muscled, bare-chested human with a crocodile or hippopotamus head. The normal platforms provide cover to their riders, while Khymrassa’s coach provides full cover (hardness 8, hit points 70).

PALANQUIN GOLEM (12)

CR —

hp 90; MM 134 (variant clay golem)

Unable to attack, palanquin golems do not have the cursed wound or *haste* abilities, nor do they go berserk.

TACTICS

During Combat Palanquin golems use both their arms and back to support the stone platforms to which they are permanently attached. As such, they do not attack, instead following the movement commands of their riders.

Morale Palanquin golems do not waiver from their duties.

Palanquin golems obey whomever is in the center square of their howdah. Climbing a palanquin golem requires a successful DC 10 Climb check (DC 20 if it is in motion).

Sabotage opportunities: Activity here is particularly difficult due to the high volume of patrols. Few targets here substantially affect the rate of the dig.

E. Supply Trail

This makeshift road is invaluable to the dig, facilitating the build beasts as they transport sand to the various deposit sites designated by Khymrassa’s engineers. At the same time, regular supplies are brought in from Sothis by caravan. In particular, the road brings in the camp’s food; although the camp employs a *decanter of endless water*, they have insufficient magical means to feed their workforce and must get it from the city.

Sabotage opportunities: Caravan wheels or axles can be rigged to fail with a DC 15 Disable Device check. Blockading the road forces the arrivals to detour, but they usually find another way to get to the camp to ensure they get paid for their delivery.

F. Sand Depot

The collected sand has to go somewhere. Khymrassa’s engineers have selected these sites for that purpose.

Sabotage opportunities: A successful DC 15 Knowledge (architecture and engineering) check identifies the piles’

weak points, enabling the PCs to trigger a collapse in one direction (Break DC 24 or any attack that deals 25 or more points of damage to a 5-foot-square weak point). Treat the collapse as an avalanche (see page 90 of the DMG) with a cone shape and 100-foot range.

G. Graveyard

Although none like to speak of it, any operation as large as Khymrassa’s invariably leads bears a certain mortality rate. Heat exhaustion, accidents, and overzealous slave masters inevitably take their toll. Those that perish on the job are quietly removed and covered here in this shallow mass grave.

Sabotage opportunities: There’s not a lot here unless the PCs are comfortable animating the dead, in which case the yard provides a bounty of raw materials for ready use. If the PCs take advantage of the graveyard too often, Khymrassa has Prelate Ventressca place a web of *consecrate* spells over the graveyard (the Prelate has no interest in combat, and if confronted, she surrenders or flees).

Khymrassa Responds

If the PCs do nothing or fail to slow the dig, proceed to Part Two of the adventure. If the PCs undermine Khymrassa’s slave force, she responds in several ways:

Hunt of the Horns (EL 9): Khymrassa turns to Master Soan, who puts together two hunting parties, each with four Asmodean monk enforcers. The first monks disguise themselves as slaves and infiltrate the camp to search for signs of the PCs. The second party prowls at night, circling the camp several miles wide to find the PCs’ base of operation (if any). The Sand Sage uses his divination magic to relay the PCs’ whereabouts to Soan’s hunting parties.

Wanted: Khymrassa offers a bounty of freedom plus 500 gp to any slave with information behind the camp’s recent plague of troubles. Unfortunately for Khymrassa, if the PCs have adopted the Scarab’s method, the slaves simply line up to report that the menace is the curse of Ahn’Selota. If Khymrassa gets a description of the PCs, she has an artist sketch their likeness on the larger tents. This increases the Disguise DC to 20 while traveling through the camp.

A Better Offer: Once Khymrassa’s frustration with the PCs hits the boiling point, she tries to co-opt the PCs to do her dirty work for her. With his divination, the Sand Sage uncovers Hoffenburrow’s impending arrival and Khymrassa dispatches Master Soan to intercept him. Soon after, Hoffenburrow is captured and Khymrassa dupes him into drinking from her *elixirs of love* and *truth*. For a brief time, Hoffenburrow becomes an all-too-willing prisoner, revealing his instructions from Krenshar. Khymrassa sends a minion to contact the PCs and invites them to her tent with an offer of a truce.

Khymrassa proposes that the PCs stop working against her and allow her to make them rich. If they let her finish the dig and then go inside and bring her the *Pact Stone*, she’ll pay them 10,000 gp, release Hoffenburrow, and permit them to

IF THE PCs ALLY WITH KHYMRASA...

Particularly mercantile PCs may wonder why they can't simply get an audience with Khymrasa and offer to go in and get the *Pact Stone* for her. After all, they can always cross her later. Perhaps they don't even care if she destroys the *Pact Stone* and achieves her political ambitions—she likely pays quite well.

This is a fine plan—at least initially. If the PCs decide to go this route, rearrange the adventure accordingly and let them go for it. Khymrasa never completely trusts the PCs, however, and ensures she retains the upper hand when they try to exit the pyramid (see “The Action Topside” on page 22), but in the meantime the adventure still works. Just substitute the events in Part One with a role-playing session of the PCs' negotiation with Khymrasa. If the PCs can convince Khymrasa they are the right tomb raiders for the job, she lets them inside pyramid. She becomes particularly receptive to such a proposal should it take place after the first few waves of slaves that she sends inside fail to return.

leave Tumen unharmed. She knows about Hoffenburrow's lost seeds, and tells the PCs they are free to keep them, as well as any other treasures they find. The Exemplar's offer is genuine and passes magical testing, but the Mithral Scarab counsels the PCs against dealing with the likes of her.

A Shortcut With Magic: If the PCs continue to hinder the excavation, the Sand Sage eventually concludes the dig will never succeed by conventional means alone. He teleports to Sothis, purchases a *scroll of move earth*, transcribes it into his spellbook (which takes 1 day), returns to the dig site, and prepares the spell multiple times. He then vastly accelerates the work of the slave army.

The Entrance Revealed

Once the excavation is complete, Khymrasa orders slaves inside to explore and report after 10 minutes. They all fail to return from the pyramid. The PCs have an opportunity to either try to sneak inside or (if they have allied with Khymrasa) walk inside in plain sight. Once the PCs commit to entering the pyramid, proceed to Part Two of the adventure.

PART TWO: INTO THE PYRAMID

The entryway contains no door, only a perfectly square opening leading to a square hallway.

Walls and Ceilings: All walls, ceilings, and floors are made from Jalress granite from the Brazen Peaks. Unless specified otherwise in the text, all ceilings in the pyramid are 15 feet high. Walls between adjoining rooms are at least 1 foot thick (hp 90, hardness 8, Break DC 35, Climb DC 25).

Hieroglyphs: Some interior rooms bear hieroglyphs relating to the contents of the room. A PC can puzzle out the gist of a set of hieroglyphics with a successful DC 20 Decipher Script check; a 25 or higher on the check gives clearer information. Anyone who can read Ancient Osiriani gains a +5 bonus to these checks.

MAIN LEVEL

Most of this level is a series of trapped rooms to confuse and kill looters. The Pharaohs knew how to quickly bypass the traps and access the lower level through area 8; anyone without knowledge of the pyramid's defenses risks death.

1. The Entry shaft (EL 5–6)

This long narrow shaft spears into the heart of the pyramid. The downward slope is gentle, beckoning into the darkness beyond.

If Khymrasa sent in waves of slaves in advance of the PCs, the heroes come across many corpses. The first group consists of three unfortunate slaves crushed to pulp in the middle of the tunnel; the shapechanging monster that guards this shaft slew these men in the form of a giant constrictor snake. Farther down the shaft the PCs discover the bodies of five more slaves and a slave master, their bodies freshly burned with acid; the guardian killed these intruders while in the form of a digester. A slave named Unkafran (N male human commoner; hp 4) is still alive, having been missed in the earlier assault. He is frozen in fear, too terrified to move either forward or back. Only with a DC 15 Diplomacy check can the PCs encourage him to leave or follow.

Creature: The reincarnix is not technically monster but rather a violent curse given physical form. Once killed, the reincarnix simply reanimates 3 rounds later as a new monster. The PCs must find a way to evade, trap, or dispel the reincarnix if they seek to progress deeper into the tomb.

When the PCs arrive, the reincarnix is in the form of a girallon. If it dies, roll on the following list to determine its form when it rises again 1d4 minutes later:

1d20	Monster	MM Page	EL
1–2	achaierai	9–10	5
3–4	basilisk	23–24	5
5–7	dire lion	63–64	5
8–10	giant constrictor snake	280–281	5
11–12	shadow mastiff	222	5
13–14	digester	59	6
15–17	girallon	126–127	6
18–20	megaraptor	60	6

The reincarnix cannot change form unless it dies, though it can kill its current body to gain a new form. Its form is always completely covered in iridescent hieroglyphics resembling glowing tattoos. Trying to read the runes while the reincarnix is “alive” increases the difficulty by +5. The runes state: “I am the curse, I am your curse, I am your end,”

[THE PACT STONE PYRAMID]



over and over. A *break enchantment* or *remove curse* disperses the reincarnix for 24 hours, or permanently if the caster succeeds at a DC 20 caster level check. The reincarnix cannot voluntarily leave its hallway; if forced out of the hallway it disperses, reforming at area 1 1d4 minutes later.

1A. The Body Pit

A bridge spans a steep, 35-foot-deep pit used by the reincarnix to deposit its kills. If Khymrasa sent her slaves inside the pyramid ahead of the PCs, many fresh corpses lie among the powdered skeletons below. The walls of the pit are smooth (DC 30) but not perfectly so.

Development: It is possible to trap the reincarnix into the pit until it manages to climb out or kill itself.

Treasure: The skeletal remains at the bottom of the pit conceal three stoppered flasks: *potions of cure moderate wounds, rage, and tongues*.

2. The Portal Golem (EL 7)

This huge chamber forms a semicircle. A muscular Osirian adorned in robes sits upon a massive stone throne in the center. Snow-white linen gauze wraps his entire body. Two dead slaves lie on the floor.

Creature: The guardian on the throne is Ro ap Han, the Portal Golem—a construct imbued with a rudimentary personality to fulfill duties as the pyramid's gatekeeper. Ro ap Han's unique ability is that its body can transform into a doorway granting access beyond any stone wall less than 5 feet in thickness. Whenever the Portal Golem is within 1 foot of a wall, its body glows and then suddenly becomes a clear windowpane to the room beyond the wall. Each year, when the Four Pharaohs entered the *Pact Stone Pyramid* for their renewal ceremony, Ro ap Han would bow to the pharaohs and grant them access to area 5 at their command.

When the PCs arrive, the Portal Golem rises from its throne and greets them in Ancient Osiriani: "Who seeks to enter the heart of Ahn'Selota?" Any answer that does not include the key word "Pharaoh" causes Ro ap Han to become hostile. As it only understands Ancient Osiriani, the response must be in that language, though a speaker of modern Osiriani may attempt a DC 15 Intelligence check to convey something sounding close to what the golem expects. If its attitude is not adjusted to at least indifferent with Bluff, Diplomacy, or Intimidate within 5 rounds, it attacks.



RO AP HAN, THE PORTAL GOLEM

CR 5

N Medium unique construct

Init +3; **Senses** darkvision 60 ft., low-light vision; **Listen** -2, **Spot** -2

DEFENSE

AC 23, **touch** 12, **flat-footed** 19
(+3 Dex, +10 natural)

hp 47 (5d10+20)

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

Defensive Abilities construct traits, evasion

OFFENSE

Spd 30 ft.

Melee slam +5 (1d6+3)

TACTICS

During Combat The Portal Golem tumbles and attacks. Its best tactic is to deceive its opponents into thinking they have bested it, then use its passwall body ability to force them into a dangerous chamber. Ideally it tries to trick them into entering areas **3**, **4**, or **6**. It tumbles along the walls to those rooms, hoping glimpses of the chambers beyond will lure someone into trying to jump through its body-portal. Ideally, it splits the PCs into separate chambers.

Morale The Portal Golem never flees or surrenders.

