**Great Library of Tephu** / Level 6

*Osirion*

**Outer Sanctum** The public area of the library, housing a magnificent collection of maps and more modern works on Osirion and its history.; **Maximum RP** 2

**Research Checks** DC 17 Academia Lore or Library Lore, DC 20 Osirion Lore, DC 22 Society

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**Upper Stacks (A6)** The vaulted dome of the library rises like the heavens above the floor of the main chamber. A broad balcony circles the base of the dome, lined with shelves and piles of books that loom like cliffs on the brink of collapse. A jumbling array of ladders climb to these teetering shelves, propped against the stacks, hung from ledges, dangling from wires overhanging the library far below, or fashioned from spikes hammered into the walls.; **Maximum RP** 3

**Research Checks** DC 17 Academia Lore or Library Lore, DC 20 Osirion Lore, DC 22 Society

**Ladders** Before a research check can be made, a character must succeed on a DC 19 Athletics check to Climb. On a Failure, a character falls 1d6 x 10 feet, or 1d6 + 6 x 10 feet on a Critical Failure.

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**1 Research Points** Not only does the Outer Sanctum seem to be missing quite a bit of knowledge, but some of the more interesting and secretive works seem to have been deliberately removed.

**2 Research Points** While the Outer Stacks and Great Chamber of Knowledge contain general information on Osirion's most famous royal dynasties, information relating to less well­ known dynasties and older families is contained in the Upper Stacks.

**4 Research Points** A papyrus scroll dating from Osirion's Second Age over 6,000 years ago references a "lost" pharaoh named Hakotep. The scroll ascribes the epithet of "Sky Pharaoh" to the forgotten ruler, and recounts his ability to "ride the stars by night." The scroll even contains a crude illustration of the Sky Pharaoh, a figure standing upon a dais surrounded by glass and crystal. A researcher who succeeds at a DC 23 Perception check notes that the dais and crystals are floating, seemingly part of a vast temple that somehow sits in the night sky. With a successful DC 29 Arcana check, the image can be further interpreted as depicting the technology of the Shory-an ancient empire of central Garund known for its arcane engineering and flying cities.

**5 Research Points** An obscure index compiled by a previous curator of the library lists the scroll referencing Hakotep as one of many that were copied from the personal library of the Sky Pharaoh. This collection of scrolls is held in a part of the Great Library's Inner Sanctum called the Spiral Archive (area C), described as a chamber resembling a vertical scroll tube crossed by a latticework of papyrus bridges.

**Great Library of Tephu** / Level 7

*Uncommon* / *Osirion*

**Spiral Archive** The Spiral Archive is located below the Great Library's Outer Sanctum, past the door of the eye and down the limestone stairs.; **Research Points** 10

**Research Checks** DC 18 Academia Lore or Library Lore, DC 21 Osirion Lore, DC 23 Religion

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**2 Research Points** An index catalogs all of the scrolls copied from Hakotep's library, but the scrolls have clearly been moved or hidden and are not where they are supposed to be.

**4 Research Points** The PCs locate the missing scrolls from Hakotep's library, a huge pile containing several references to the Sky Pharaoh and his participation in some ancient war. The Sky Pharaoh is represented by a very distinct hieroglyph of a winged pyramid. According to the scrolls, the Sky Pharaoh was convinced that an attack was coming from enemies who lived in cities in the clouds, and that he was frantically searching for a weapon to defeat them. Apparently, the pharaoh eventually succeeded in finding this weapon, but all that remains of the scrolls that detail this weapon are a handful of ragged papyrus scraps depicting confusing geometrical patterns. Characters who succeed at a DC 23 Perception or Intelligence check understand that these scrolls should be here, but have clearly been removed.

**6 Research Points** A large collection of tablets bound in cloth marked with the Sky Pharaoh's winged pyramid hieroglyph contains a number of transcribed recollections of several courtiers at Hakotep's court. These accounts make passing references to the Sky Pharaoh having access to stolen Shory magic.

**8 Research Points** A dusty, otherwise unremarkable scroll contains a lengthy passage about the burial of Hakotep I, with a passing reference to his tomb having wings. The scroll also contains a tantalizing fragment of the confession of a member of a group called the Sacrosanct Order of the Blue Feather, who claimed that when the Sky Pharaoh was interred, his heart and funerary mask were stolen from his tomb before it was lost to the skies. These two objects supposedly contained the pharaoh's soul, but his body was left behind in the tomb. This confession was extracted in -1560 AR, some 50 years after the pharaoh's death. There are also references to considerable efforts by Hakotep's successor, Pharaoh Djederet II, to round up members of the Sacrosanct Order for questioning. The results of the interrogations were recorded on a collection of scrolls called the Scrolls of lnquiry, but this collection is not held within the Spiral Archive. A character who succeeds at a DC 23 Religion or Society check can identify the Sacrosanct Order of the Blue Feather as a secretive sect of the priesthood of Nethys dedicated to the collection and preservation of knowledge.

