

MUMMY'S MASK

THE FORGOTTEN PHARAOH

Serethet was a devoted cleric of Nethys until she was possessed by a piece of the Sky Pharaoh Hakotep's soul. Now calling herself the Forgotten Pharaoh, she is a person divided, with the impulses of an ancient pharaoh trapped in the body of the young priestess.



THE FORGOTTEN PHARAOH

CR 13
XP 25,600

Female ib-possessed human ex-cleric of Nethys 14

LE Medium humanoid (human)

Init +6; **Senses** Perception +19

DEFENSE

AC 27, touch 19, flat-footed 25 (+4 armor, +5 deflection, +2 Dex, +2 insight, +4 shield)

hp 179 (14d8+113)

Fort +19, **Ref** +12, **Will** +18

DR 10/adamantine (140 points); **Immune** fear; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +1 *quarterstaff* +17/+12 (1d6+4)

Ranged ray +16 touch (by spell)

Sorcerer Spells Known (CL 14th; concentration +19)

 7th (3/day)—*prismatic spray* (DC 23)

 6th (5/day)—*chain lightning* (DC 22), *greater heroism*

 5th (7/day)—*cone of cold* (DC 21), *dominate person* (DC 20), *feeblemind* (DC 20)

 4th (7/day)—*enervation*, *shout* (DC 20), *stoneskin*, *wall of fire*

 3rd (7/day)—*fireball* (DC 19), *fly*, *slow* (DC 18), *vampiric touch*

 2nd (7/day)—*false life*, *ghoul touch* (DC 17), *glitterdust* (DC 17), *mirror image*, *scorching ray*

 1st (8/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp*

 0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *light*, *mending*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

TACTICS

Before Combat The Forgotten Pharaoh casts *false life* and *mage armor* every day. When alerted to the approach of intruders, she casts *fly*, *greater heroism*, *shield*, and *stoneskin*.

During Combat The Forgotten Pharaoh casts *mirror image* on the first round of combat, then casts *haste* from her wand on her cultist guards. She continues with her most devastating spells, including *dominate person* cast on the strongest-looking warrior among her opponents, *prismatic spray*, *chain lightning*, and *cone of cold*. If an enemy spellcaster starts to cast a spell, she uses the *falcon crown* to fire a ray and attempt to interrupt the spell. In melee, the Forgotten Pharaoh uses her *armband of the golden serpent* to cast touch spells such as *vampiric touch* or *ghoul touch*.

Morale The Forgotten Pharaoh fights to the death to recover the piece of Hakotep's soul contained in the *Mask of the Forgotten Pharaoh*.

STATISTICS

Str 14, **Dex** 14, **Con** 19, **Int** 10, **Wis** 12, **Cha** 20

Base Atk +10; **CMB** +12; **CMD** 35

Feats Combat Casting, Defensive Combat Training, Eschew Materials^B, Improved Counterspell, Improved Initiative, Improved Iron Will, Iron Will, Spell Focus (evocation), Toughness

Skills Fly +13, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (religion) +14, Perception +19, Spellcraft +14

Languages Ancient Osiriani, Common, Osiriani

SQ ib of the pharaoh

Combat Gear *potions of cure serious wounds* (2), *wand of haste* (20 charges); **Other Gear** +1 *quarterstaff*, *armband of the golden serpent* (see page 62), *belt of physical might* +6 (Str, Con), *cloak of resistance* +2, *falcon crown* (see page 63), *ring of energy shroud*^{UE} (fire), assorted jewelry (worth 200 gp), diamond dust (worth 500 gp), gold funerary mask (worth 500 gp)

SPECIAL ABILITIES

Ib of the Pharaoh (Su) The Forgotten Pharaoh is possessed by Hakotep's ib, and gains several unique abilities as a result. Hakotep's consciousness has overwhelmed Serethet's innate mental faculties, in effect transposing her Wisdom and Charisma scores, and though she has lost all of her cleric spells and class features, the Forgotten Pharaoh now casts spells as a 14th-level sorcerer and gains Eschew Materials as a bonus feat. In addition, the force of Hakotep's will grants the Forgotten Pharaoh a deflection bonus to her Armor Class equal to her Charisma modifier. As leader of the Cult of the Forgotten Pharaoh, she also has access to greater resources (equivalent to PC wealth).

The young girl named Serethet always knew that her destiny lay in the priesthood of Nethys. A native of Sothis, she was a curious child with a quick intellect and a gift for putting seemingly disparate pieces of information together. Her parents saved and scrimped in order to send her to a school in the city run by the priesthood, and there Serethet thrived.

