

MUMMY'S MASK



LOST TREASURES OF ANCIENT OSIRION

As the people of Ancient Osirion crawled out of the Age of Darkness, they forged a new empire under the divine guidance of primeval deities and these deities' mortal representatives, the mighty pharaohs whose hearts were said to course with the blood of the gods.

The First Age was one of lost magic, drawn from the power of scores of gods struggling against each other and the tides of fate as the encroaching age began to force their faiths into decline. The pharaohs achieved near omnipotence, yet despite their immense power, the god-kings failed to overcome their own mortality. The remains of their legacies now lie hidden within the ruins and lost tombs of their long-deceased followers, buried beneath thousands of tons of Osirian sand. The pyramids contain a vast trove of the items most precious to these

ancient rulers, including numerous bejeweled artifacts imbued with powerful magic, which they used to control their subjects. Other tombs less magnificent than the pyramids lie hidden throughout the deserts, each filled with the worldly remains of those interred.

Still, little in Osirion stays buried forever, and the secrets and occult treasures of ancient gods have a habit of finding their way back into the hands of greedy mortals. Recent events in Osirion have spread these relics and treasures throughout the Inner Sea region, so now these artifacts of Ancient Osirion can be found in even faraway nations like Ustalav and Varisia. Though many seek to profit from the exploration of this nation's regal past, those seeking the treasures of the pharaohs should remain wary of their mystic curses.

LOST TREASURES OF ANCIENT OSIRION

ABAT-NE, THE BLACKSTONE MACE

This light mace appears to be of simple construction, consisting of a plain, round head carved from black stone set upon a wooden handle with a small, bronze hand guard.

ABAT-NE, THE BLACKSTONE MACE		PRICE
		51,005 GP
SLOT weapon	CL 10th	WEIGHT 5 lbs.
AURA strong abjuration		SENSES 60 ft., blindsense
INTELLIGENCE 11	WISDOM 16	CHARISMA 12
		EGO 23
LANGUAGE telepathy (Ancient Osiriani)		

Abat-Ne, better known as the *Blackstone Mace*, is a +2 defiant light mace named for the fist-sized mystic ebon stone that serves as the weapon's head. This stone head is set on a plain wooden handle fitted with a bronze hand guard, though closer inspection reveals that the hand guard was likely added some years after the weapon was made.

Constructed for those whose task was driving back and crushing foreigners seeking to usurp the kingdom of Osirion from its true people, the *Blackstone Mace* senses anyone within 60 feet who was not born in Osirion, and immediately alerts its owner of all such threats. Unfortunately, the mace is unable to distinguish between foreigners who pose legitimate threats and those with good intentions. Instead, whenever the mace detects someone non-native, it immediately presses its owner to drive that person off—or, if the encounter seems especially dangerous, to kill her. To get the mace to cease its demands, the wielder must succeed at a Will save against the mace's Ego. If the wielder fails this struggle for dominance, his only recourse is to try to convince the mace of the foreigner's innocent intentions.

Similarly, the mace fails to identify native Osirians who may pose a threat. If used against a native Osirian, the mace refuses to aid its wielder and shuts down its offensive magical properties, instead functioning as a nonmagical masterwork light mace. In order to restore its powers, the wielder must reason with the weapon and convince it that the individual or individuals that were attacked pose a serious threat to Osirion. Not only is the mace prejudiced, it is also arrogant and has the unfortunate quirk of constantly retelling the same stories about how it helped various warriors throughout the centuries achieve their victories. Still, once the mace commits to vanquishing an opponent, it proves relentless in fulfilling its purpose.

CONSTRUCTION REQUIREMENTS	40,600 GP
Craft Magic Arms and Armor, Heroic Defiance ^{APG} , break enchantment, stabilize	

HISTORY

Eager to establish a stronger presence along the banks of the Junira and brace his land against the threat of Osirion's expansionist neighbors, Jetrieti III, the Pharaoh of Sighing

