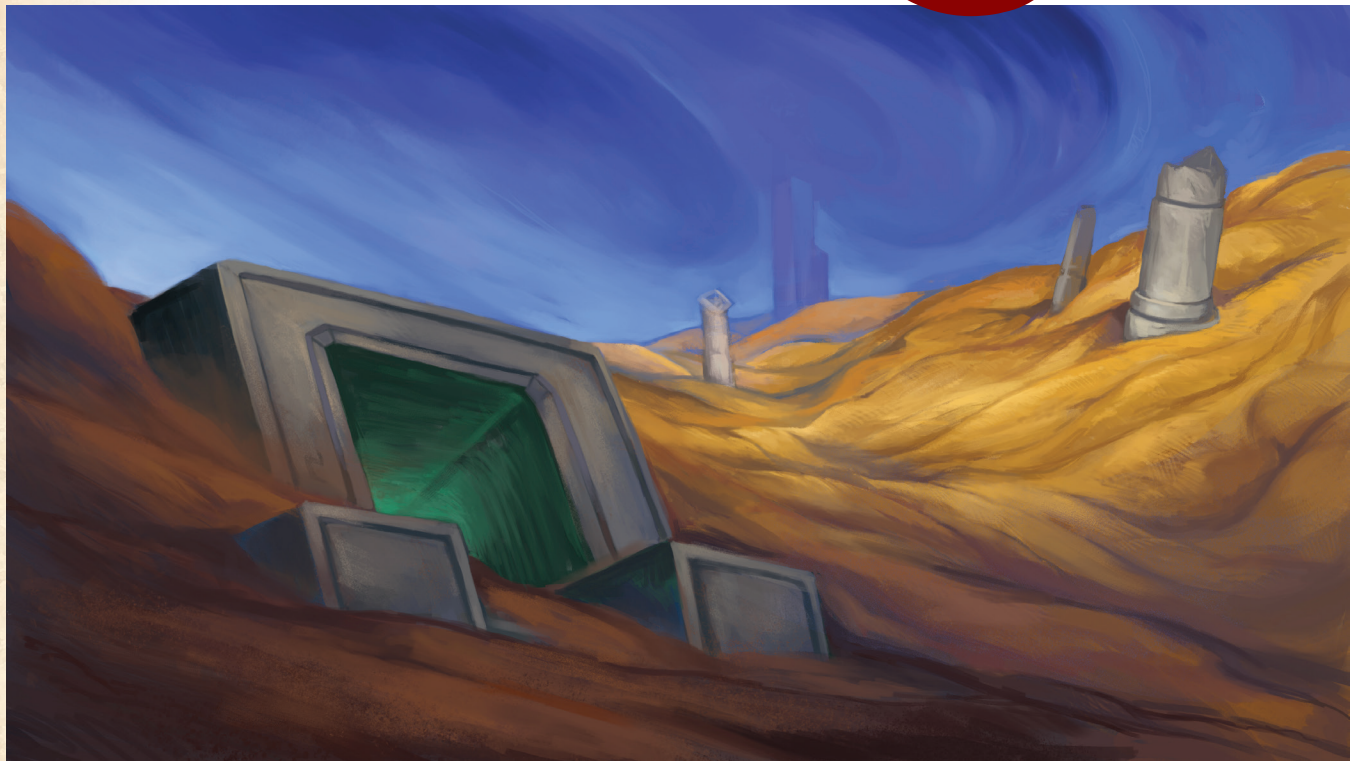


Sands of Twilight



claim its prize?

he sands of time cover many secrets beneath its shifting veil. When an ancient tomb reveals itself to the world, who will be the first to

This is an adventure designed for a party of 4-5 5th level characters.

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PATHFINDER
COMPATIBLE

SETTING THE SCENE

The shifting sands of the world's deserts have swallowed many mysteries. The most sought after are the ancient tombs of pharaoh-kings that dot the landscape. Many people have made their fortune from the relics and riches buried with their previous owners and everyone dreams of discovering an ancient pharaoh's resting place.

However, to claim these riches you first must find a tomb, endure the harshness of the deep desert, and survive the ruthless competition of other treasure-seekers—none of which is without risk, of course.

Recently a trader passing by the area noted the remains of a stone structure revealed by the shifting dunes. Upon closer inspection he discovered a half-buried vault bearing the iconography of a pharaoh-king.

Having neither the tools nor the ability to enter the tomb by himself, he returned to civilization with a crudely drawn map. Now he seeks a party of adventurers to embark on an expedition to the site, to uncover its secrets and wealth.

ADVENTURERS OF FORTUNE

There are several ways to work this adventure into your campaign.

- ❖ The merchant, Amir, hires the party the escort him to the location where he will wait while they clear the tomb of hazards.
- ❖ They could simply stumble upon the tomb while travelling through the desert.
- ❖ Amir is wary of the expense and hazard of exploring unknown tombs and thus may sell the map to the party for 100 GP.
- ❖ Amir has a fondness for games of chance and may wager his map against the party's gold.

TOMB OF TEKLU THE LESSER

The entrance to the Tomb is nestled between

several large dunes, providing some shelter from the elements. If Amir is with the party, he will set up camp here and settle in while the party explores the tomb. It takes two hours to excavate the entrance, or half that time if the party has the appropriate tools.

Upon inspection the entrance is locked (**Thievery DC 20**) but not trapped. It opens into a 20 x 30 room with an exit opposite the entrance. The walls are painted with faded scenes of a middle-aged man holding an abacus.