When Serethet was 17, tragedy struck her family. Her mother died suddenly of a wasting disease and her father, in his grief, spent the family's savings on an elaborate

NPC GALLERY

funeral for his deceased wife, leaving Serethet without the funds for her final year at seminary school. A friend in her class recommended that Serethet sign up for an expeditionary year—a sort of internship where instead of learning in a classroom, she could pay her tuition by serving on an archaeological dig for the church of Nethys. Desperate to stay in school, Serethet signed up for the expedition, though she was never an overly athletic individual.

Serethet proved to be an asset on the expedition, and her knowledge and intuition were a great help to its leaders. She made several valuable discoveries as the team excavated an ancient ruin in the Osirian desert, including uncovering a stone scarab engraved with arcane formulas developed by a researcher over 3,000 years in the past. Powerful emotions stirred within Serethet at the sight of the piece of Ancient Osirian history resting in her hands, of the knowledge that could have been lost forever now brought to light. She took her vows and entered the priesthood immediately upon returning to school.

Serethet rose quickly in the ranks of the priesthood. The expedition had awakened a fire within her, a passion to merge exploration and action with academia. She embarked on a number of expeditions over the next 10 years and made several important archaeological and historical discoveries, though it was the discoveries themselves that fascinated her, and she never sought fame or recognition for her work.

In retrospect, it seems inevitable that Serethet's curiosity would lead her into danger. Her years of experience lent the priest a confidence in her own abilities that sometimes led her to make reckless decisions. When Serethet first descended into the record rooms below Azghaad's Spire, she moved slowly, checking for forgotten traps and wards and examining items thoroughly before disturbing them. As she progressed without incident, however, Serethet grew bolder and failed to take every precaution she could. When she saw the *heart of Hakotep*, wonder and curiosity overwhelmed her. Without thinking, she picked up the relic and was instantly lost, possessed by a fragment of the soul of the Sky Pharaoh Hakotep I.

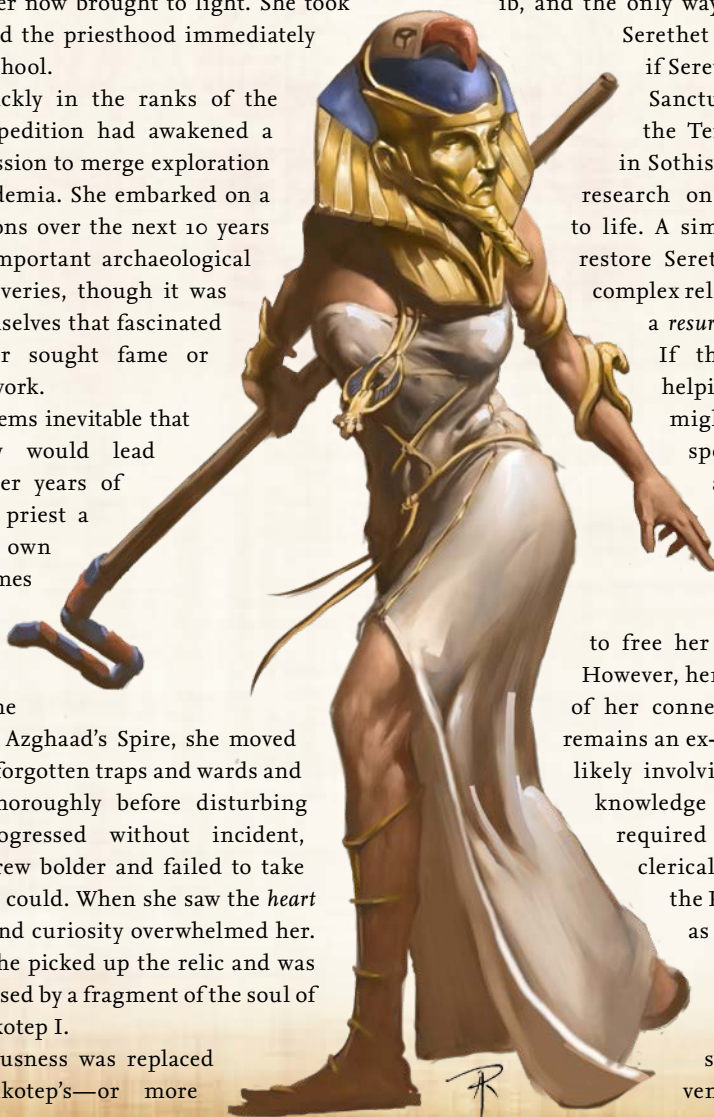
Serethet's consciousness was replaced with that of Hakotep's—or more