**10 Research Points** A curator's catalog reveals that the Scrolls of Inquiry were moved to another of the Inner Sanctum's libraries, the Dark Depository, 103 years ago.

**Dark Depository** / Level 8

*Uncommon* / *Osirion*

**Secret Archive (D10)** A vast collection of scrolls, clay tablets, and stone carvings litter this chamber, the records neatly stored on shelves and haphazardly scattered across the floor.; **Research Points** 10

**Research Check** DC 19 Academia Lore or Library Lore, DC 22 Osirion Lore, DC 24 Arcana, Religion, or Society

**Ancient Osiriani** DCs for characters that don’t speak Ancient Osiriani are increased by 5, or only 2 if they speak modern Osiriani, unless they have magic to help them read written languages

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**Hall of Lost Curators (D11)** The walls of this cramped chamber are riddled with shelves, cabinets, and cupboards wreathed in cobwebs. More than a dozen sarcophagi stand against the walls, all with disturbingly blank carved faces.; **Research Points** 5

**Research Check** DC 19 Academia Lore or Library Lore, DC 22 Osirion Lore, DC 24 Arcana, Religion, or Society

**Ancient Osiriani** DCs for characters that don’t speak Ancient Osiriani are increased by 5, or only 2 if they speak modern Osiriani, unless they have magic to help them read written languages

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**3** The Dark Depository primarily contains knowledge deemed too dangerous for general use. Numerous references to interrogations can be found, including mentions of the Scrolls of Inquiry, recording the confessions of members of the Sacrosanct Order of the Blue Feather, a sect of Nethysians who were questioned immediately after the death and burial of Hakotep I. The fact that the members of the sect were priests and priestesses of Nethys was kept secret, as Nethys was much revered in Ancient Osirion. Hakotep's successor, Djederet II, was a priest ofNethys himself, and he deemed that the potential backlash of such information becoming public could lead to dangerous civil unrest. The PCs undoubtedly have the right place, but further research is needed to uncover the Scrolls of lnquiry.

**5** Scraps of a personal journal reveal that a priest of Nethys named Khnenti clearly became obsessed with the mystery of the Sky Pharaoh. One extract from Khnenti's journal reads, "The Mask of the Forgotten Pharaoh is said to contain a portion of Hakotep's soul, hiska, which gives the mask its magical abilities." If the PCs have not yet learned the powers of the *Mask of the Forgotten Pharaoh*, they can find details on its abilities here. Khnenti seems to have set out upon some sort of quest to unravel these mysteries. There is also brief mention of the Sacrosanct Order of the Blue Feather hoping to commune with the Sky Pharaoh to learn his "darkest secrets," but with ambiguous results.

**7** The PCs find the following spell scrolls: *scroll of cloudkill* (C, Lv9), *scroll of forceful hand* (C, Lv9), and *scroll of banishment* (C, Lv9).

**9** Research in the Secret Archivefinally reveals the Scrolls of lnquiry. The scrolls are cumbersome and difficult to read, and most of the confessions recorded upon them are of no use to the PCs' research. One transcript, however, does contain some useful information (see the Player Handout).

**10** The PCs discover a collection of architectural plans detailing a series of tomb designs of incredible complexity. Each plan is labeled with a double hieroglyph of an owl inside a house. A character who can read Ancient Osiriani realizes that this hieroglyph is the "signature" of the architect, a person named Chisisek. A successful DC 29 Engineering Lore or Society check identifies Chisisek as a well-known architect from the First Age of Osirion. There is also a note mentioning a meeting between Chisisek and the Sky Pharaoh, but nothing more in this archive.

**12**  The PCs find the following spell scrolls inscribed on iron tablets that each weigh 4 bulk: *scroll of haste* (C, Lv5), *scroll of resist energy* (C, Lv3), and *scroll of gritty wheeze* (C, Lv1).

**15** Following up on Khnenti's research on Hakotep, the PCs learn that the priest carried out further study in an archive of the Great Library called the Vault of Hidden Wisdom. The location of the Vault is secret, but worthy scholars can find the entrance by casting their eyes from the summit of the Tower of Ra's Glory at dawn on midsummer's day.