STATISTICS

Str 15, **Dex** 17, **Con** —, **Int** 12, **Wis** 7, **Cha** 7

Base Atk +3; **Grp** +9

Feats Improved Grapple, Deflect Arrows

Skills Bluff +0, Tumble +11, Diplomacy +3

Language Ancient Osiriani

SPECIAL ABILITIES

Passwall Body (Su) The Portal Golem's form is a permanent, mobile *passwall* spell. Whenever the Portal Golem is within 1 foot of a wall his entire body becomes an opening to the chamber beyond the wall. Anyone may move through the Portal Golem as part of a move action if the Portal Golem permits it or if it is held in place, such as by magic or if pinned by a grapple. Otherwise, a DC 15 Escape Artist check is required to squeeze through Ro ap Han's body (DC 20 if it is moving, DC 10 + its Tumble check if it is tumbling). Large creatures take a -4 penalty to their Escape Artist checks, while Small creatures gain a +4 bonus.

One with the Throne (Su) The Portal Golem is magically linked to the throne in this room. It cannot leave the room and automatically loses 5 hit points per round while

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outside of it. If destroyed, the throne recreates it 1 hour later. If the throne is permanently destroyed (Hardness 8, hit points 300), so is the Portal Golem.

If the PCs can trick or force Ro ap Han into allowing them access to the rooms beyond, they may venture further into the pyramid, though they might not have any immediate means to return this way for some time.

Treasure: The throne is embedded with gemstones, five on each arm and one in the center. Each gemstone fetches up to 175 gp.

Development: If Khyrnasa sent slaves inside the pyramid, this is the farthest any have reached. Two managed to get past the reincarnix in area 1 while it was battling others, but they were clubbed to death by the Portal Golem. Their broken bodies lie on the floor.

3. The Four Pillars of Ascension (EL 9)

Four pillars adorn this great hall. A carved relief of a human-headed snake winds around each column, its mouth open in a silent scream.

Trap: Each pillar is hollow and holds a swarm of scarab beetles in stasis. When the trap is triggered each swarm explodes from one of the gaping maws carved into each pillar. Before the stasis ends and the swarms drain into the room, however, the trap first casts *greater invisibility* and *silence* on each of the swarms; the PCs are unlikely to notice the swarms until they feel them crawling across their skin and find themselves unable to scream.

SCARAB BEETLE SWARM TRAP CR 9

Type magical device; Search DC 30; Disable Device DC 30

EFFECTS

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

Effect Four scarab beetle swarms are released (use the centipede swarm stats, MM 238, but without poison, hp 40 per swarm). Each swarm has *silence* and *greater invisibility* at CL 15th.

4. The Chamber of Heartbeats (EL 8)

The walls of this square room are lined with hundreds of vertical hieroglyphs, each carved in exquisite tiny detail. The chamber resounds with the echo of a powerful drumbeat, the source of which is not apparent.

Trap: Three rounds after a living creature enters the room, its heartbeat quickens or slows to match the beat pulsating in the room—each PC is hearing his or her own heartbeat. As they explore the chamber, the beat gradually slows and then quickens, putting their body through incredible stress. PCs get a Fort save (DC 15) to resist each of these effects every time they occur.

Round 1–3: The PC's heartbeat synchronizes with the heartbeat in the chamber. This has no adverse effect

Round 4–6: The heartbeat begins to slow. Save on round 6 or suffer the effect of a *slow* spell.

Round 7–8: The heartbeat slows to a crawl. Save on round 8 or fall asleep.

Round 9–11: The heartbeat stops and the room is silent. Save on round 9 or die as if affected by *finger of death*.

Round 12–15: The heartbeat suddenly restarts and picks up quickly. Dead PCs save on round 12; success means they rise from the dead as if affected by *raise dead* (including level or Con loss).

Round 16–17: The heartbeat begins to race. Save on round 16 or become fatigued.

Round 18–19: The heartbeat flutters at an incredible speed. Save on round 18 or become exhausted.

Round 20: The heartbeat pulses at an almost continuous rate. Save or die as in round 9.

Round 21: Return to round 4.

The effects are cumulative (for example, a character may be slowed, then fall asleep, then die, though death erases all other effects of this room).

If the PCs leave the room, the heartbeat's power persists for one complete cycle unless the PC takes specific steps to stop the sound or block it, such as entering a room with a closed door, blocking one's ears with wax, casting a *silence* spell, and so on. A bard can use countersong against this ability.

Hieroglyphs: The hieroglyphics are a complex cacophony of numbers. It takes a DC 20 Intelligence or Perform check to determine that the numbers on the walls represent the precise timing of beats with different pacing. Millennia ago, the Pharaoh of Numbers and his assistants used this room to develop a mathematical representation of the activity of human heart chambers under different stresses—knowledge thousands of years ahead of its time.

5. The Slave Master's Door (EL 5)

Five scales hang from the ceiling. Behind them, twenty-three tiny jade statuettes of various men and woman hard at work have been carefully arranged on a raised dais. Hieroglyphs line the walls in vertical columns.

The hieroglyph inscription on the southeast wall reads:

When Anuchro Het's scribe died, his will decreed that his 23 slaves be divided amongst his five surviving heirs, in the exact proportions of 1/3, 1/4, 1/6, 1/8 and 1/12. This led to a quarrel as the five heirs could not agree how many slaves each was to receive. Anuchro Het entreated the Pharaoh of Numbers to resolve the dispute and all agreed that the pharaoh's solution was wise.



The northwest wall has a secret door; it only opens when the correct number of slave statuettes are placed on each scale such that they represent the correct solution, which was mathematically determined by the Pharaoh of Numbers. Not contained in the inscription on the wall is the second half of the story: The Pharaoh of numbers lent the five feuding heirs a 24th slave. This enabled them to divide the slaves evenly into lots of 8, 6, 4, 3 and 2 in accordance with the terms of the will. As the sum of the results totaled 23, the extra 24th slave was then returned to the pharaoh with Anuchro Het's gratitude.

A 24th slave statuette is hidden in area 7; it has the inscription "A loan to Anuchro Het" in Ancient Osirian. If the PCs have this extra statuette it makes solving the puzzle relatively simple. PCs may also cheat the pharaoh's puzzle by manipulating the scales with hands or improvised weights and listening to the clicks from the hidden door (Open Lock and Listen DC 20).

Treasure: Once the hidden door is open, the slave statuettes can be collected without consequence. Each statuette is worth 125 gp.

6. The Pharaoh's Coin (EL 9)

Vertical hieroglyphs cover the walls of this otherwise empty room.

The room's hieroglyphs read:

As the Pharaoh of Numbers traveled through Tumen, he passed a crippled beggar. Seeing the man's plight, he deigned to pause and tossed the cripple the lowliest of coins from his purse. Crestfallen with the tiny treasure, the beggar tried to hide his disappointment. But the pharaoh noticed at once. "Why do you underestimate the gift I have given you?" the master asked. "For if you invest the coin, in time it doubles in value. Invest it once more and the coin doubles again. My coin comes with the gift of time and if leveraged wisely, soon you will be richer than all those around you."

A DC 15 Search check notes that the final hieroglyph terminates just above a tiny hole in the center of the southeast wall and that the hole contains a single bronze coin, stamped with the Rune of Reckoning, the personal symbol of the Pharaoh of Numbers.

If the coin is removed from the wall it immediately duplicates itself, and each new coin doubles each round. The coins quickly overflow, spilling out from the bearer's hands. The doubling continues indefinitely. While initially this may seem like a great reward for the PCs, the coins quickly outpace greed and become a threat.

Trap: Removing the pharaoh's coin also triggers a trap. The moment the original coin loses contact with the wall, the exit to the room is closed off with a *wall of stone*. However, a *mirage arcana* creates the illusion that the open archway still exists, delaying the PCs from discovering that the exit is blocked.

Round 16: The coins have duplicated enough to coat the entire floor, and the doubling causes them to quickly fill the room, surging upward like a metal tide.

Round 18: The ground is considered difficult terrain as the PCs' feet slip on the piling coins.

Round 24: As the coins quickly pile up around everything, PCs who want to move must make DC 10 Climb check to free their legs for 1 round (this is a move action). The coins are 16 inches deep at this point.

Round 27: The coins reach the ceiling and continue to multiply, crushing everything in the room for 2d6 points of damage per round. The coins stop duplicating when no more can fit but the damage continues every round until 1 hour has passed, at which point the process reverses and the original coin returns to its slot. Clever PCs might think of ways to avoid the crushing, such using *gaseous form*, and so on, though the long duration of the trap makes even these solutions difficult.

Using extradimensional spaces such as a *bag of holding* or a *portable hole* in the early rounds of the trap buys the PCs extra time before the inevitable crushing as long as one PC does nothing but shovel coins into the item. The amount of extra time depends on when they start this (eventually the coins are doubling so fast that the PCs can't keep up and their efforts no longer have any effect in stalling the trap).

Extradimensional Space	Extra Time*
<i>bag of holding type I</i>	1 round
<i>bag of holding type II</i>	2 rounds
<i>bag of holding type III</i>	5 rounds
<i>bag of holding type IV</i>	7 rounds
<i>portable hole or rope trick</i>	10 rounds

*If used on or before round 12. If used after round 12 but before round 15, halve this extra time (minimum 0). After round 15, the item buys no extra time.

All coins stop doubling if removed from the room (including in extradimensional spaces) and begin halving their quantity (extradimensional spaces aren't so much filling with coins as providing a "drain" where they can fade away to nothingness). Only the original coin has a permanent existence, and if it is removed from the room the doubling ends and all copied coins begin their halving process until they all vanish. This means if the PCs move

fast and in an early round they put the original coin into an extradimensional space, they can suspend the trap, though bringing it into the normal space of the room causes it to begin doubling again. Likewise, if the PCs can get the coin out of the room, it ends the trap and reverses the duplication. Temporary spells like *blink* have no effect on the trap's progression (the original or duplicate coins they bring with them are not outside the room long enough to end their doubling).

One means of escape is to destroy the *wall of stone* that blocks the exit (4 inches thick; hp 70; hardness 8; Break DC 30). Another way to elude the trap is to discover the secret door in the ceiling. The search DC is 25, but the DC drops to 15 and a re-check is permitted starting in round 25, as the rising tide of coins brings the PCs closer to the hidden door. The trap door is locked with a jagged keyhole (Open Locks DC 30). The keyhole is the exact shape of the hieroglyph for "time," that specific glyph in the story on the wall is removable (requiring a DC 20 Search check to notice this) and functions as the key for the secret door.

Once a PC exits the room, either through the archway or the trap door, the coins reverse their doubling until only the original remains. The coin then becomes non-magical, its power expended. It is worth 1,000 gp to a collector of Osirian artifacts.

COIN OF THE PHARAOH

CR 9

Type magical device; **Search** DC 35; **Disable Device** DC 35

EFFECTS

Trigger touch (removing the coin from the wall); **Reset** none
Effect doubling coin, *wall of stone* and *mirage arcana*

7. The Outer Ring

From here the PCs can access every room on the main level save for areas 1 and 2.

Suekahn: Once the PCs reach here, the devil decides that it is time to learn more about them. After watching them from the scrying pool in area 17, he uses *alter self* to assume human form, then teleports just out of sight of the PCs so that he may walk toward them.

An older man dressed in an ankle-length grey gown slowly walks toward you. He carries a bone scroll case in his left hand and a lit, black tallow candle in his right.

Suekahn's candle is a *candle of truth*, and he tries to get within 5 feet so that its effects help him gauge the PCs' responses to his inquiry. At this stage he has only a single, if rather disturbing, question: "Tell me, do you have a priest among you who can raise the dead?" Suekahn's hope is that if the PCs have a cleric of sufficient power, he can afford to kill them several times, getting closer to the kill-total he needs for his freedom. If the PCs answer "Yes" and if he believes them, he nods approvingly and teleports away. If

A PARTIAL PACT

If the PCs activate the *Pact Stone* in area 10, either inadvertently or intentionally, they gain the partial pact template and experience a fraction of the powerful magic of the *Pact Stone*. All pact participants have their hit points placed in a collective pool. Anyone who is injured draws upon the pool's combined total. Healing any single pact participant instead heals the pool (the healing recipient need not have been injured). If the pool reaches zero, all pact participants are disabled. If the pool reaches negative numbers, all pact participants gain the unconscious and dying conditions. If the pool falls to -10 or lower, all pact participants die as if their individual hit points had reached -10 .