accurately, with his *ib*, the embodiment of his emotions, thoughts, will, and intent. Serethet became the Forgotten Pharaoh—neither Serethet nor Hakotep, but a confused amalgam of the priestess's memories and knowledge with the pharaoh's thoughts and desires. The Forgotten Pharaoh is clear on what she wants to do and why—find the *Mask of the Forgotten Pharaoh* and reunite the scattered fragments of Hakotep's soul so the Sky Pharaoh can return to life—but that knowledge is overlaid with confusing memories and misguided motivations. Sometimes she thinks of herself as Serethet, assisting a powerful force in her mind, and sometimes as Hakotep, making use of the vessel he now inhabits. In general, the Forgotten Pharaoh thinks of herself as the woman Serethet, but she could quickly change to Hakotep, especially in times of stress.

CAMPAIGN ROLE

Serethet's true self is all but lost, replaced by Hakotep's *ib*, and the only way to separate Hakotep from Serethet is through death. However, if Serethet's body is brought to the Sanctuary of Nethys in Tephu or the Temple of the All-Seeing Eye in Sothis, the priests there can begin research on bringing the cleric back to life. A simple *raise dead* spell cannot restore Serethet's shattered soul, but a complex religious ritual culminating in a *resurrection* might be successful. If the PCs are interested in helping, the priests of Nethys might ask them to seek out specialized arcane reagents or a powerful magic item to be used in the ritual.

If Serethet is returned to life, she is grateful to the PCs for helping to free her from Hakotep's influence. However, her actions have left her bereft of her connection to her god, and she remains an ex-cleric. A quest of atonement, likely involving the recovery of ancient knowledge from a dangerous area, is required for Serethet to regain her clerical abilities. She may turn to the PCs for help in this endeavor as well, and might even ask to join the PCs on their excursion into Hakotep's pyramid to regain her status and seek her own vengeance on the Sky Pharaoh.



MUMMY'S MASK

USERIB

Against all the wisdom of his tribe, Userib chose to lead a small group of followers into the taboo Sightless Sphinx. When he encountered the glabrezu Ninureset, the darkness within Userib's soul was amplified and corrupted, converting him to the worship of the demon lord Areshkagal.



USERIB

CR 12
XP 19,200

 Male maftet cleric of Areshkagal 9 (*Pathfinder RPG Bestiary 3* 188)

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE
AC 26, touch 18, flat-footed 20 (+4 armor, +2 deflection, +5 Dex, +1 dodge, +3 natural, +1 shield)

hp 161 (17 HD; 8d10+9d8+77)

Fort +11, **Ref** +14, **Will** +17

Resist electricity 10

OFFENSE
Speed 40 ft., fly 60 ft. (poor)

Melee +1 sickle +18/+13/+8 (1d6+7/19–20), +1 sickle +18/+13/+8 (1d6+7/19–20)

Special Attacks channel negative energy 5/day (DC 16, 5d6), master's illusion, paired weapons, raptor dive

Spell-Like Abilities (CL 8th; concentration +10)

 Constant—*mage armor*

 3/day—*magic weapon*

 1/day—*cat's grace*, *protection from evil*
Domain Spell-Like Abilities (CL 9th; concentration +14)

8/day—sudden shift, wind blast

Cleric Spells Prepared (CL 9th; concentration +14)

 5th—*false vision*^D, *flame strike* (DC 20), *slay living* (DC 20)

 4th—*confusion*^D (DC 19), *cure critical wounds*, *divine power*, *unholy blight* (DC 19)

 3rd—*blindness/deafness* (DC 18), *dispel magic*, *invisibility purge*, *nondetection*^D, *prayer*

 2nd—*dread bolt*^{UM} (DC 17), *hold person* (DC 17), *mirror image*^D, *resist energy*, *weapon of awe*^{APG} (2)

 1st—*command* (2, DC 16), *doom* (DC 16), *entropic shield*, *obscuring mist*, *protection from good*, *whispering wind*^D

 0 (at will)—*create water*, *detect magic*, *purify food and drink*, *resistance*
D domain spell; **Domains** Air (Wind subdomain^{APG}), Trickery (Deception subdomain^{APG})

TACTICS
Before Combat Userib casts *weapon of awe* on his sickles before combat.