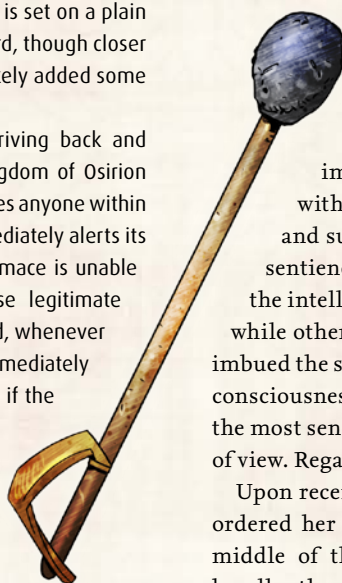
Sands, sought an alliance with leaders of the newly formed Tekritanin League. The pharaoh sent his chief emissary to meet with one of the Tekritanin League's most powerful warlords, a charismatic warrior known only as Simret. Accompanied by a hundred of the pharaoh's personal guard, the emissary rode west to meet with the warlord. In this meeting, the emissary convinced Simret to fight for the side of Osirion in any conflicts with the Jistka Imperium. He hoped to bend members of the Tekritanin League to the side of Osirion, and use the scattered confederation as a buffer against any invasion from the west.

As a token of their new alliance, the pharaoh gifted Simret with a fist-sized black stone carved of the same sacred rock used in the capstone for the Pyramid of Jetrieti I. Not only was the spherically carved stone purported to possess magical properties that would make its possessor impossible to defeat, but it was also imbued with a sentience fanatical about the strength and survival of Osirion. No one knows where this sentience comes from. Some scholars suggest that the intelligence was embedded in the stone naturally, while others believe that an ancient pharaoh's advisors imbued the stone with the sentience of a specific person's consciousness. The latter explanation certainly makes the most sense considering the item's nationalistic point of view. Regardless, the mace now calls itself "Abat-Ne."

Upon receiving the mystical stone, the warlord Simret ordered her finest artisans to bore a hole through the middle of the stone. Then, fitting it with a wooden handle, they fashioned it into a light mace, which the warlord expertly and fervently wielded on the battlefield. True to legends, Simret stood undefeated in her campaign against the Jistka Imperium's forces, turning them back and ultimately crushing them at the battle of Red Sands.

After the victory at Red Sands, Simret and her mace became a symbol of power and authority among some groups in the Tekritanin League, and while she valued her modicum of independence from Osirion, she remained dedicated to that nation's defense and superiority. *Abat-Ne* was passed down from chieftain to chieftain, and each time it urged its new wielder to defend Osirion's interests.

Over time, *Abat-Ne* slipped into obscurity and disappeared from recorded history. While centuries have passed since any historians have seen or heard tell of the weapon, the mace is likely still in the possession of those descended from the tribes that once made up the Tekritanin League. Recently, rumors have surfaced of a tribe of violent nomadic bandits in the lifeless wilds of the Glazen Sheet who have rallied under the command of a charismatic young warlord wielding a mace with a head of pitch-black stone.



MUMMY'S MASK

LOTUS STONE OF NAMRUT

This stone tablet appears to have been chiseled from a larger stone and depicts a blossoming lotus painted in bright colors.

LOTUS STONE OF NAMRUT		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 5 lbs.
AURA overwhelming conjuration		

The *Lotus Stone of Namrut* is a sizable limestone tablet over an inch thick and slightly smaller than a human head. It is carved into the shape of a highly stylized, blossoming lotus. The stone's greatest power lies in its ability to restore life to any individual that has been deceased for fewer than 48 hours. To perform the resurrection ritual, the tablet must be placed upon the individual's chest at dusk; when the first rays of the rising sun touch the deceased individual's face, he awakens.

During the ritual, the deceased person experiences a powerful vision in which he enters the divine court of Namrut, a blue-skinned Osirian man with lotus flowers blossoming from his head and palms. Hundreds of white and blue lotus flowers float in the pools that line the stone pathways of Namrut's courtyard. Namrut offers the individual the blessing of life; in return he asks that he not be forgotten. If the individual accepts, Namrut graciously returns him to life per *resurrection*. When the individual wakes, he discovers that the back of his neck has been marked with the symbol of Namrut's white lotus. The marking is permanent and cannot be removed by any means short of a *miracle* or *wish*. Thereafter, provided the individual keeps his promise to remember Namrut, the lotus grants the marked character a number of spell-like abilities.

A number of times per day equal to 1 + the marked character's Wisdom modifier (minimum 1), the marked character can perform a lotus ritual to simulate the effects of one of the following spells: *cure critical wounds*, *neutralize poison*, *remove blindness/deafness*, *remove disease*, or *restoration*. Performing the lotus ritual requires a full 10 minutes of prayer, during which the marked individual can not be interrupted. In addition to prayers, the ritual requires the consumption of lotus tea.

DESTRUCTION

The *Lotus Stone of Namrut* can be destroyed by grinding it to dust upon the altar in Namrut's palace, and then scattering the dust into the lotus-petal-shaped lakes that surround Shiman-Sekh.