The effects of the partial pact last $4d6$ days (the true pact entered by the Four Pharaohs required a magical ceremony, lasted one year, and provided greater benefits). The pact cannot be dispelled by *dispel magic*, but can be destroyed by *disjunction* or *wish*. There is no save to avoid entering a pact, though wearing lead-lined shoes such as those found in area 9 prevent someone from coming into contact with the floor and thus excluding them from the pact. A character can only be in one pact at a time. Members of a pact do not automatically realize their connection.

the PCs answer “No” or Suekahn does not believe them, he disappears, leaving his scroll behind (a *scroll of raise dead*). Suekahn's gift has an ulterior motive, of course—he needs the PCs to stay alive to disarm the traps so that others can make their way inside, allowing him to acquire more kills. Suekahn does not stay to answer questions, as he is already pushing the limit of what he can do without breaching his oath.

Hidden Compartment: The southeastern end of this corridor contains a hidden compartment beneath a flagstone on the floor (Search DC 18). Inside is a small jade statuette depicting a slave pushing a stone block. Although it has a value of 125 gp, its greater worth is as a clue to solving the riddle in area 5. The stone block contains the inscription: “A loan to Anuchro Het” in Ancient Osirian.

8. The Song Tubes

A shallow pool rests in a basin with walls one foot off the floor. It is filled with a translucent, violet-tinged liquid, topped with a film of purple mist. A single stone ladle lies on the lip of the pool. There are no other exits to this circular chamber, though the southernmost point in the room contains a small hole.

The hole in the floor quickly narrows until it is even smaller than a coin—this is the entryway to the song tubes,

a set of thin pipes that interconnect the pyramid's separate levels. The Four Pharaohs used the tubes to reach the *Pact Stone* below when they returned each year to renew their pact at Aucturn's ascendancy.

8A. Vapor Pool: This pool of magical mist contains up to 10 doses of a *potion of gaseous form* when full. The pool gradually refills at a rate of 1 dose per week. It is possible to fill empty flasks or canteens with the liquid and take them along. The vapor functions as a normal potion, even once outside of the pyramid.

8B. The Tubes: The tubes resonate when vapor passes along its length, sounding similar to a very deep horn. Traveling from the Main Level to the *Pact Stone* Level at a speed of 10 creates the individual notes of a song as the tubes turn and twist. A successful DC 20 Performance or bardic knowledge check identifies the melancholic tune as “Ankana's Lament,” a self-indulgent tale about a great leader who voluntarily sacrifices part of her power for the good of her people.

The tubes also connect to the Throne Level and a hidden exit out of the pyramid (see 8C below). However, traveling in any direction or route other than from the Main Level to the *Pact Stone* Level (or at a different speed than 10) results in an off-key tone that resonates throughout the pyramid and alerts Suekahn precisely as to where the PCs are headed. Anyone still in the tiny tubes when their *gaseous form* wears off or is dispelled is instantly crushed.

8C. The Exit Tube: This provides a secret exit to the pyramid (see the *Pact Stone* Pyramid Cross-Section map). The pharaohs often used it to leave in *gaseous form* without attracting attention. The PCs might later use it to escape without being discovered by Khymrasa.

The Pact Stone Level

The only way to reach this level is with magic, usually by assuming *gaseous form* with the vapors in area 8. This level also has an area marked 8, which is identical to area 8 on the Main Level.

9. The Boot Room

This small chamber contains rows of stone shelving. Much of the room is empty save for several pairs of oversized boots made of dull metal.

When the Four Pharaohs traveled to the *Pact Stone* they occasionally brought along guests or trusted servants. In order to ensure their visitors would not inadvertently discover the *Pact Stone*'s secrets (see area 10 below) the pharaohs required their guests to don these lead boots. The boots enables one to travel across area 10 without being considered in contact with it. There are eight pairs of such boots in the room. They are non-magical and if worn their sheer weight reduces a wearer's ground speed to half normal.

【 THE PACT STONE PYRAMID 】



10. Chamber of the Pact Stone

This huge central chamber has four exits, each covered by a great facade. The mosaic tiling on the stairs gives way to a great circle of pale white stone.

Although the PCs are unlikely to realize it at first, the seamless white stone on the floor of this massive room is actually the top surface of the *Pact Stone*, the artifact that Khymlasa so desperately seeks. While Khymlasa has assumed from her reading that the *Pact Stone* is portable, it is actually an inverted pyramidal stone extending hundreds of feet into the granite below, and quite impossible to retrieve. The Four Pharaohs constructed Ahn'Selota directly overtop of the *Pact Stone* so that they could host their joiner ceremonies in secrecy.

Despite centuries of disuse, the *Pact Stone* continues to function. If more than one of the PCs are in the circle at the same time, they inadvertently activate the artifact, which gives them the partial pact template (see the “Partial Pact” sidebar). The *Pact Stone* only affects those standing upon it, so anyone levitating, flying, or riding a mount does not gain the template. Animal companions or mounts may

inadvertently become equal partners in the pact, though creatures who fly or otherwise don't touch the floor are not affected. Keep track of who walks where and when, as it is possible the party could be split into more than one pact.

Anyone who obtains the partial pact template becomes recognizable as a pharaoh by the Portal Golem in area 2. If the PCs return to areas 3, 4, 5, or 6, the construct senses their presence and interposes its body against the wall to make an exit for them and anyone they designate.

11. The Hor-Khep-Ra (EL 8)

Four darkwood staves jut out from the cold stone walls of this dark hall. Each staff is lined with small black and red gemstones.

Each of the four staves can be pried free from the wall with a DC 10 Strength check. Only after a staff has been removed from the hole in the wall can one see that the tip of the staff is sharpened into a slender point. The staves are actually wooden stakes, and in their original position they each pierced the heart of an ancient vampire spawn encased within a tiny alcove behind the wall. The four are a team of elite assassins known as the Hor-Khep-Ra

("The Honing"). Millennia ago the living Hor-Khep-Ra were frequently dispatched to perform bloody missions for the Four Pharaohs. Later, the Fiend Pharaoh rewarded his faithful assassins with undeath, bestowing on them the honor of becoming eternal guardians of Ahn'Selota. Each Hor-Khep-Ra willingly took a stake through the chest in order to wait for the day when a thieving trespasser within the pyramid might inadvertently trigger their return, calling them back to duty.

Removing a stake allows a vampire spawn to silently heal behind the wall (2 hit points per round); re-inserting a stake into the hole meets some resistance, and the acting PC must push hard to penetrate the vampire's recovering flesh. Once reformed, the assassin remains hidden in the secret alcove and waits for the PCs to move on. The spawn then assumes *gaseous form*, emerging from the tiny hole left by the removal of the stake. The freed vampire then removes the remaining stakes, liberating his brethren, who retrieve their gear from a secret cache (see Treasure, below).

The Hor-Khep-Ra appear as they did in life: powerfully built warriors with weather-beaten skin, scantily clad in black loincloths. Only their red eyes betray their undead status.

HOR-KHEP-RA (3) **CR 4**

3 male and 1 female vampire spawn

hp 26; **MM** 253–254

SQ energy drain (DC 16), domination (DC 16)

TACTICS

Before Combat Once all four assassins are reformed and reunited, they silently recover their equipment from the hidden cache in the ceiling (see below) and patiently hunt the PCs. Ideally they wait for the PCs to encamp, distracted by the demands of their spell preparation.

During Combat The Hor-Khep-Ra employ their *gaseous form* ability to silently drift overtop the PCs along the ceiling. They then solidify and use *spider climb* to obtain the perfect position for an ambush. They prefer to take turns using their *domination* ability, forcing their victims to grapple any opposing clerics to prevent turn attempts or casting spells to break the vampires' mental control. If possible, they escape with one or more dominated PCs to learn the weakness of the remaining PCs as well what they know of other potential intruders outside the pyramid. Meanwhile, the devil watches the PCs from his scrying pool; if he suspects the Hor-Khep-Ra will slay the PCs before he can spring his own trap, he reluctantly intervenes, teleporting in to help the PCs defeat the undead, then teleporting away without explanation.

Morale The assassins are immune to fear, but withdraw if it is advantageous to their hunt. If they are successfully turned or need to regroup they assume *gaseous form* and escape through the song tubes (area 8) or retreat into the treasury (area 13), where the PCs are unlikely to be able to follow. If reduced to zero hit points or below, a vampire assumes

gaseous form, forced to return to the hidden alcove from which it came; the hollow acts as its coffin.

SPECIAL ABILITIES

Variants Feat Selection Rather than Toughness and Skill Focus (Craft or Profession), the Hor-Khep-Ra have Ability Focus (domination) and Ability Focus (energy drain).

Treasure: The ceiling directly above the staves has a small trap door (Search DC 20). Behind it lies a hidden compartment with a cache of weapons and equipment belonging to the vampires: a grey stone cask containing an *elixir of frost breath*, a clay cistern containing a *potion of displacement*, *Hor Sarka* ("Slave Maker," a +1 *axiomatic khopesh*), a clay-red *earth elemental gem*, and a pure white *shroud of disintegration*. If the PCs discover the trapdoor after the Hor-Khep-Ra have emerged, the compartment is empty, as the assassins armed themselves with the above items.

The gems on the staves can be removed (DC 10 Disable Device check), even without pulling the stakes from the wall. The onyx and bloodstones are worth 425 gp per staff.

12. Arch of the Dead

The corridor widens into a foyer, which in turn leads to a small vault beyond that has a bleak stone archway as its only entrance. Four stone alcoves line the foyer, two on each side. An upright sarcophagus of black stone rests in each alcove.

The archway projects a permanent *antilife shell*, which cannot be dispelled. The Four Pharaohs placed the arch here to bar entry into their communal treasure vault (area 13). It was their practice of the Four Pharaohs to order undead servants to retrieve the chests inside area 13 and view their contents in the threshold here. They also kept source materials for creating additional undead servants in the four sarcophagi in the adjoining alcoves.

Removing a sarcophagus lid requires a DC 10 Strength check. Inside each coffin lies a desiccated skeleton with its fossilized arms crossed tightly around a seamless blue ceramic scroll tube (the tubes must be broken to reveal their contents. Each tube contains a scroll; three of them are cursed.

Northwest Sarcophagus: *Scroll of animate dead.* The pharaohs placed this here in case they needed to create an undead agent to retrieve the chests from area 13.

Northeast Sarcophagus: *Scroll of the Forgotten Self.* Anyone who reads this cursed scroll must make a Will save (DC 15) or forget their own birth name; a few moments later they also forget the names and faces of their family members. No other memories are affected. If anyone reminds the target of his name or the missing details of his lineage, he briefly remembers, but then it fades from his mind like quicksilver.

Southwest Sarcophagus: *Scroll of Excessive Charity.* As the Cerulean Pharaoh came from humble beginnings himself, the tyrant always had a soft spot for orphans. Upon reading

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this cursed scroll, anyone who fails their Will save (DC 15) becomes obsessed with the plight of orphans. The victim donates all monetary treasure to the nearest orphanage he can find at his earliest opportunity; this continues daily or weekly until the curse is removed.

Southeast Sarcophagus: *Scroll of Fragility.* A character that reads this cursed scroll must make a Will save (DC 15) or believe an illusion that his entire body is cracking apart like the shell of an egg. After ten rounds, the victim must make a Will save (DC 15) or die from fear.

13. The Treasury

Almost a dozen large chests of iron line the walls of this small chamber. A huge stone mantle arcs around the room. In the mantle's center rests a brilliant crimson crystal sphere. The sphere encases a smaller gemstone that slowly rotates inside it.

Living creatures cannot enter this vault due to the *antilife shell* in area 12. Constructs, outsiders, and undead can enter and leave without difficulty.

Treasure: There are eleven chests in this room. If the PCs have the means to manipulate the chests at a distance (such as a long pole, a rope with a grappling hook, or magic), they may be able to catch the handles of various chests and haul them outside the archway (treat the handles as AC 24).