During Combat Userib takes to the air, letting his cultist guards engage opponents in melee while he targets foes with his more powerful spells, such as *flame strike*, *slay living*, or *unholy blight*, or channels negative energy using

 his *malleable symbol*. If one of the maftet cultists is killed, Userib casts *divine power* and joins the melee, making a raptor dive against the most dangerous foe.

Morale Userib has fully embraced the worship of Areshkagal and fights to the death to show his devotion to his demonic patron.

STATISTICS
Str 18, **Dex** 20, **Con** 16, **Int** 8, **Wis** 20, **Cha** 14

Base Atk +14; **CMB** +18; **CMD** 34

Feats Combat Reflexes^B, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical (sickle), Improved Two-Weapon Fighting, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sickle)

Skills Bluff +10, Fly +10, Knowledge (history) +8, Perception +16, Sense Motive +10, Stealth +16, Survival +10

Languages Common, Sphinx

SQ runic tattoos

Combat Gear *potions of cure serious wounds* (2); **Other**
Gear +1 sickles (2), *malleable symbol* (unholy symbol of Areshkagal, *Ultimate Equipment* 309), *ring of protection* +2, crushed jade worth 250 gp, diamond dust worth 50 gp

Userib learned at an early age the benefits that come with power. Gifted with brawny strength, natural grace, and a cunning wisdom, Userib gained friends and influence among his tribe, and in such a small group, he was able to wield that influence like a club. As he grew older, Userib developed the magical powers of an adept, tied to his uncommon wisdom, and this garnered him even more respect. His growing prestige exacerbated a streak of natural selfishness in his nature, and soon his pride turned to arrogance. Userib began to chafe at the limitations placed on him by the elders of the maftet tribe. He saw himself as Pride Leader Erayu's natural successor, and grumbled whenever the elders gently pointed out that the rules of succession were set long ago and could not be changed.

But some of the blame for Userib's bent development could be placed on the shoulders of Erayu himself. The elder maftet fell as much under Userib's sway as any of the other members of the tribe. Erayu felt uncommonly proud of Userib, as if his leadership had somehow led the tribe to produce such a fine individual. He encouraged and spoiled Userib, letting many infractions slide and holding the young maftet to a lesser standard of responsibility than others.

NPC GALLERY

As Userib matured, however, Erayu began to see the damage he had inadvertently done. Erayu realized that Userib no longer looked to him as a leader. In fact, the young maftet now saw himself as the de facto leader of the group, viewing Erayu as an elder whose time had passed long ago. The two maftets clashed often— never physically, but in battles of words and will.

The conflict between the two maftets came to a head when Userib led a group of scouts into the desert without gaining Erayu's permission first. The scouts returned with fresh supplies—meat, leather, and some excavated treasure—but one of the scouts had been injured in a battle with a desert giant. The maftet's leg was badly crushed, and only its removal allowed the maftet to survive. Erayu laid the blame for the scout's injury solely at the feet of Userib, finally realizing that he had to put a stop to Userib's influence before the arrogant maftet led the tribe to ruin.

Erayu was considering how best to deal with the maftet—exile loomed prominently in his mind—when Userib took the matter into his own hands. Partly out of curiosity and partly as an act of rebellion, Userib broke the tribe's long-held taboo and led his friends into the Sightless Sphinx. Userib was convinced that when he re-emerged from the Sphinx with all of the treasures and secrets it contained, the tribe would finally recognize his leadership and elevate him above doddering old Erayu.

When the glabrezu Ninureset appeared before Userib and his companions inside the Sightless Sphinx, the Abyssal energies the demon exuded felt good. The energies amplified Userib's already evil tendencies, and when the maftet surrendered himself to them, his adept powers instantly matured into full-fledged cleric abilities. Now he worships Areshkagal with all his black soul, and though he's somewhat unhinged by the experience, the danger he poses comes as much from his willingness to embrace evil as it does from his powers themselves.

Userib is a muscular, powerful-looking maftet, but possesses grace and a compelling personality as well. Since his transformation, Userib's once-golden fur and wings have taken on a sable tone. Userib wears no armor, and he has traded his scimitars for twin sickles and wears a striped crimson nemes headdress in honor of his new patron. The runic tattoos on his face have twisted subtly, giving him a permanently malevolent look.