HISTORY

The *Lotus Stone of Namrut* was once a part of a decoration built into the keystone that was stolen from the great arch of Namrut's palace in Shiman-Sekh. Namrut was a

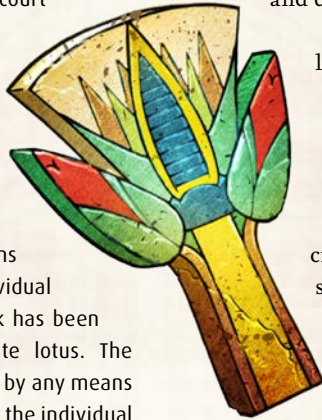
powerful priest of Osiris (the Lord of the Living and god of the afterlife, fertility, rebirth, and resurrection) and claimed that he was descended from the deity. Because of Namrut's unwavering leadership, the faithful had great influence with the nascent tribes that emerged into the sunlight and struggled to rebuild their world at the end of the Age of Anguish.

Namrut was a faithful priest and led thousands in prayer daily, but he was plagued by vanity. He held such sway with his faithful that they began to worship him almost as a proxy for Osiris. In time, Namrut underwent ascension and was able to grant spells to his followers. The lotus, particularly the white lotus, which emerges from the waters of the great river each day at dawn and closes tightly every evening before slipping back below the surface, is Namrut's symbol. Unlike some who believed the soul traveled onward after death, Namrut's followers held that—as with the lotus—birth, life, and death follow each other in an eternal cycle.

The cult also regularly consumed the blue lotus, a practice likely inspired by the tribes of the wild lands to the west, who ate the plant's flowers to gain their mystical effect. While Namrut's followers revered the blue lotus for its healing properties and assistance with spiritual enlightenment, nonbelievers criticized them, holding that the enlightened state they claimed to achieve under the flowers' influence was in truth nothing more than a form of intoxication. Some claimed that Namrut's church was more a cult than a true Church of Osiris.

Eventually, Namrut left the world behind and ventured to a demiplane he created that would allow him to live forever, but his followers continued to worship him as a god, and they turned his palace into their temple.

During the later years of the rule of the Pharaoh of No Rain, a thief plucked the keystone from its perch in Namrut's palace. Shortly after this mysterious event, the last of Namrut's faithful abandoned the city, and his cult faded into obscurity. While popular legend blames the agents of An-Hepso XI for the theft, shrewder sources hold that such tales were concocted to cover the actions of the *Lotus Stone of Namrut's* true thieves—Namrut's followers themselves, who secreted the stone off to a safe location somewhere in the vast Osirian desert. Reports of the exact location vary wildly, making searching for the stone frustrating for treasure hunters. Some reports claim a cult of lotus-eaters maintain a secret valley in the Pillars of the Sun, while others speak of a lotus cult somewhere along the banks of the Junira River. Over the years, more than a handful of adventurers have attempted to find the artifact, but none have successfully recovered it.



LOST TREASURES OF ANCIENT OSIRION

OMAT'S SARCOPHAGUS

This richly inlaid golden sarcophagus resembles a stylized mummified human. Its body is depicted draped in funerary wrappings, and a burial mask covers its face. Upon its head sits the traditional Osirian headdress worn by the ancient pharaohs.

OMAT'S SARCOPHAGUS		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1,500 lbs.
AURA overwhelming conjuration		

Omat's Sarcophagus is similar in appearance to the sarcophagus used in the burial rites of many ancient pharaohs. It is constructed from wood, and its surface is sealed with pitch and set with an alternating pattern of scaled bands carved from lapis lazuli and jasper and scribed with thousands of protective hieroglyphs. All other exposed surfaces are gilded. Although this item appears to be a normal sarcophagus, it has a number of special powers. Each of these effects can be used once per day, and they affect only creatures of the humanoid type.

If a humanoid that has been dead for less than 1 month is placed inside *Omat's Sarcophagus* and the lid is sealed, the corpse's soul is forced into the sarcophagus and trapped there. The corpse then disintegrates and the sarcophagus begins building a new young-adult body over the course of 2d12 days. This effect occurs even if the original creature had reached the end of its natural life. The body created is free of all physical ills and afflictions that the creature may have previously suffered. Once the new body is complete, the soul is then forced into the new body and the being awakens in the sarcophagus. If the sarcophagus is destroyed before the soul can be united with the newly formed body, the soul is once again released to the afterlife.