Chest 1: This box contains a *temporal stasis* field that carefully preserves a collection of hundreds of different kinds of seeds. A successful DC 20 Knowledge (nature) check reveals that the seeds include a number of extinct plants and ancient crops. The collection is worth up to 10,000 gp to an herbalist or sage capable of appreciating their value. This is the pharaonic seed collection that Hoffenburrow and the Pathfinders are after. Several of the plants could have significant agricultural ramifications if reintroduced to Golarion. In particular, the collection includes the androwood of Ancient Osirion, a desert plant capable of surviving on less water than any other woody plant, and "full-seed," a black, inexpensive grain capable of enhancing the diet and health of entire armies.

Over the millennia, Suekahn captured a few stray insects that wandered into the pyramid and placed them in this box to preserve them in the stasis field. One of the trapped bugs is a praying mantis which Suekahn uses as a weapon if the PCs enter the Shaft of the Firefly (area 14). If the PCs open this chest, the vermin fly or crawl out harmlessly.

Chest 2: Two *mudstone minions* (new magic item—see page 29).

Chest 3: A collection of indigo jade jewelry. A nearly-forgotten jewel in present day, it is difficult to get fair value

for the violet crystals. A collector making a DC 30 Appraise check recognizes its true value of 6,000 gp, otherwise the collection sells for half that amount.

Chest 4: A box of shredded scrolls. If the torn papers are aligned together correctly, the scrolls fuse together as if they were never damaged. This reconstruction requires 8 hours of patient work, a successful DC 20 Concentration check, and a successful DC 20 Spellcraft check. The repaired documents are seven 4th-level arcane spell scrolls.

Chest 5: A huge tome with veinstone covers containing *The Last Theorem* (new artifact—see page 29).

Chest 6: *The Darcon Codicil*, a bone-plated book containing the true names of dozens of devils and demons compiled by the Fiend Pharaoh in the hieroglyphics of Ancient Osiriani (worth 5,000 gp to a devil-binder or thaumaturgist). Suekahn's name appears in the book with the handwritten notation of "56" next to it. The "56" has been crossed out and followed by a series of descending numbers which are also crossed out. It stops at an uncrossed "39."

Chest 7: A *wish box* (4,000 gp). This box's contents transform into any single magic item with a value of 4,000 gp or less. The PC must decide the moment the box is opened; simulate this by giving the player 1 minute with the DMG to make a decision.

Chest 8: A collection of ancient war medals (value 500 gp to a historian or Osiriontologist)

Chest 9: Four stone tablets chiseled with glyphs, each having the power of a divine scroll (*death ward*, *divination*, *helping hand*, or *obscure object*, caster level 7). Each tablet weighs 10 pounds.

Chest 10: A *bag of holding type I* containing 56 severed, skeletal ring fingers of minor royalty who fell from the favor of their pharaohs. Each finger is adorned with a ring (1,900 gp in total).

Chest 11: A *wish box* (6,000 gp or less).

The floating gemstone in the sphere on the mantle is a *countdown clock*. The gemstone contains a single hieroglyphic number which is slowly, but continuously, morphing into smaller numbers as it works its way

towards zero. If the PCs played through *J1: Entombed with the Pharaohs*, they recognize the declining numbers from the countdown wall in area 12 of the Veinstone Pyramid. This stone, that wall, and the device

owned by the Sand Sage are in perfect synchronicity, and each has been counting down for over 6,000 years. The *countdown clock* neatly fits the bill of what Khymsra thinks the *Pact Stone* ought to look like.

If the PCs present this item to Khymsra as the *Pact Stone*, they receive a +6 circumstance bonus to their Bluff check.



THE COUNTDOWN CONTINUES...

There are two countdown clocks in this adventure: one in area 13 and another in the possession of the Sand Sage. There are several more counting devices of varying sizes hidden throughout Osirion and far across the world. The significance of the countdown and precisely when it will breach zero remains an adventure seed that you can tailor for your own campaign.

Should the PCs speak with Suekahn about the countdown, he tells them with a toothy smile, "It's when the stars go out and the ringed planets lose their rings. I would not wish to be a mortal on that day."

In addition, if the PCs speak with the Sand Sage about the countdown and are able to adjust his attitude to friendly or better, he tells them the countdown tracks "a revisitation from the Dominions of the Black," though he concedes he does not know what that means. The Sand Sage has become increasingly concerned about the rapidly diminishing count for the last several years. In fact, the principal reason he agreed to assist Khymsara with her dig was because of his suspicion that it might enable him to learn more of the unexplained connection between the Four Pharaohs of Ascension and the planet Aucturn. The Sand Sage can also direct the PCs to at least one more reported countdown clock: a tower-sized panel of hieroglyphics composed of the purest amber. It is found deep within the Slave Trenches of Hakotep below the source of the River Crook in southwestern Osirion.

Finally, the PCs can learn a few additional secrets of the countdown if they attempt to read the *Last Theorem*, a minor artifact found in chest 5 of area 13.

14. The Shaft of the Firefly (EL 10)

A relief of a beetle with broad bisected wings adorns the north wall. In addition to exit corridors running both east and west, a cylindrical tube in the ceiling leads upward into an inky darkness.

This chamber provides a further means of access from the *Pact Stone* Level to the Throne Level. A DC 15 Knowledge (nature) check identifies the relief on the wall as a detailed carving of an Osirian firefly, a symbol of beauty and a sign of good fortune.

Anyone touching the relief must make a DC 16 Will save or be polymorphed into a tiny, indigo-glowing firefly. During the time of the pyramid's use, the pharaohs and their trusted servants would transform and fly up the 100-foot shaft in the ceiling to the next level. Once a flyer crests the top of the shaft and reaches area 15, the effect is automatically dispelled; it also ends should the flyer instead exit the shaft from the bottom, enabling the flyer

to land safely in area 14. The PCs may also climb the shaft or use their own magic to navigate it. In firefly form, a PC has a fly speed of 10 feet (perfect maneuverability).

If Suekahn is hunting the PCs or scrying on them from area 17, he cannot resist setting a trap for them here as they approach this area. If one or more PCs enters the shaft as a firefly, the devil teleports to area 15 and seals the top of and bottom of the shaft using his *wall of sand* ability. He then teleports to area 13, retrieves a tiny praying mantis he has kept for just such an occasion, teleports back into the shaft, releases the mantis, and returns to area 17 where he uses the scrying pool to watch as the hungry mantis immediately goes to work hunting the glowing fireflies. The terms of Suekahn's pact enables him to get "credit" toward his quota for arranging for a tomb raider's death.

If Suekahn's trap is sprung, simulate the ensuing aerial duel using the statistics of the giant praying mantis (see page 285 of the MM) for Suekahn's hungry insect. For PCs polymorphed into fireflies, use the statistics for a giant bee (see page 284 of the MM) but substitute a bite (attack +2, 1d4 damage) for the bee's poisonous stinger. Absent magic or other assistance, any fireflies trapped in the shaft are significantly outmatched, save for their superior flight speed and maneuverability. Suekahn intervenes, however, to ensure that the last PC is spared (typically by grabbing the firefly-PC and teleporting them to area 13 or 15). Exiting the shaft from either end cancels the *polymorph* effect and negates the threat of the mantis, though the *wall of sand* at each end makes exiting impossible for any polymorphed PCs. Of course, any PCs that are not polymorphed can easily dispatch the hand-sized mantis.

The Throne Level

The Four Pharaohs used these last rooms for their private meetings and to work out their differences.

15. The Great Mosaic

This magnificent foyer is covered with thousands of tiny square ceramic tiles. The tiles depict an intricate glyph in a sea of color.

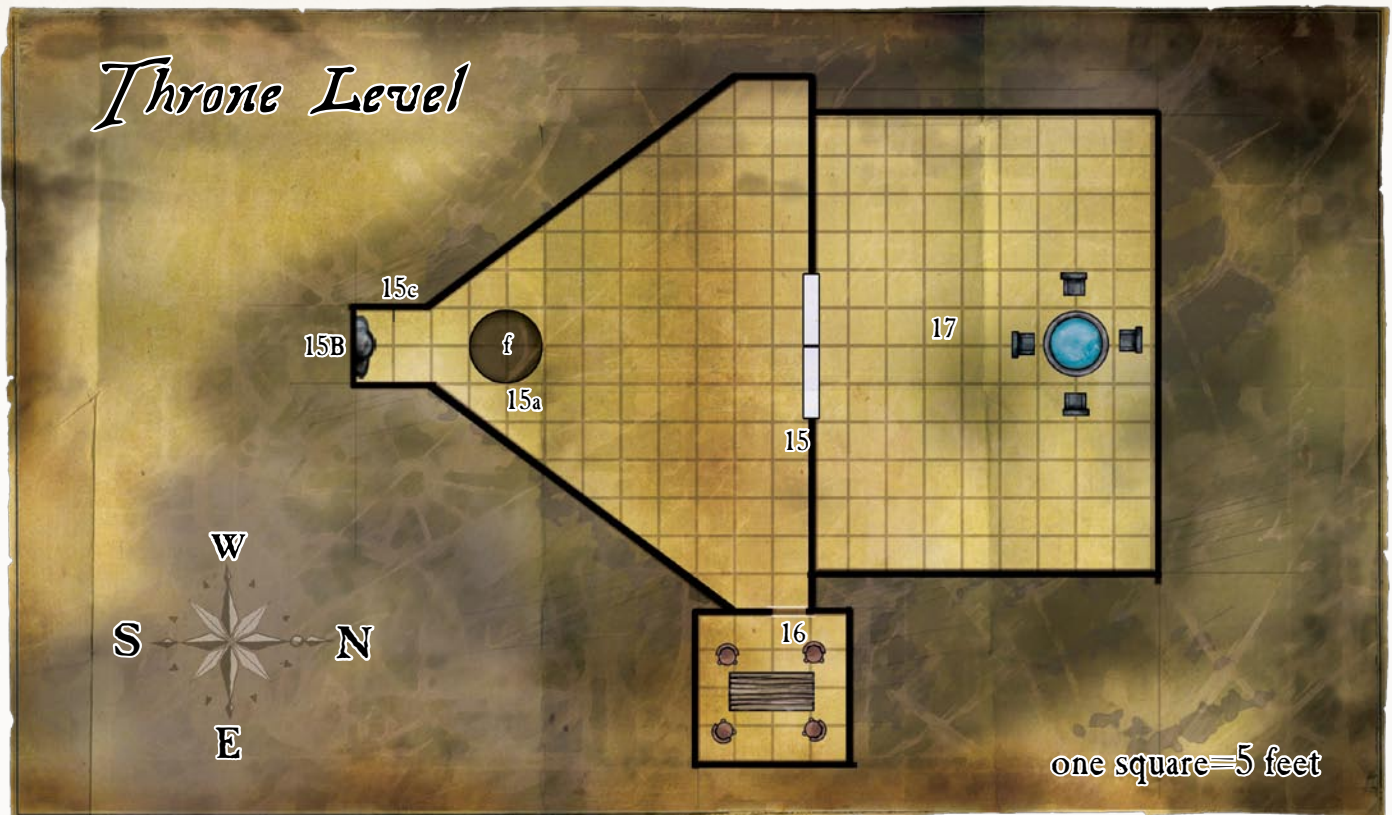
The flyph is the personal rune of each of the Four Pharaohs of Ascension, superimposed into one.

15A. The top of area 14 terminates here.

15B. A carved relief of an Osirian firefly is on the south wall next to the entry shaft. The relief is magical, operating the same way as its counterpart in area 14.

15C. The song tubes (area 8) exit here as well. Unlike other entry points, there is no pool providing additional doses of *potions of gaseous form*. If the PCs have not packed additional doses or lack similar means, they cannot make a return trip through the tube.

A DC 5 Search check reveals that every last one of the thousands of mosaic tiles has been pried loose from the



mortar that once held it in place. With 6,000 years to kill, Suekahn removed every tile by hand, rearranged them into intricate piles sorted by shape and color, and replaced each tile back in its exact original position. He's had time.

16. Chamber of Contemplation

A densely packed wall of sand blocks the entrance to this room.

The inside of this chamber acts as a massive *helm of opposite alignment*, affecting all who enter for as long as they remain in the room. Whenever two of the pharaohs were locked in a disagreement, they challenged one another to share 10 minutes in this room, allowing them to hash out their disputes from new perspectives.