CAMPAIGN ROLE

Userib is determined to remain within the Sightless Sphinx and return Areshkagal's worship to its former glory. Leading a newly ascendant cult of Areshkagal would give him greater power than he could have ever hoped for among his isolated tribe, and he will not give up that dream of power easily. Even if the PCs spare Userib's life and deliver him back to Erayu and the tribe, Userib will never return to his old ways. Evil has taken firm root in Userib's soul, and he craves the power it offers. Returning Userib alive to his tribe earns the PCs honor and respect in the eyes of the maftets, but leads to the tribe's eventual downfall. Inevitably, Userib slaughters his former tribespeople, starting with Erayu. Once that is accomplished, he relentlessly tracks down the PCs, considering them his mortal enemies.



MUMMY'S MASK

MUMMY'S MASK TREASURES

The following unique treasures can be found in “Secrets of the Sphinx.” Player-appropriate handouts appear in the *Pathfinder Cards: Mummy's Mask Item Cards*.

ARMBAND OF THE GOLDEN SERPENT		PRICE 20,000 GP
SLOT wrist	CL 9th	WEIGHT 3 lbs.
AURA moderate abjuration		



Heavy golden coils form this serpentine armband. It wraps snugly around the upper arm of its wearer and stays firmly in place once donned.

An *armband of the golden serpent* allows its wearer to cast spells with the range of touch in melee combat without provoking attacks of opportunity. Spells with ranges other than touch provoke attacks of opportunity as normal—even spells with a range of personal. When the wearer of an *armband of the golden serpent* casts a touch spell in melee combat, the armband animates, slithering down the wearer's arm and striking to deliver the touch attack. Although the armband delivers the spell, the wearer is still required to take the necessary actions and make the required attack roll; the wearer does not gain any additional actions.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
---------------------------	----------------

Combat Casting, Craft Wondrous Item, *spectral hand*

BRONZE SENTINEL		PRICE 90,000 GP
SLOT none	CL 19th	WEIGHT 500 lbs.
AURA strong evocation and transmutation		



Built by a group of forgotten arcanists and researchers in a secret outpost deep within the Osirian desert, the *bronze sentinel* is a magical vehicle shaped as a 15-foot-tall bronze humanoid statue, crafted in the shape of a muscular man wearing a silver headband that resembles two serpents twined together. When

the sentinel is active, its eyes shine with green light and a triangle of runes on its chest glows silver.

Close examination and a successful DC 25 Perception check reveal a secret catch that opens a hatch in the statue's back. Anyone who crawls inside finds seating for one Medium or Small occupant and eight unlabeled levers and pedals. These controls allow a character inside to activate and control the

sentinel's movements and actions. Operating a lever is normally a move action, but operating the lever to extend or retract the sentinel's arms (such as to attack) is a standard action. No lever can be operated more than once per round.

Lever (d8)	Lever Function
1	Uncover/cover forward porthole
2	Uncover/cover side portholes
3	Extend/retract arms
4	Close/open hands
5	Move forward/backward
6	Turn left/right
7	Open/close eyes with <i>continual flame</i> inside
8	Open/close hatch

The sentinel's hands can grasp objects as small as Fine in size, and can make slam attacks. Although the sentinel cannot swim, it can function in water up to 900 feet deep. If its portholes are covered, it holds enough air for a Medium operator to survive 1d4+1 hours.

When active, a *bronze sentinel* has the following statistics: **Size** Large; **AC** 20 (-1 size, +11 natural); **hardness** 15; **hp** 150; **Speed** 20 ft.; **Melee** 2 slams +12 (2d6); **CMB** +14; **CMD** 24.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP
---------------------------	----------------

Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in Knowledge (engineering)

EYE OF HORUS AMULET		PRICE 23,000 GP
SLOT neck	CL 9th	WEIGHT —
AURA moderate abjuration		



This triangular amulet of gold and lapis lazuli depicts a stylized eye—the symbol of the Ancient Osirian deity Horus, god of rulership, the sky, and the sun. Priests of Horus fashioned the first *eye of Horus amulets* centuries ago to protect

members of their order, particularly from minions of the god Set. Now, the occasional *eye of Horus amulet* turns up in a marketplace or in the hands of nomadic traders or adventurers.

An *eye of Horus amulet* grants its wearer a +2 resistance bonus on all saving throws. In addition, once per day, the wearer can surround herself with an aura of shimmering sunlight that protects her as *dispel evil*. Using this effect to drive an evil

MUMMY'S MASK TREASURES

extraplanar creature back to its home plane or to end either an evil spell or an enchantment spell cast by an evil creature cancels this effect.