If a living creature is placed inside *Omat's Sarcophagus*, it can use the device to travel to the Astral Plane, the Ethereal Plane, or Pharasma's Boneyard. To activate this teleportation power, a creature must be inside the sarcophagus with the lid closed. The user must then recite aloud the sacred poem of Neb-Aku (which is inscribed on the interior of the sarcophagus's lid) in Ancient Osiriani. The recitation immediately opens a portal, and the user can then move through the portal to the desired plane (chosen after reciting the poem). The sarcophagus doesn't confer any abilities that protect the user while on another plane. For up to 48 hours after using *Omat's Sarcophagus* to travel to another plane, the user can utter a command word to be immediately transported back to the sarcophagus. After this time passes, the user must find her own way back to the Material Plane.

DESTRUCTION

The sarcophagus can be destroyed by sending it to the

Boneyard and sundering it with a magic weapon after subjecting it to both positive and negative energy.

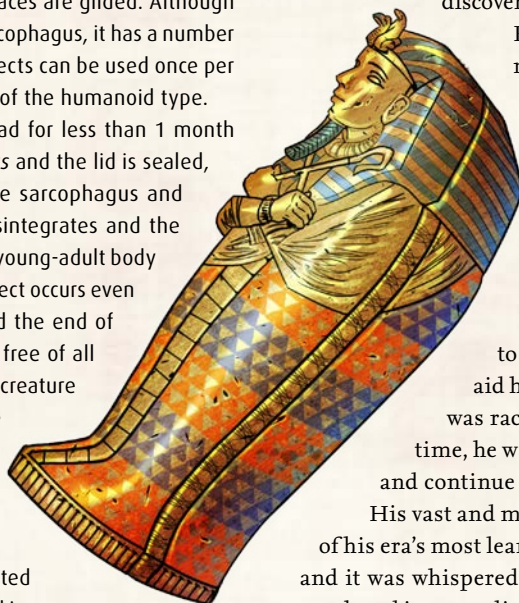
HISTORY

When the Pharaoh An-Hepsu V built his pyramid and was preparing for his death and divine ascension, he made a royal proclamation that called for his entire house to make the journey into the afterlife with him. His half-brother, the royal sorcerer Omat, was unwilling to forfeit his life. Fearful of directly disobeying the pharaoh's will, Omat sought to escape his ritual execution by constructing a magical sarcophagus that would preserve his life. Legends say he spent many years crafting his sarcophagus in secret along with his most trusted assistants, and in that time he frequently traveled to realms known only to the gods and the dead in an effort to discover their secrets.

Knowing that he would be mummified after his ritual execution, Omat created the sarcophagus not only to transport his body to another realm, but also to trap his soul and rebuild his body with a youthful physique. Once he was reborn, he could use the sarcophagus to travel the planes, and made preparations for his tomb to include a wealth of magic items to aid his otherworldly journey. Though he was racing to complete his sarcophagus in time, he was confident he could fake his death and continue living beyond the Material Plane.

His vast and mysterious knowledge made him one of his era's most learned sages and powerful magicians, and it was whispered he even held the secrets to eternal youth and immortality. Yet in the end he remained mortal, and when An-Hepsu V finally passed, the pharaoh's priests called for his half-brother Omat's ritual execution. Thankfully for Omat, he and his assistants finished construction of the sarcophagus mere days before he was called to join his half-brother in his tomb.

As decreed, Omat drank the poison given to him, promptly fell into a deep slumber, and peacefully died. He was then mummified and placed in the special sarcophagus he'd prepared. It is assumed his plan worked and he continued to live on, though no reputable accounts of Omat or his mystical works have surfaced since his death. Some scholars hint that he refused to return to the Material Plane and still roams the multiverse as an eternal being. Attempts to reach him through magical communications consistently failed, however, and over time Omat was forgotten. Recently, a collection of Omat's notebooks surfaced on the black market, sparking a new interest in the sorcerer's magical sarcophagus.



MUMMY'S MASK

SISTRUM OF BASTET

This device consists of a bronze, U-shaped frame affixed to a wooden handle. The numerous small bronze disks on a series of crossbars that run through the frame produce a bright, jingling sound when the instrument is shaken.