As an evil outsider, Suekahn is well aware of the danger this room poses to him—if he enters, he would never willingly leave. He has blocked this room with his *wall of sand* ability (hardness 8, hit points 45, break DC 26) to prevent anyone from forcing him in here. If the PCs pass the wall, read the following:

This smaller room is simply furnished with a large oak table and four chairs. Complex dioramas of nature scenes line the walls.

If the PCs can trick or force Suekahn inside this room, he becomes perfectly still. Regretting an eternity of evil deeds,

he wants to die in atonement for his sins, but knows that if he is killed there is a risk he may return to Hell and resume his evil ways. He defends himself to avoid getting sent back to Hell, but tries to avoid injuring the PCs.

If the PCs lure the Hor-Khep-Ra (area 11) into this chamber, they immediately attack one another on sight, impaling each other through the heart with broken shafts improvised from the legs of the wooden table.

17. The Throne Room (EL 9)

After the Four Pharaohs completed their annual ritual and renewed their pact in area 10, they would often retire here to this private throne room to further discuss their mutual alliance and ambitions for the coming year. Today, it simply acts as the room in which Suekahn has elected to live out his imprisonment, pacing around as he waits for the chance to be free to kill again.

Entering the room triggers a permanent *programmed illusion* (if Suekahn is here, the illusion is already active). The illusion makes the chamber appear as a breathtaking outdoor locale, changing every 2 rounds. The only constant is the four equal-sized thrones arranged in a circle around the scrying pool (see below). The illusion continually cycles through several scenes (see sidebar). It only has visual and audio components.

Anyone sitting in a throne can intuitively manipulate the room's illusionary terrain as they see fit, selecting one



particular scene to persist or even canceling the illusion entirely. In addition, sitting on a throne eliminates fatigue and exhaustion after only 10 minutes of sitting.

The shallow pool of crystalline water acts as a *crystal ball*. If the PCs use it to scan outside of the pyramid, they discover that Khymrasa's troops surround the pyramid from the lip of the excavation pit with crossbows at the ready. The pool does not function if removed from this room.

If the PCs make it this far, Suekahn concludes they have disabled as much of the pyramid as he can expect them to and his patience is exhausted. He now relishes the task of killing mortals once again.

SUEKAHN-RAENA-TEP, GHALSHOATON DEVIL CR 9
hp 105; see page 30

TACTICS

Before Combat Suekahn is pleased to talk with the PCs before he gets down to killing.

During Combat For Suekahn, this fight is a long time coming and he takes his time. He leaves at least one PC alive, for he needs someone to escape and lure more victims inside.

Signature Curse Although he can use his *bestow curse* ability as normal, his favorite causes the victim's throat to dry out

completely; the target has a 50% failure chance for spells and abilities requiring vocalization (such as bardic singing).

Morale Suekahn uses *teleport* to flee quickly and often, taking advantage of his fast healing. His favorite refuge is the treasure vault in area 13 where the PCs cannot follow. If he is in serious danger, he teleports atop the *Pact Stone* (area 10) to force any pursuers to risk joining their fates to his own (though any already in a pact are immune to joining a second one).

STATISTICS

Gear *candle of truth, scroll of raise dead*

SPECIAL ABILITIES

Bound by the Fiend Pharaoh (Su) Suekahn is pledged to guard Ahn'Selota. If he leaves the pyramid, even if forced out by another, he takes 10 points of damage per round. Because he is bound, Suekahn cannot use his *summon devil* ability.

The Action Topside

While the PCs are risking their lives inside Ahn'Selota, Khymrasa orders her men to secure the pyramid entrance. Thirty-five slave masters train crossbows on the opening with readied actions. If the PCs left the Mithral

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ILLUSORY TERRAIN

Round The Throne Room's Appearance

- 1–2 The thrones sit atop a cliff overlooking an endless mist-filled jungle. The scene is from Garund's Shattered Range overlooking the Screaming Jungle of the Mwangi expanse.
- 3–4 The thrones rest at the edge of a gentle river lazily winding through a lush plain. The river is what is now the Black Flow of the Sodden Lands as it existed in –1467 AR, before the Eye of Abendego destroyed these once fertile lands.
- 5–6 The thrones sit in a barren field of tundra with great glaciers crackling in the distance. This is the Crown of the World where it overlooks the Steaming Sea.
- 6–7 The thrones are half-buried in coarse grainy sand as a massive desert storm approaches. The scene changes just before the black cloud strikes. This is the great desert of Thuvia.
- 8–9 The thrones float impossibly on the water as ten foot-high white-capped waves crash against an even taller cliff face. This scene shows the Obari ocean near Jalmeray.
- 10–11 The scene resets, returning to round 1.

Scarab outside in the camp during their delve without any special precautions, Master Soan has tracked her down, and she too is being held hostage with Hoffenburrow. If the PCs entered into an agreement with Khymrasa before they entered Ahn'Selota, she still intends to honor it, but she is not taking any chances and wants all the insurance she can get.

Should the PCs exit from area 1, Khymrasa demands they throw the *Pact Stone* up to her at the lip of the dig site first or let one of her minions collect it. If they refuse, she snaps her fingers and her slave force directs the build beasts to fill the dig site and rebury the pyramid, trapping the PCs inside it. Her position is clear: unless they intend to be buried, the PCs must surrender the stone.

Fortunately, the Exemplar is prepared to negotiate. As the PCs may suspect, she didn't come this far just to simply rebury the pyramid. Depending on how the PCs have behaved thus far, she is likely still agreeable to returning her hostages and guaranteeing the PCs' safe passage out of Osirion. Moreover, if the PCs bargain well (or if they arranged it earlier), Khymrasa agrees to leave the PCs a small chest laden with gold bars, each stamped with the seal of Osirion's current ruler, the Ruby Prince Khemet III (total value 10,000 gp)—a small price to pay for securing her future reign.

The PCs have several options. First, although she has preconceptions, Khymrasa has no idea what the *Pact Stone* actually looks like. She has never even considered that the *Pact Stone* might be an artifact, beyond her ability to destroy. The PCs can try and pawn off all manner of treasures as the *Pact Stone*; the *countdown clock* or one of the *wish boxes* from area 13 make for excellent decoys, for example. If the PCs give her a false *Pact Stone*, she has the Sand Sage cast *detect magic* to confirm it has a powerful

aura; she then crushes it with a hammer. After nothing happens she collects her entourage and withdraws to her winter house in the Black Dome district of Sothis, waiting for signs of the return of the Four Pharaohs and leaving the Sand Sage behind to clean up. The Sand Sage permits the PCs to exit and then follows his orders to rebury the pyramid, now glad to be rid of the place; he does try to talk with the PCs immediately or at a later date to find out what they learned about the countdown, Aucturn, and other topics of crucial interest to him.

If the PCs have explored the song tubes, they can escape the pyramid in *gaseous form*. If it is night, they are virtually undetectable while gaseous and should be able to sneak away with ease. From there they can plan to rescue Hoffenburrow or the Scarab (if either is still captured) or simply escape across the desert.

Finally, the PCs can always make a break for it with stealth or misdirection, or even a bold rush for the sunset, perhaps relying on the defensive protection of the partial pact template to keep them alive. The PCs' punch through the blockade is greatly assisted if the PCs have the chance to study Khymrasa's troop deployment using the scrying pool in area 17. If the PCs race for the freedom of the open desert, they are pursued by Master Soan and his four deadliest minions (see below).

Rescue in the Desert (EL 11)

While Khymrasa focuses on trapping the PCs in the pyramid, Master Soan knows better: his quarry will come to him, for he has the hostages. Master Soan selects a site several hundred yards southeast of the Tumen encampment and buries Khymrasa's hostages up to their necks in the sand. If the PCs successfully bargain with Khymrasa, Soan has to release them as she orders, but he thinks he understands

the PCs better than she does and believes that they won't willingly give anything to her, and thus will have to come fight for the hostages' release.

Master Soan makes sure several slaves see him leave with Hoffenburrow (and the Mithral Scarab, if she has been captured) so that the PCs have no trouble finding his trail. Then he hides in waiting along with his four greatest disciples from the Shrine of Horns (Kroven, Vune, Sylaxer, and Nigh-Halar). Hoffenburrow (CN male human bard 2/expert 7; hp 31, currently hp 18) is less than courageous and cries out for help repeatedly. Unfortunately, he only succeeds in attracting a trio of vultures; the Scarab, if present, is much more stoic about her confinement. The captured sage is honorable enough to yell a warning to the PCs that it's a trap, but by then it is too late. With his trap sprung, Master Soan leaps to the attack, hoping to leave a single PC alive to torture for the true location of the *Pact Stone*.

MASTER SOAN **CR 9**

hp 58; page 26

TACTICS

Before Combat Master Soan hides amongst the dunes in ambush (Hide +12). If he detects the PCs' approach he drinks his *potions of mage armor* and *longstrider*.

During Combat Master Soan seeks to maximize his Spring Attack feat, weaving in and out of his foes, preferentially striking spellcasters with stunning fist.

Morale Master Soan fights to the death, sure that he cannot lose.

ASMODEAN ENFORCERS (4) **CR 5**

hp 33; page 27

TACTICS

Before Combat Hidden (Hide +5), the monks try to ambush the PCs from four separate directions.

During Combat The enforcers expend their *fan feather tokens* to generate strong wind, colliding on the PCs' position. The effect creates a sudden vertical wind tunnel filled with a blinding rush of loose sand for 1 minute (treat as *obscuring mist*). The enforcers follow-up with disarm attacks with their ranseurs. If the disarm attempt fails, they drop their ranseurs and fight unarmed. The enforcers are not riding palanquin golems for this encounter.

Morale The enforcers do not flee unless Master Soan is slain.

CONCLUDING THE ADVENTURE

If the PCs have eluded, defeated, or partnered with Khymrasa, they can take their loot and go home. If they like, they can write a journal article for Venture-Captain Krenshar that is likely to be widely celebrated. If they have rescued Hoffenburrow or the Mithral Scarab, they have made new and connected friends for life.

If the PCs dupe Khymrasa into accepting and destroying a fake *Pact Stone*, she returns to Sothis. As the months go

by and nothing comes to pass she sits and stew, debts of her massive digging expedition piling up while she slowly ponders her mistakes. For defeating Khymrasa, award the PCs XP for an EL 9 encounter.

If the PCs expose Khymrasa's folly publicly in a *Pathfinder Chronicles*, Khymrasa abandons her obsession with the Four Pharaohs in a favor of a new passion: revenge.

If Khymrasa discovers the nature of the true *Pact Stone*, her slave camp remains in place while she tries to figure out her next move. Once word of her treasonous plan is inevitably leaked to Sothis, the Council of Liberated Slaves rescinds her permit and Prince Khemet III dispatches the army to arrest her.

If Suekahn obtains his 56th kill he is freed from the Fiend Pharaoh's pact and immediately returns to Hell. From there he patiently plots the means to make up for lost time. Although he cannot get his revenge on the Fiend Pharaoh, he can ensure that what remains of the pharaoh's kingdom suffers as a proxy. Until he is stopped, the devil becomes a blight upon the whole of Osirion.

If the PCs recovered the pharaonic seed collection from stasis, Venture-Captain Krenshar is elated. The Decemvirate offers to purchase it for 10,000 gp, and Krenshar promises to disseminate the PCs' story far and wide. Award the PCs XP for overcoming an EL 9 encounter.

If the PCs triggered the true *Pact Stone*, they find themselves uniquely situated for adventuring for the next few weeks and may be inclined to take advantage of their partial pact templates before the effect wears off. Fortunately, Venture-Captain Krenshar has a number of leads on Osirion ruins they might wish to explore.

If the PCs recovered the *countdown clock* in area 13 or spoke with the Sand Sage about his concerns, they may wish to research the countdown phenomena further before the mysterious deadline strikes. If the PCs played through *J1: Entombed with the Pharaohs*, they may know that a deceased Chelaxian curator named Imivus penned a book on the subject, and Imivus's tomb is in the Grand Athenaeum in Egorian, the capital of Chelax. They may also wish to follow the Sand Sage's lead and journey to the Slave Trenches of Hakotep to investigate the Amber Chronograph.

APPENDIX ONE: CENTRAL FIGURES OF THE TUMEN DIG

This section describes the key NPCs of this adventure.