Lastly, if the wearer of an *eye of Horus amulet* is targeted by an effect that causes blindness, she can, as an immediate action, cause the amulet to absorb the effect. The wearer suffers no harm from the effect, but the amulet cracks in half, rendering it forever useless thereafter.

CONSTRUCTION REQUIREMENTS	COST 11,500 GP
Craft Wondrous Item, <i>dispel evil</i> , <i>remove blindness/deafness</i> , <i>resistance</i>	

FALCON CROWN		PRICE 42,000 GP
SLOT head	CL 10th	WEIGHT 2 lbs.
AURA moderate transmutation		



This metal headdress is shaped like a falcon's head and enameled in brilliant colors. Originally crafted for a wizard dedicated to Horus as a reward from his pharaoh for his prowess on the battlefield, the *falcon crown* was believed lost when the wizard was struck down by an ancient blue dragon. Centuries later, however,

archaeologists discovered the *falcon crown* among the ruins of Tumen. Researcher-priests of Nethys acquired the crown shortly after, and when the Nethysian priestess Serethet became the Forgotten Pharaoh, she claimed the *falcon crown* for herself.

The wearer of the *falcon crown* gains a +2 insight bonus to her Armor Class. In addition, up to three times per day as an immediate action, the wearer of the *falcon crown* can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a damaging ray, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d4 points of damage for every level of the spell or spell slot sacrificed. A non-spellcaster cannot create rays with the *falcon crown*, but can still gain the AC bonus.

CONSTRUCTION REQUIREMENTS	COST 21,000 GP
Arcane Blast ^{APG} , Craft Wondrous Item, <i>foresight</i> , <i>haste</i>	

MYTHOPOEIC SPHINX		PRICE 13,000 GP
SLOT none	CL 11th	WEIGHT 2 lbs.
AURA moderate divination		



Carved from sandstone, this small stone statuette depicts a female sphinx and is a powerful tool for divinations. Once per week, the possessor can ask the *mythopoeic sphinx* about an important person,

place, or thing. The sphinx then animates and relates legends about the subject in either Common, Draconic, or Sphinx, as

if with *legend lore*. In addition, a *mythopoeic sphinx* can be used as a focus component that replaces the normal focus or material components for the *augury*, *divination*, and *legend lore* spells. Lastly, the possessor of a *mythopoeic sphinx* gains a +4 bonus on Diplomacy checks to influence sphinxes.

The possessor of a *mythopoeic sphinx* can also use the figurine to call a gynosphinx to his presence and bargain for her services as if using *planar ally* to call upon an outsider. A *mythopoeic sphinx* permanently loses all of its magical abilities when used to call a sphinx in this way, becoming a mundane stone statuette, regardless of whether or not the called sphinx agrees to serve the possessor.

CONSTRUCTION REQUIREMENTS	COST 7,250 GP
Craft Wondrous Item, <i>legend lore</i> , <i>planar ally</i>	

SCIMITAR OF THE STRIKING WING		PRICE 27,000 GP
SLOT weapon	CL 11th	WEIGHT 4 lbs.
AURA moderate transmutation		



This bronze +2 *scimitar* bears an eagle motif on its pommel, and allows the user to soar through the air to deliver his attacks. As a free action, the wielder can fly without having to maintain concentration, as if affected by the *fly* spell for up to 20 rounds each day, with a +5 bonus on Fly

checks. These rounds need not be consecutive. In addition, as long as the scimitar is in hand, the wielder can use *feather fall* at will.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
Craft Magic Arms and Armor, <i>feather fall</i> , <i>fly</i>	

SCORPION TAIL WHIP		PRICE 12,305 GP
SLOT weapon	CL 6th	WEIGHT 3 lbs.
AURA moderate divination		



The lash of this whip is made of countless tiny chitinous plates interlocking to form an articulated cord, tipped with sharp blades. A *scorpion tail whip* is a +2 *scorpion whip* that can strike with incredible speed. When attacking with the *scorpion tail whip*,

the wielder gains a +2 insight bonus on his initiative check, provided his first attack on the first round of combat is made with the *scorpion tail whip*. If the wielder switches weapons or makes an attack with another weapon before attacking with the *scorpion tail whip*, he does not gain the initiative bonus.

CONSTRUCTION REQUIREMENTS	COST 6,305 GP
Craft Magic Arms and Armor, <i>anticipate peril</i> ^{UM}	