SISTRUM OF BASTET		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1 lb.
AURA overwhelming transmutation		

The *Sistrum of Bastet* is a powerful artifact that, when used properly, allows a bard to use her bardic performance ability to enhance the spells of a divine spellcaster or conceal her true motives. Once per day, when the wielder uses the *Sistrum of Bastet* as part of a bardic performance, she can inspire a divine spellcaster within range of the performance and bolster the effects of any spells that spellcaster casts. Thereafter, for the duration of the performance, whenever the designated divine caster chooses to cast a spell, the bard can expend 1 or more rounds of bardic performance as an immediate action to enhance her allied divine spellcaster's spell as if that individual had prepared it with the Heighten Spell Metamagic Feat. The number of levels by which the divine spell is heightened is determined by the number of rounds of bardic performance sacrificed. For example, if the sistrum's player sacrifices 2 rounds of bardic performance, the divine caster's spell level increases by 2. A spell's level can never increase beyond 9th level, and can't be higher than the divine caster can cast.

Second, a bard wielding the *Sistrum of Bastet* can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, the bard can combine her casting time for a spell with a Perform check. Observers must succeed at a Perception or Sense Motive check opposed by the user's Perform check to realize she is also casting a spell. This uses 1 round of her bardic performance ability, regardless of the spell's casting time. In addition, a bard using the *Sistrum of Bastet* can select a number of creatures equal to her level. The bard can deliver secret messages to these individuals without needing to use the Bluff skill. The bard still must be able to speak to deliver the message.

Finally, when the wielder gains a bard level and is able to learn a new spell in place of one she already knows, she can choose a spell from the cleric spell list. This spell must be of the same level as the spell that she is replacing, and the bard casts that spell as a divine spell. If the *Sistrum of Bastet* ever leaves her possession for longer than 24 hours, any divine spells added in this way are lost unless she can reclaim the instrument.

DESTRUCTION

The *Sistrum of Bastet* can be destroyed only if a serpent's coils crush it after it has spent a year in complete darkness.

HISTORY

For those devoted to the gods of Ancient Osirion, the years of the Keleshite occupation of their nation were dark. Early in the occupation, some elements of the satrapy branded those who refused to abandon their ancestral deities in favor of the new gods as both heretics and traitors.

This forced the devotees of many of the older deities into hiding, or at least into disguising their true beliefs in order to protect and preserve them. Some practiced their ceremonial rites in secret, while others adapted their rituals to conceal them from the Keleshites with the veil of their adopted culture.

Those devoted to the goddess Bastet embraced her teachings by expressing themselves through dance and song, masking their rituals as public performances. They would bill themselves as a dance troupe and mingle prayers in among the lyrics of songs. Some of these troupes traveled between towns to see to the religious needs of the scattered faithful, keeping their religious community alive. Over time, some of these worshipers shifted their focus from divine spellcasting to the arcane power they derived from the art of song. During this time, devotees of Bastet began attracting bards as well as the more traditional clerics and oracles.

The most notorious of these cults was the Sisterhood of Bastet, who revered their goddess's capriciousness and vengefulness. Their High Priestess, Shioptera, uncovered the secrets of improving divine magic through music. Shioptera imbued this power within her sistrum, her most sacred instrument, which she used to commune with her goddess through the performance of mystical rhythms. During the Keleshite Interregnum, the Sisterhood traveled through the southern lands of Osirion, speaking out against the satrapy and inciting people to riot in the streets. The pride of Ancient Osirion bolstered them against their foreign occupiers, but these minor rebels had no idea of the might they were up against.

As Shioptera's cult continued to spread Osirian nationalism and subversive thought, it provoked the satrapy to increase its military control over the occupied territories. Through propaganda, the occupiers demonized Bastet by citing scriptures that spoke of her darker aspects and ferocity. Little by little, they rooted out the old cults, and some cities even banned traditional Osirian dancing troupes for fear of attracting the satrapy's wrath. When they captured Shioptera and executed her for treason, the *Sistrum of Bastet* was confiscated and sold to a private collector. The instrument's current whereabouts are unknown, but in recent years an explorer found evidence that the instrument might be in a catacomb beneath Ipeq.



WAS SCEPTER

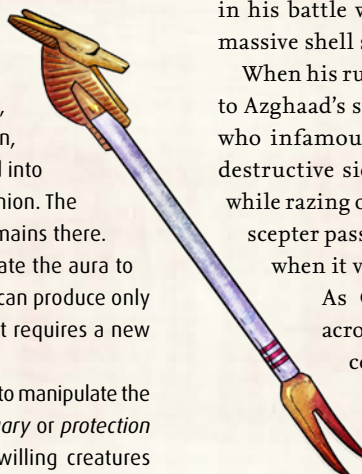
This scepter has an ivory handle crowned with a golden head stylized in the shape of the Set beast or sha, while its foot is capped with a golden, two-tined fork.