Exemplar Khymrasa

Khymrasa is probably not the strongest foe the PCs have ever crossed, nor the fastest, or even the most cunning, but she just might be the richest. Once spoiled to an extreme, Khymrasa became accustomed to being handed whatever she wanted. However, as she approached middle-age, she

[THE PACT STONE PYRAMID]



learned that while her family's money could secure power, it could not buy the respect of personal achievement.

The Exemplar has set out to tackle something big, something legendary. While far from a true academic, since adulthood she has taken up the amateur study of Osiriontology. In a late-night epiphany that would eventually redirect her life's focus, she developed the pet theory that the destruction of the fabled *Pact Stone* would return three of the Four Pharaohs to life, and in thanks they would select *her* as the new fourth pharaoh. Khymrasa already refers to herself with this title in privately, but never publicly, as she knows her aspirations are treason.

Gowned in a breathtaking gossamer sari, Khymrasa accentuates her natural-born beauty. She maintains, however, a pretense of modesty as befits both her culture and high-born standing.

Khymrasa has been pursuing the *Pact Stone* for over a decade now and has committed so much money that by this time her obsession is sliding into desperation. While she sees herself as civilized, there is little left she won't do to achieve her dream. Khymrasa has decided that Master Soan and his Shrine of Horns are a creepy lot, but sees their alliance as essential for her plans.

EXEMPLAR KHYMRASA

CR 9

Female human aristocrat 5/wizard 6

N Medium humanoid

Init +0; Senses Listen +8, Spot +8

DEFENSE

AC 10, touch 10, flat-footed 10

hp 37 (5d8 + 6d4)

Fort +3, Ref +3, Will +10

OFFENSE

Spd 30 ft.

Melee unarmed attack +5/−1 (1d3−1 nonlethal)

Space 5 ft.; Reach 5 ft.

Spells Prepared (CL 5th):

3rd—*dispel magic*, *fireball* (DC 15)

2nd—*blur*, *invisibility*, *locate object*, *protection from arrows*

1st—*color spray* (DC 13), *detect secret doors*, *mage armor*

0—*detect magic*, *detect poison*, *light*, *mending*

TACTICS

Before Combat Khymrasa relies on Master Soan for defense and she summons him with her *bracelet of friends* if he is not already nearby. She casts *endure elements* every day to help tolerate the heat of the desert.

During Combat Khymrasa is not a combat wizard and

uses her magic to hide or evade attacks. She first casts *invisibility* and *protection from arrows*, then watches how her minions and allies are dealing with the threat. If things are going well, she casts *blur*, then either *color spray* or *fireball* depending on her assessment of the power level of her opponents. If things turn against her side, she casts *mage armor*.

Morale Khymrasa flees at the first sign of genuine danger to herself, seeking safety in a large number of guards. If pressed, Khymrasa surrenders, particularly to Osirians and lawful opponents. She knows that only a fool would harm an Exemplar and risk the wrath of Osirion's aristocracy. If trapped, she uses one of the *beads of force* hidden in her earrings and hurls it at her foes.

STATISTICS

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

Base Atk +6; **Grp** +5

Feats Alertness, Diligent, Extend Spell, Negotiator, Persuasive, Scribe Scroll, Skill Focus (Decipher Script)

Skills Appraise +9, Bluff +14, Decipher Script +15, Diplomacy +14, Intimidate +14, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (nobility and royalty) +15, Listen +8, Sense Motive +10, Spellcraft +6, Spot +8

Languages Ancient Osiriani, Azlanti, Common, Kelish, Osiriani

Combat Gear gold earrings (250 gp each, plus a *bead of force*) (2), sapphire tear navel ring (1,750 gp, contains a *water elemental gem*), *elixirs of truth and love*, *potions of cure light wounds* (2), *displacement*, *mage armor*, and *tongues*; **Other Gear** bejeweled ankle *bracelet of friends* (1 charm, keyed to Master Soan), indigo-jade *brooch of shielding* (70 hp), golden *circlet of persuasion*, golden Exemplar's ring (300 gp), spellbook, 36 pp, 27 gp

Master Soan

Once a failed acolyte of Asmodeus from Egorian, as part of an elaborate penance for his shortcomings, Soan spent 11 years banished to a dark extraplanar wasteland known as Ramlock's Hallow. There he was left as the broken plaything of a two-headed bezekira, a deadly devil cat. Hunted on a daily basis, Soan continually prayed for the moment he might at last be put out of his misery, but the invisible devil kept him alive, just as a housecat plays with a wounded bird. As the years drew on, he slowly came to study the bezekira's predatory secrets. Then, when he at last completed his infernal sentence and was transported home, he found he had become far faster and stronger than when he had left. Eager to regain his standing with his deity, Soan joined the Shrine of Horns, a small monastery devoted to ruthless fighting techniques based upon the study of devils. There he learned his time with the bezekira was a gift from his dark lord, and rose through the order's ranks to become one of its six masters. His superior suspects that Khymrasa's ambitions will come to fruition, and that by allying with her

now, they will commit her to opening the way for the word of Asmodeus to at last spread to Osirion.

Master Soan believes he has been chosen for a great destiny. His zeal makes him a fearless and cruel opponent.

Soan's near-naked body is covered with crisscrosses of raised scar tissue, marking the thousand strikes he received from his bezekira tormentor, and Soan shows them off as badges of honor.

MASTER SOAN

CR 9

Male human ranger 1/monk (variant) 8

LE Medium humanoid

Init +7; **Senses** Listen +11 (+13 vs. humans), Spot +11 (+13 vs. humans)

DEFENSE

AC 18 (20 vs. opponent selected for Dodge feat), touch 18, flat-footed 15

hp 58 (9d8+18)

Fort +10, **Ref** +11 (+13 vs. evocation), **Will** +9

Defensive Abilities evasion; wholeness of body (heal 16 points of damage per day) **Resist** nonlethal damage 5

OFFENSE

Spd 60 ft.

Melee unarmed attack +11/+6 (1d10+1) or flurry of blows +10/+10/+5 (1d10+1)

Ranged mwk composite long bow (Str +1) +11/+6 (1d8+1/x3)

Special Attacks favored enemy (human) +2, ki strike (magic), stunning fist (DC 17) 8/day

TACTICS

Before Combat Time permitting, Master Soan drinks his *potions of mage armor* and *longstrider*. A predator, he prefers to track and ambush his prey.

During Combat Master Soan weaves in and out of his foes with Spring Attack, preferentially striking spellcasters. He frequently screams war cries in Infernal.

Morale A true believer, Soan only withdraws when it is advantageous to him. He views enduring wounds as a form of training.

STATISTICS

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

Base Atk +7; **Grp** +12

Feats Blind-Fight, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed attack)

Skills Balance +7, Climb +2, Escape Artist +9, Hide +12, Jump +25, Knowledge (religion) +4, Listen +11 (+13 vs. humans), Move Silently +12, Sense Motive +5 (+7 vs. humans), Spot +11 (+13 vs. humans), Survival +7 (+9 vs. humans), Tumble +13

Language Common, Infernal

SQ slow fall 40 ft., wild empathy

Combat Gear *potions of cure light wounds*, *longstrider*, and *mage armor*; **Other Gear** masterwork composite long bow (Str +1), arrows (20), +1 *ring of protection*, adamantine holy symbol

[THE PACT STONE PYRAMID]

SPECIAL ABILITIES

Torture-Trained (Su) Master Soan's time in the demiplane of Ramlock's Hallow has increased his quickness, conferring the equivalent of *gloves of dexterity* and *boots of striding and springing*. The associated bonuses are included in his statistics block.

Variant Monk Soan has three minor variances in his class abilities: rather than still mind he has infernal aggression (+2 Reflex saves vs. evocation); rather than purity of body he has crucible of pain (resistance 5 to nonlethal damage); he substitutes Intimidate for Diplomacy as a class skill.

Variant Monk Master Soan is also a student of the unarmed fighting style called The Way of the Devil Cat. This is simulated with the cobra strike school; Soan has exchanged a monk's normal bonus feat selection for Dodge, Mobility, and Spring Attack. In addition, the bonus from Soan's Dodge feat is increased to +2 and he receives a +2 bonus to Escape Artist checks (included in his statistics block).



MASTER SOAN

Asmodean Monk Enforcers

These monks are unquestionably loyal to Master Soan. Their heads are shaven save for a single tightly braided ponytail, dyed as black as night. While in their native Cheliax they normally travel in ankle-length cloaks of dull black leather, out in the desert they substitute simple black Osirian skirts called *hurthren*. The tips of their ranseurs have been molded into serrated holy symbols of Asmodeus.

ASMODEAN MONK ENFORCER

CR 5

Male or female human fighter 1/monk (variant) 4

LE Medium humanoid

Init +0; **Senses** Listen +11, Spot +11

DEFENSE

AC 11, touch 11, flat-footed 11

hp 33 (1d10+4d8+10)

Fort +8, **Ref** +4 (+6 vs. evocation), **Will** +5

Defensive Abilities evasion; **Resist** nonlethal damage 5

OFFENSE

Spd 40 ft.

Melee ranseur +9 (2d4+4/x3) or

unarmed attack +8 (1d8+3) or

flurry of blows +6/+6 (1d8+1)

Ranged flurry of blows with shuriken +2/+2 (1d2+1)

Special Attacks ki strike (magic)

TACTICS

Before Combat Several enforcers ride palanquin golems (see page 9) during this adventure and receive +4 to their AC for cover as well as an additional +1 to their attack rolls for height advantage as they stab at opponents on the ground with their ranseurs. If anticipating serious opposition they drink their potions and elixir and apply their *oil of magic weapon* to their ranseurs.

During Combat The enforcers open with reach attacks with their ranseurs, focusing on disarm and trip attacks to impede their opponents' attacks while stretching out the joy of combat (an enforcer has a total +15 on his opposed roll to disarm using a ranseur). If brought to the ground, the enforcers drop their ranseurs and perform a flurry of blows or grapple.

Morale Although steady professional killers, enforcers withdraw once their side is reduced to two or fewer members. Enforcers do not surrender.

STATISTICS

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

Base Atk +4; **Grp** +11

Feats Expertise, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike, Weapon Focus (ranseur), Weapon Focus (unarmed attack),

Skills Balance +2, Climb +7, Hide +5, Jump +12, Knowledge (religion) +3, Ride +2, Spot +6, Tumble +9

Language Common

SQ slow fall 20 ft.

THE LAST THEOREM

Numbers are scary. In ancient times mathematics represented both power and secrets. To capture some of that feel, this adventure introduces *The Last Theorem* in the form of a minor artifact. The key is that *The Last Theorem* exists as a mathematical concept, not as a book. It would be equally dangerous if written on a wall, or worse, committed to memory. And if it were possible for a mortal to copy it, its power would spread. Fortunately, the written version of *The Last Theorem* found in this adventure is missing its proverbial key: the White Axiom. It is the White Axiom that unlocks *The Last Theorem's* actual power, transforming it into a major artifact. Precisely where the White Axiom can be found and what the Theorem does once it is reintegrated with the axiom is an adventure seed for GMs to develop for home campaigns. It has the potential to take the PCs a full step closer to solving the Aucturn Enigma.

Combat Gear *elixir of acid breath, fan feather token, oil of magic weapon; potions of cure light wounds, mage armor, and magic fang*; **Other Gear** masterwork ranseur, whip, shuriken (10), golden pledge to Hell (*phylactery of faithfulness*—lawful evil only)

SPECIAL ABILITIES

Variant Monk The enforcers have three minor variances in their class abilities: rather than still mind they have infernal aggression (+2 Reflex saves vs. evocation); rather than purity of body they have crucible of pain (resistance 5 to nonlethal damage); an Asmodean monk substitutes Intimidate for Diplomacy as a class skill.

The Sand Sage

This Osirian Keleshite is known only as the Sand Sage. In his teens, his life transformed irrevocably while visiting an obscure antiquities shop in the heart of Sothis, where he discovered a small intricate statuette of a blue dragon. Inside the statuette, within the dragon's maw, was a tiny clock counting down from what was once an exhilaratingly huge number. His discovery triggered a lifelong study of his country's history and the god-like pharaohs that once ruled in the age in which the clock first began counting down. Since then he has encountered three other countdown devices, each timed exactly to match his. Over a lifetime, he has only found minor clues as to what the countdown corresponds to. He knows that it relates to the planet Aucturn, but little more. He now fears the countdown's conclusion will have staggering repercussions for Golarion, but does not know what to prepare for.