**Vault of Hidden Wisdom** / Level 9

*Rare* / *Osirion*

**Reading Room (E2)** Several desks piled with scrolls and codices sit in this chamber, though they seem to have seen little recent use.; **Research Points** 2

**Research Check** DC 21 Academia Lore or Library Lore, DC 24 Engineering Lore or Osirion Lore, DC 26 Society

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**Archive of Architects (E3)** Long racks of dusty papyrus scrolls line the walls of this semi­-triangular chamber.; **Research Points** 5

**Research Check** DC 21 Academia Lore or Library Lore, DC 24 Engineering Lore or Osirion Lore, DC 26 Society

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**The Rotunda (E5)** A ring of stone pillars supports a white domed ceiling above this circular chamber. Along the perimeter of the rotunda, shelves crammed with crumbling papyrus scrolls and clay tablets stand behind iron mesh doors.; **Research Points** 3

**Research Check** DC 21 Academia Lore or Library Lore, DC 24 Engineering Lore or Osirion Lore, DC 26 Society

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**The Rotunda (E5)** The domed ceiling is one vast illustration, a fresco that must once have been incredibly vivid. The painting is confusing, however, consisting of several scenes surrounded by a mass of hieroglyphs and strange geometric shapes.; **Research Points** 2

**Research Check** DC 21 Academia Lore or Library Lore, DC 24 Engineering Lore or Osirion Lore, DC 26 Society

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**2** The PCs find the remainder of the journal of the Nethysian priest Khnenti. According to the journal, with Hakotep's ib and ka trapped in his heart and funerary mask, the third part of his soul, the ba, remained trapped within the pharaoh's body in his pyramid. In order for the Sky Pharaoh to pass into the afterlife, the three parts of his soul-his ba, ib, and ka-must be rejoined. Khnenti goes on to speculate that reuniting Hakotep's divided soul might even return the Sky Pharaoh to life.

**4** The architect Chisisek designed and built Hakotep's pyramid. When construction was completed, Chisisek was killed and buried in a hidden tomb to preserve the pyramid's secrets. No plans of the pyramid seem to have survived.

**5** The PCs find a spellbook of *redundant enchantment* (P, Lv8).

**7** The Sky Pharaoh's pyramid was capable of flight, and when Hakotep's body was entombed within, the pyramid vanished into the sky. None know where the tomb now lies, or if it still soars through the skies over Osirion.

**10** Although none know the location of Chisisek's tomb, his funeral was commemorated in a fresco in the Vault's rotunda by the greatest artist of the age, Hor-hepu. This last clue is tantalizing, for the PCs can find no fresco depicting Chisisek's funeral in the Vault of Hidden Wisdom. Hor-hepu's fresco is actually hidden behind a false ceiling in the rotunda.

**11** By studying the fresco painted on the true dome of the rotunda, the PCs learn that Chisisek's tomb, sealed with his double hieroglyph of an owl inside a house, is said to be located "across two bridges, where the sphinxes ponder the crook, the scarab, and the sun." A character who succeeds at a DC 22 Osirion Lore or Society check recognizes this as a reference to the area between the Crook and Scarab rivers and the Pillars of the Sun mountains-a desert region called the Parched Dunes-though the tomb's exact location is not pinpointed.

**12** The geometric shapes on the fresco are far more than just design elements; they represent a fantastic weapon of vast size used against winged cities populated with strange figures bearing weapons that launch black fire. A character who succeeds at a DC 26 Arcana or Osirion Lore check can identify these cities and figures as Shory.

**Chisisek’s Treasure Trove** / Level 9

*Unique* / *Osirion*

**Chisisek’s Treasure Trove** A complex depository of lore, consisting of carvings, hieroglyphs, scrolls, and architectural plans.; **Research Points** 5

**Research Check** DC 21 Academia Lore or Library Lore, DC 24 Arcana, Engineering Lore or Osirion Lore, DC 26 Society

**Ancient Osiriani** DCs for characters that don’t speak Ancient Osiriani are increased by 5, or only 2 if they speak modern Osiriani, unless they have magic to help them read written languages

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**2** Chisisek's greatest achievement was the design and construction of a flying pyramid tomb for the Sky Pharaoh Hakotep I, utilizing Shory technology.

**5** In Hakotep's later years, considerable resources were consumed constructing a vast system of earthworks that claimed the lives of thousands of slaves and incorporated bound elementals to create a mighty weapon that could be used against the Shory. Chisisek contributed his expertise to this grand design, and took some pride in the completion of this great work.