WAS SCEPTER		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 30 lbs.
AURA overwhelming abjuration and transmutation		

The *Was Scepter* can be wielded in combat as a +4 *light mace*. Upon command, it expands to a length of 6 feet and can be wielded as a double weapon that has a +4 enhancement bonus. The head deals 1d6 points of bludgeoning damage and can be used to make trip attacks, while the forked end deals 1d6 points of piercing damage. The wielder can use either end as the primary weapon, with the other becoming the off-hand weapon.

Though it is formidable in melee, the scepter's true value lies in its ability to allow its wielder to claim dominion over specific areas, people, reality, and even time. As a move action, the wielder can plant the scepter's forked end into the ground to activate a 120-foot aura of dominion. The aura remains active so long as the scepter remains there. The wielder can then concentrate to manipulate the aura to produce various magical effects. The wielder can produce only a single effect at a time, and each new effect requires a new action. The effects are as follows.

- At will, the wielder can use a standard action to manipulate the aura to emulate the effects of either *sanctuary* or *protection against chaos*. These effects include all willing creatures within the aura of dominion. If the wielder activates the *sanctuary* effect (DC 15), all allies within the aura are subject to the usual terms of the spell. If any allies break the spell's terms, the effect immediately ends for everyone affected.
- Three times per day as a standard action, the wielder can manipulate the aura to block any extradimensional travel within the aura of dominion. The area within the aura is treated as if under the effects of *dimensional lock*.
- Once per day as a standard action, the wielder can manipulate the aura to force extraplanar creatures entering the aura of dominion to return to their home planes immediately, as if targeted by a *banishment* spell. Up to 40 Hit Dice of creatures can be affected by this effect, and creatures subject to this effect can resist with a successful DC 21 Will save.
- Lastly, once per day as a standard action, the wielder can alter time within the aura of dominion. The wielder can use *time stop* and include a number of people in the effect equal to 1 + the user's Charisma modifier (minimum 1). Unwilling creatures can resist this effect with a successful DC 23 Will save. Those affected by the time stop can interact with each other as normal, and individuals are not restricted from leaving the aura of dominion while the effect is in place.



DESTRUCTION

The *Was Scepter* can be destroyed only by a ruler of Osirion with true royal blood.

HISTORY

In the early days of Osirion—when it is said that the gods themselves wandered the land—beings in positions of power carried magical scepters that cemented their dominion and aided their rule. The first pharaohs to claim authority over the newly born nation wielded the *Was Scepter* as a symbol of power.

It is said that Azghaad created the *Was Scepter*, and some even claim that the god Nethys contributed to its creation. Considering the artifact's great power, this attribution is extremely likely. Azghaad carried the scepter throughout his rule, and some accounts claim that he used the artifact in his battle with Ulunat, the spawn of Rovagug whose massive shell sits in the center of Sothis.

When his rule came to an end, the *Was Scepter* passed on to Azghaad's successor, the Naga Pharaoh. This pharaoh, who infamously ruled through the power of Nethys's destructive side, carried the scepter until she perished while razing of the great temple of the All-Seeing Eye. The scepter passed from pharaoh to pharaoh until -3170 AR, when it vanished from Sothis.

As Osirion grew and its borders extended across northern Garund, the nation's god-kings contended with the Tekritanin League and the even more powerful Jistka Imperium, and it is believed that some of those early conflicts with these nations were fights to reclaim the missing *Was Scepter*.

With the first *Was Scepter* gone, the early pharaohs carried replicas, each one progressively weaker than the original. As the First Age of Osirion faded into the Second Age, Osirion's rulers gave up the practice altogether. Some say that if the *Was Scepter* were recovered and brought into Sothis by someone of royal blood, that person would have the divine right to rule the nation of Osirion. It is rumored that powerful figures within the court of the current pharaoh work against any attempts to reclaim the original *Was Scepter*, lest its reappearance disrupt the current power structure.

Curiously, old and crumbling scrolls found in the Great Library in Tephu claim that the original *Was Scepter* never left the seat of power in Osirion, and now rests in a secret location deep beneath the city of Sothis, protected by otherworldly beings of great power that were summoned during the end of Osirion's First Age. Some believe these scrolls are fakes, because while they speak of the location of the scepter in great detail, none of the references seem to make logical sense, almost as if they were describing another Sothis entirely.