SAND SAGE

One of Osirion's foremost Osiriontologists, he was contacted by Khymrasa several years ago and placed on a lucrative retainer to answer questions in her hunt for the *Pact Stone*. Unbeknownst to Khymrasa, the Sand Sage has been carefully sculpting his answers about the Four Pharaohs to encourage the Exemplar to fund searches for additional countdown devices. Her discovery of Ahn'Selota has convinced the Sand Sage that the search for the *Pact Stone* may somehow be connected to his own interests, increasing his support for her.

The Sand Sage wears pure white robes and a jewel-encrusted yellow turban. His black beard is carefully trimmed and compliments his fastidious appearance. He is never without the benefit of an active *prying eyes* spell.

THE SAND SAGE

CR 12

Male human diviner 12

LN Medium humanoid

Init +0; **Senses** arcane sight 120; Listen +0, Spot +0

DEFENSE

AC 13, touch 10, flat-footed 13

hp 54 (12d4+24)

Fort +7, **Ref** +5, **Will** +9

Defensive Abilities contingency (*fire shield*)

OFFENSE

Spd 30 ft.

Melee masterwork staff +6/+1 (1d6)

Wizard Spells Prepared (CL 12)

Prohibited School necromancy

6th—*contact other plane, mass suggestion*

5th—*break enchantment, dominate person* (DC 20), *teleport* (2)

4th—*fire shield*, *greater invisibility*, *charm monster* (DC 19), *scrying* (DC 21)
 3rd—*clairvoyance*, *fly*, *haste*, *lightning bolt* (DC 18), *major image* (DC 18), *protection from energy*
 2nd—*detect thoughts* (DC 19), *flaming sphere* (DC 17), *glitterdust* (DC 17), *mirror image*, *rope trick*, *whispering wind*
 1st—*charm person* (DC 16), *comprehend languages*, *expeditious retreat*, *identify*, *magic missile*, *silent image* (DC 16), *true strike*
 0—*arcane mark*, *detect magic* (2), *read magic*, *message*

TACTICS

Before Combat The Sand Sage always maintains an extended *prying eyes*, *detect scrying*, and his *mage's private sanctum* (cast on his tent in area D) with daily castings. If he anticipates an attack he casts *protection from energy* (electricity) and *mirror image*.

During Combat The Sand Sage calls for the Asmodean monks to protect him while he casts *improved invisibility* to further defend himself. After he casts *haste* on his guards he takes to the offensive, casting *dominate person* and *lightning bolt*. If the Sand Sage needed to prepare *move earth* to finish excavating the pyramid, then he has expended all of his 6th-level spells (two *move earth* and one extended *prying eyes*).

Morale The Sand Sage is not a hero, nor does his loyalty to Khymrasa run particularly deep. If seriously threatened, he teleports to safety.

STATISTICS

Str 9, **Dex** 10, **Con** 14, **Int** 20, **Wis** 11, **Cha** 13

Base Atk +6/+1; **Grp** +5

Feats Craft Staff, Craft Wand, Extend Spell, Greater Spell Focus (divination), Scribe Scroll, Skill Focus (Knowledge [history]), Skill Focus (Decipher Script), Spell Focus (divination), Spell Mastery (*fly*, *greater invisibility*, *prying eyes*, *scrying*, *teleport*)

Skills Concentration +12, Decipher Script +23, Diplomacy +3, Knowledge (arcana) +11, Knowledge (geography) +10, Knowledge (history) +23, Knowledge (nature) +9, Knowledge (local) +9, Knowledge (the planes) +11, Sense Motive +5, Spellcraft +22

Languages Ancient Osiriani, Common, Draconic, Kelish, Osiriani

Combat Gear *potion of cure serious wounds*, *scrolls of break enchantment* and *true seeing*, *wands of scry* (10 charges) and *remove curse* (10 charges); **Other Gear** *bracers of armor* +3, *headband of intellect* +2, jeweled ivory statuette (focus for *contingency* spell), blue dragon (*countdown clock*) (3,000 gp), leather-bound spellbook

SPECIAL ABILITIES

Contingency If the Sand Sage ever takes fire damage, the Sand Sage gains *fire shield* (chill shield).

Permanent Spells *arcane sight*, *resistance*

Variant Diviner (Su) The Sand Sage has sacrificed his ability to summon a familiar in exchange for the following abilities: he gains Sense Motive as a class skill; his casting time for *identify* is only 10 minutes; any *arcane eye* he casts has its speed doubled to 20 when studying its surroundings; and the saving throw DCs for his divination spells increase by +1.

APPENDIX TWO : NEW MAGIC ITEMS

THE LAST THEOREM (MINOR ARTIFACT)

Aura Strong (all schools) [evil]; **CL** 20th; **Weight** 5 lbs.

DESCRIPTION

This book is non-magical; it is the hieroglyphic formulas contained within it that radiate both magic and evil. The formulas cannot be duplicated or transcribed unless the reader has the ability to create artifacts. If the reader loses focus for even an instant, the numbers swim into new positions throughout the text. Anyone who studies them for at least an hour may make a Concentration check to attempt to hold them in their proper place and determine how much of their meaning they can discern. Anyone who has studied the star charts from J1: *Entombed with the Pharaohs* receives a +4 circumstance bonus to their Concentration check.

DC 10: *The Last Theorem* contains 11 constants, each of which is derived from the relationship between the planet Auclurn and Golarion. The reader must make a DC 14 Will save or suffer from *fear*.

DC 15: *The Last Theorem* can be used to compute the date that the *countdown clocks* began and when the count will end. The reader must make a DC 14 Will save or suffer from *feeblemind*.

DC 25: *The Last Theorem* is capable of affecting the physical world, but is missing the hidden value of the “White Axiom.” Without that, *The Last Theorem's* power cannot be unleashed. The reader must make a DC 18 Will save or enter a permanent catatonic state similar to that created by an *eyebite* spell. If both the Concentration check and the Will save are successful, the reader's understanding provides a permanent +1 enhancement bonus to Intelligence, Wisdom, or Charisma (player's choice). Future readings by the same person have no additional effect. Only one person can gain the bonus conferred by the theorem every 11 months.

MUDSTONE MINION

Aura Moderate conjuration; **CL** 9th

Slot none; **Price** 9,250 gp; **Weight** 1 lb.

DESCRIPTION

When you take a full-round action to mold this perpetually moist lump of clay into an animal, it flashes to life and grows to full size, attacking your enemies or following your commands if you have the means to communicate with animals. After 9 rounds the animal reverts to nonmagical clay. You may use the clay to create any sort of creature that *summon nature's ally I, II, III, IV, or V* can summon. There is enough clay to create up to five spell levels of creatures. For example, you could expend 3 spell levels of clay to create a lion (from the *summon nature's ally III* list) and still have 2 spell levels left over. Each use of the clay produces only one creature.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally V*; Cost 2,250 gp, 90 XP



Ghalshoaton

This creature's head supports a massive crocodile jaw, surrounded by the wide hood of a king cobra. Its hands are giant toothy scorpion pincers and its segmented tail ends in a barbed scorpion stinger. Countless glittering scales cover most of its ten-foot-tall muscled form, and the rest of it is protected by a dull insectoid carapace. Its eyes are like firelight glinting on gemstones, blazing with the intensity of the desert sun.

GHALSHOATON

LE Large outsider (Evil, Extraplanar, Lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +14, Spot +14

DEFENSE

AC 25, touch 12, flat-footed 22
(–1 size, +3 Dex, +13 natural)

CR 9

hp 105 (10d8+60); fast healing 2

Fort +13, **Ref** +10, **Will** +8

DR 5/good; **Immune** fire and poison; **Resist** acid 10 and cold 10; **SR** 20

OFFENSE

Spd 40 ft.

Melee bite +14 (1d8+5) and
2 claws +12 (1d4+2) and
sting +12 (3d4+2 plus poison)

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

Special Attacks spit poison, ringing words

Spell-Like Abilities (CL 12th):

At will—*alter self*, *bestow curse* (DC 20), *whispering wind*,
greater teleport (self plus 50 pounds), *overland flight*
3/day—*dimensional anchor*, quickened *greater teleport*, *fire shield* (warm)
1/day—*major image*

TACTICS

Before Combat Ghalshoaton typically cast *overland flight* and *fire shield* when expecting combat.

During Combat Ghalshoaton prefer to use quickened *greater teleport* to get behind spellcasters and either make a full attack or use *wall of sand* to isolate them.

Morale Ghalshoaton are cowardly, frequently teleporting away from tougher opponents so that they may heal and break their foes down over successive fights or give themselves an opportunity to employ their premonition ability.

STATISTICS

Str 21, **Dex** 16, **Con** 22, **Int** 18, **Wis** 13, **Cha** 21

Base Atk +10; **Grp** +19

Feats Ability Focus (poison), Improved Initiative, Iron Will, Multiattack

Skills Bluff +18, Concentration +19, Decipher Script +17, Diplomacy +22, Disguise +18 (+20 acting), Intimidate +20, Knowledge (history) +17, Knowledge (religion) +11, Knowledge (the planes) +10, Listen +14, Sense Motive +14, Spot +14, Spellcraft +17

Language Ancient Osiriani, Celestial, Common, Draconic, Infernal; telepathy (250 ft.)

SPECIAL ABILITIES

Master of the Curse (Su) Ghalshoaton were cursing mortals before the spell *bestow curse* was ever invented. The DC for the ghalshoaton's curses include a +2 racial bonus. The curse ends if the ghalshoaton dies. Most ghalshoatons have a favorite curse they prefer to use; this enables them to identify their brethren's handiwork.

Poison (Ex) A ghalshoaton's tail is poisonous (injury or contact, Fortitude DC 23, initial damage 1d6 Str, secondary damage 2d6 Str). As a move action it may project its poison at a single target within 20 feet with a successful ranged touch attack.

Premonition (Su) A ghalshoaton can visit the dreams of his enemies and insert disturbing visions of their grisly

demise at the devil's hands. If the dreamer fails a DC 20 Will save, the ghalshoaton automatically confirms critical threats against the target for the next 24 hours. It can invade dreams once per day. This ability does not work on creatures that do not sleep, do not dream, or are immune to mind-affecting effects. The Save DC is Charisma-based.

Ringling Words (Su) When a ghalshoaton speaks to a mortal using its telepathy, the devil's final words linger, reverberating in the mortal's head for 2d6 hours (Save DC 20). This effect gives the creature a -4 penalty to saving throws against the devil's *bestow curse* spell-like ability. This often unnerves the mortal during their next encounter with the ghalshoaton. The Save DC is Charisma-based.

River of Life (Su) Due to its ancient bond with the deserts of Osirion, a ghalshoaton reacts to water from Osirion's River Sphinx as though it were holy water or acid. A direct hit with a vial of River Sphinx water deals 2d4 points of damage to the devil. A vial smashed within 5 feet of it deals 1 point of splash damage. Weapons wet with the river's water bypass the devil's damage reduction, and its fast healing cannot heal wounds from these weapons. If submerged in the great river, a ghalshoaton is irrevocably destroyed in 1 round, losing half its hit points on its first turn after immersion and dying 1 round after the immersion takes place.

Summon Devil (Sp) Once per day a ghalshoaton can attempt to summon an erinyes or a bezekira with a 50% chance of success. The erinyes always appears as a young Osirian female while the bezekira takes the form of an semitransparent Large-sized crocodile. This ability is the equivalent of a 4th-level spell.

Wall of Sand (Su) Five times per day, a ghalshoaton may create a dense wall of compacted desert sand. Treat this wall as a *wall of stone* (CL 12th).

ECOLOGY

Environment Hell, Ramlock's Hallow (demiplane), desert

Organization solitary

Treasure Standard

Advancement By character class

Level Adjustment —

Ghalshoaton are devils usually associated with deserts and the land of Osirion. Known for their cruelty, physical power, and hideous curses, they are also incredibly intelligent and devious. History mentions several evil pharaohs with ghalshoaton minions, and these shapechanging devils also appear in many folktales from ancient Osirion. They enjoy bartering for mortal souls and murdering innocent folk that get in their way.