A relevant **Lore check (DC 25)** reveals the story of Teklu the Lesser, a merchant lord always overshadowed by his more successful family members—that is, until near the end of his life where he acquired a “wise eye” that helped him to outwit his competitors. Not wanting to be forgotten among his more successful family, he used his newfound wealth to build an opulent tomb worthy of a pharaoh. A **DC 17 Arcana or Occultism** check indicates that the “wise eye” mentioned in the tale may be the **Eye of the Wise** artifact.

The exit leads into a 15 x 60 sandstone hall whose walls are covered in images depicting the horrific, painful deaths who expect anyone who dares to desecrate the tomb. 20 feet down the hall is the trigger to a **Hallucination Powder Trap** which, if triggered, it fills 30 feet of the hallway centered on the trigger. The hallway ends at a locked door (**Thievery DC 15**).

OPTIONAL RULE: HALLUCINATIONS.

Roll 1d6 for each character affected by the **Hallucination Powder Trap** to see how the hallucination manifests.

Result	Effect
1	Odd geometric shapes dance before your eyes
2	Your flesh ripples as if something is crawling beneath it
3	Everyone is whispering about you
4	The walls of the hallway are starting to close in on you

5 You didn't notice before, but all the victims depicted on the walls have your face

6 The shadows on the periphery of your vision move. When you turn to look nothing is there, but they move again when you aren't looking

Beyond the door is a 60 x 60 room filled with desiccated chests and urns with a large stone sarcophagus in the centre. The stone cover is carved to depict the same man in the murals of the first room. There is little of value in this room and the mummy in the sarcophagus is unadorned. This tomb is a fake, but a **Perception check (Expert DC 22)** discovers a hidden switch beneath the mummy. This switch allows the sarcophagus to be pushed aside, revealing a stairwell that is protected by a **Pharaoh's Ward** trap.

DAUGHTER OF THE PHARAOH

The stairway leads into a series of unstable hallways, many of which are blocked due to collapses or filled with sand. Eventually the party emerges into a rectangular room, 40 feet long by 80 feet wide. This was once two separate rooms but the wall, and part of the ceiling, collapsed some time ago. Sand covers most of this room and spills down from the ceiling in a slow, steady stream. As the party enters, several small scorpions skitter off into the piles of rubble.

Two hallways lead out from this room, one to the left and one to the right, across the broken wall. Both exits contain a **quicksand pit** before them. However, only the left exit continues as the right exit becomes

impassable after 30 feet. Fortunately, the quicksand pit by the nearest entrance is not deep enough to submerge a character past their waist.

The **quicksand pit** in front of the right exit can be used as a shortcut. Any creature that critically fails its attempt to escape or is submerged for three rounds is spat out into the true tomb (see the **Final Rest** section), falling 20 feet to the ground below.

This hallway is only 10 feet wide and continues its downward trend; however it is highly unstable. After 25 feet anyone in the hallway must make a **Dexterity check (Trained DC 15)** to avoid debris as part of the hallway collapses inward. Otherwise, they take 1d8 points of bludgeoning damage. The debris reduces 10 feet of the hallway to only 5 feet, and exposes a large scorpion nest whose occupants (**3x Scorpion Swarm**) immediately swarm the party.

The hall continues downwards another 40 feet before levelling out. Here the walls are stripped with multicolor stone and depictions of nobles from long ago, feasting with the gods in the afterlife.



FINAL REST

The maze of hallways finally ends at an arched entryway. Beyond lies a large, once opulent, chamber stretching 80 feet long by 65 feet wide. The party emerges into this chamber from between the feet of a massive statue of the Goddess of Natural Death (**Giant Animated Statue**) seated upon a marble throne. In her left hand she holds a great red stone hourglass while her other hand is outstretched, as if to rest on something. However, most the chamber has collapsed into the depths of a deep chasm, including part of the statue.

An unending stream of sand slowly pours from the ceiling in the left corner of the chamber, serving as an exit point for those trapped in the **quicksand** trap earlier. Spaced along the wall stands the remains of three statues (**3x Animated Statue**), their hooded forms hidden behind bronze owl masks.

The chasm stretches from the upper right corner of the room and down across the floor, having consumed almost half of the chamber, including the resting place of Teklu the Lesser. Some of his former riches still litter the chamber.

The statues remain dormant until someone touches any of the treasures in the room. At that point they animate and attack. The hooded statues attack the nearest target, while the statue of the Goddess of Natural Death blocks their escape, supporting the attack by throwing pieces of debris or attacking directly if a target get close enough. She will only move away from the entrance if the other statues are defeated and focuses on any characters attempting to escape. If the characters are quick or lucky enough to make it back into the main passageway, the guardian statues will not pursue.

CONCLUSION & REWARDS

Not all was lost when the true tomb collapsed. In the rubble the party will find a Bloodletting Kukri (240 GP), 320 GP, as well as Art and Historical Artifacts worth 430 GP. Some pieces are large or heavy and, unless the party brought a cart or similar mode of transport, it will take them twice as long to return to civilization using just their mounts, including all the hazards that the longer journey may present (at your discretion).

If they came as part of Amir's expedition, he will have them load everything onto his caravan for transport. When they get back to town, he will handle the sale of any artifacts and take a 20% cut of any gain.

There is a possibility that more treasure and artifacts, including the Eye of the Wise, lie down the chasm. Unfortunately, to safely climb down and retrieve it would require either powerful magic or climbing gear, which is unlikely the party possesses at this time.

If told about a potential artifact, Amir may be persuaded to finance a second expedition.