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Seelah

FEMALE HUMAN PALADIN 8 OF IOMEDAE

ALIGN LG INIT +0 SPEED 20 ft.

ABILITIES

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

DEFENSE

HP 70
AC 25
touch 11, flat-footed 25
Fort +10, Ref +3, Will +5
SQ aura of courage, divine health, remove disease
1/week, special mount

OFFENSE

Melee +1 longsword +13/+8 (1d8+4/19-20)
Ranged mwk composite longbow (+3 Str) +9/+4 (1d6/x3)
Special Attacks lay on hands (8 hp per day), smite evil 2/day, turn undead 4/day (+4, 2d6+4, 4th)
Spell-like abilities (CL 6th):
 At Will—*detect evil*
Spells Prepared (CL 4th):
 2nd—*shield other*
 1st—*divine favor* (2)

SKILLS

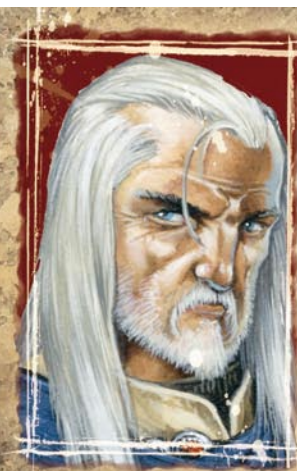
Knowledge (religion)	+8
Ride	+4
Sense Motive	+10

FEATS

Cleave, Mounted Combat, Power Attack, Weapon Focus (longsword)



Combat Gear holy water (4), wand of cure light wounds (50 charges), potion of cure serious wounds, potion of lesser restoration; **Other Gear** backpack, dagger, +2 full plate, +2 heavy steel shield, amulet of health +2, ring of protection +1, 20 arrows, rations (4), silver holy symbol, 233 gp



Ezren

MALE HUMAN WIZARD 8

ALIGN NG INIT +3 SPEED 30 ft.

ABILITIES

11	STR
9	DEX
12	CON
20	INT
15	WIS
9	CHA

DEFENSE

HP 29
AC 13
touch 10, flat-footed 13
Fort +7, Ref +5, Will +10

FAMILIAR

Sneak (weasel, MM 282)

OFFENSE

Melee cane +4 (1d6)
Ranged light crossbow +3 (1d8/19-20)
Spells Prepared (CL 7th, +3 ranged touch):
 4th—*ice storm* (2), *stoneskin*
 3rd—*dispel magic*, *fireball* (2) (DC 18), *fly*
 2nd—*bull's strength*, *scorching ray* (2), *web* (DC 16)
 1st—*alarm*, *burning hands*, *magic missile* (2), *shield* (2)
 0—*daze* (DC 14), *detect magic* (2), *light*

SKILLS

Appraise	+8
Concentration	+12
Knowledge (arcana)	+15
Knowledge (geography)	+15
Knowledge (history)	+15
Knowledge (the planes)	+9
Spellcraft	+15

FEATS

Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Penetration



Combat Gear alchemist's fire, potion of cure moderate wounds, scroll of rope trick, wand of magic missile (CL 5th, 46 charges), 3rd-level wizard spell scrolls (3); **Other Gear** cane (as club), dagger, 20 bolts, bracers of armor +3, cloak of resistance +2, headband of intellect +2, ring of protection +1, bag of holding type I, rations (6), scroll case, spellbook, spell component pouch, diamond dust (250 gp), 100 gp pearls (2), 220 gp



Kyra

FEMALE HUMAN CLERIC 8 OF SARENRAE

ALIGN NG INIT +0 SPEED 20 ft.

ABILITIES

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

DEFENSE

HP 55
AC 21
touch 11, flat-footed 21
Fort +11, Ref +3, Will +13
SQ +1 caster level for healing spells

MAGIC

Special Attacks greater turning 1/day, turn undead 4/day (+3, 2d6+8)
Spells Prepared (CL 6th, +3 ranged touch):
 4th—*divine power* (2), *fire shield**, *restoration*
 3rd—*blindness/deafness* (DC 17), *dispel magic* (2), *remove disease*, *searing light**
 2nd—*aid*, *bull's strength*, *heat metal** (DC 16), *resist energy*, *spiritual weapon*
 1st—*bless* (2), *cure light wounds**, *divine favor*, *shield of faith* (2)
 0—*light*, *mending* (2), *read magic* (2)
 * domain spell (Healing, Sun)

OFFENSE

Melee +1 scimitar
 +9/+4 (1d6+3/18-20)
Ranged mwk light crossbow
 +6 (1d8/19-20)

SKILLS

Concentration	+13
Heal	+13
Knowledge (religion)	+11

FEATS

Great Fortitude, Iron Will, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)



Combat Gear holy water (3), wand of cure moderate wounds (40 charges); **Other Gear** +2 chainmail, +1 heavy steel shield, +1 scimitar, masterwork light crossbow with 20 bolts, cloak of resistance +1, periapt of wisdom +2, gloves of dexterity +2, ring of protection +1, pearl of power (2nd-level spell), backpack, gold holy symbol (with continual flame) rations (4), 30 pp



Lem

MALE HALFLING BARD 8

ALIGN CG INIT +4 SPEED 20 ft.

ABILITIES

8	STR
18	DEX
14	CON
12	INT
8	WIS
16	CHA

DEFENSE

HP 44
AC 21
touch 16, flat-footed 17
Fort +6, Ref +13, Will +8
+2 vs. fear
Special Abilities
bardic music 7/day

OFFENSE

Melee +1 short sword +7/+2 (1d4/19-20)
Ranged mwk sling +12 (1d3-1)
Spells Known (CL 7th)
 3rd (2/day)—*charm monster* (DC 16), *major image* (DC 16)
 2nd (4/day)—*alter self*, *c. mod. wounds*, *mirror image*, *sound burst* (DC 15)
 1st (4/day)—*c. light wounds*, *feather fall*, *hid. laughter* (DC 14), *sil. image* (DC 15)
 0 (3/day)—*detect magic*, *ghost sound* (DC 14), *light*, *message*, *prestidigitation*, *summon instrument*

SKILLS

Bardic Knowledge	+11
Bluff	+13
Climb	+1
Concentration	+9
Diplomacy	+15
Hide	+9
Jump	+3
Knowledge (history)	+6
Listen	+3
Move Silently	+9
Perform (comedy)	+13
Perform (wind instr.)	+11
Tumble	+14
Use Magic Device	+13

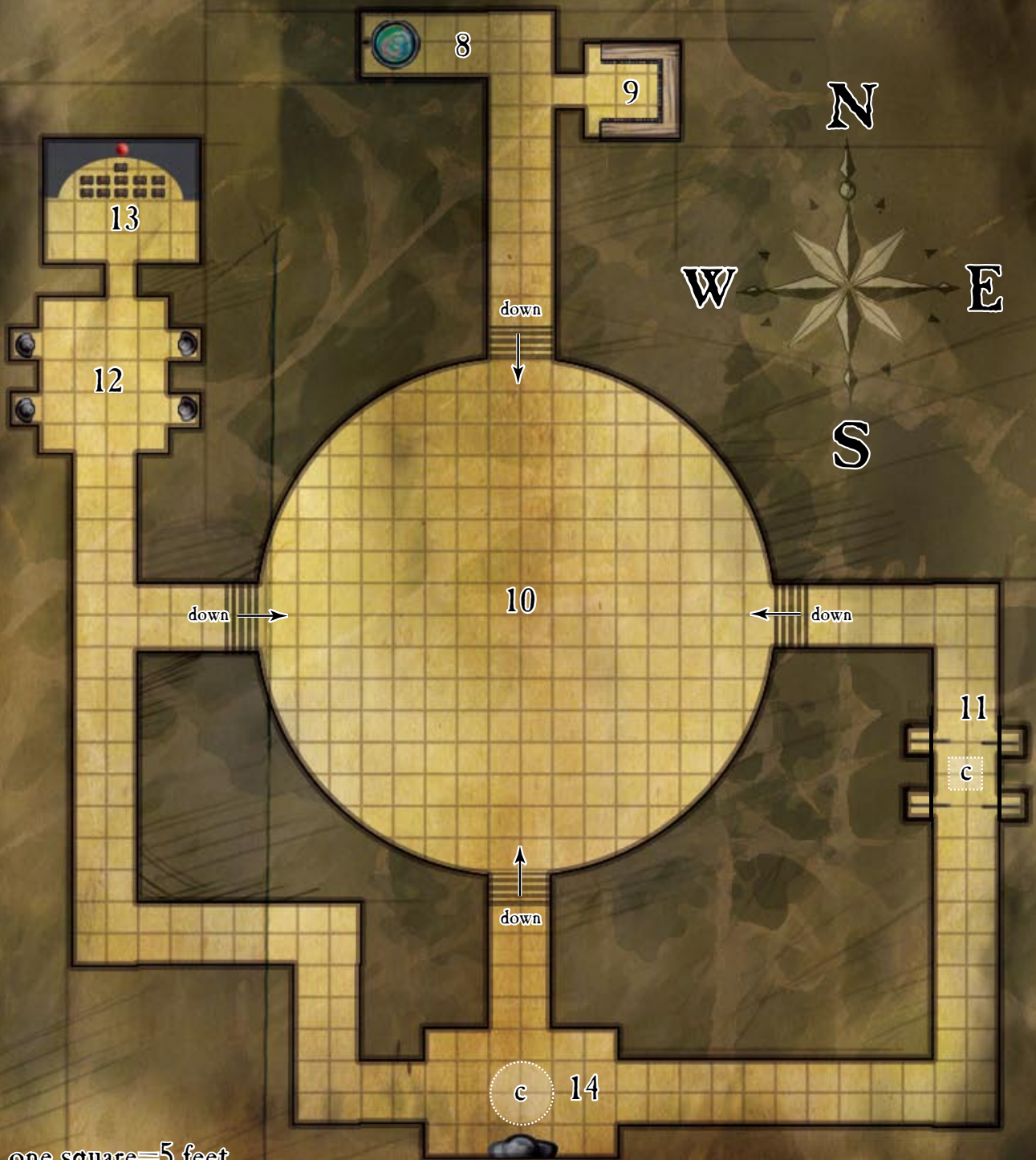
FEATS

Dodge, Mobility, Spell Focus (illus)



Combat Gear scroll of haste, wand of cure moderate wounds (CL 2nd, 50 charges); **Gear** leather armor +3, dagger, +1 short sword, masterwork sling, 20 sling bullets, cloak of resistance +2, gloves of dexterity +2, ring of protection +1, backpack, masterwork flute, rations (6), spell component pouch, sunrods (3), 49 gp, 20 pp

Pact Stone Level



one square=5 feet

LEGACY OF THE LOST PHAROHS

Pathfinder Module

J4: The Pact Stone Pyramid

An Osirian noblewoman has discovered the lost pyramid of Ahn'Selota buried beneath the shifting desert sands. Hidden within it is a great magic that allowed the Four Pharaohs of Ascension to rule the land. If this corrupt sorceress gets her hands on this power, she'll bring back the ancient pharaohs and rule beside them, eradicating the current government in Osirion and plunging the region into immortal despotism. With tens of thousands of lives at stake, the only way for the PCs to stop her is to find the source of the magic before she does and destroy it—or steal it for themselves.

The Pact Stone Pyramid is a dungeon-based adventure for 8th-level characters compatible with the 3.5 edition of the world's most popular roleplaying game. This adventure includes all you need to send your heroes into an ancient trap-filled pyramid, guarded by strange monsters and concealing the secret magic of the millennia-old pharaohs.

This adventure is set in Osirion, the Egyptian-themed land in the Pathfinder Chronicles™ campaign setting, but it can easily be adapted for use in any world. It can be used on its own or as a sequel to J1: Entombed with the Pharaohs to create a greater campaign arc. For more information on this region, check out the *Pathfinder Chronicles Campaign Setting* or the *Pathfinder Chronicles Gazetteer*.

paizo.com/pathfinder



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