

# MUMMY'S MASK

## HAKOTEP I, THE SKY PHARAOH

This tall man retains his regal bearing even as an undead creature wrapped in the linens of mummification. A blue khepresh crowns his head, and he holds the crook and flail of kingship in his hands.



### HAKOTEP I

**CR 19**
**XP 204,800**

Male human mummy lord sorcerer 18 (see page 84)

LE Medium undead (human)

**Init** +6; **Senses** darkvision 60 ft.; Perception +21

**Aura** great despair (30 ft., DC 27)

---

**DEFENSE**


---

**AC** 37, touch 16, flat-footed 34 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +13 natural, +4 shield)

**hp** 260 (18d6+195)

**Fort** +18, **Ref** +14, **Will** +17

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 10/—;

**Immune** cold, electricity, undead traits; **Resist** fire 10

---

**OFFENSE**


---

**Speed** 30 ft., fly 60 ft. (average)

**Melee** *flail of kings* +19/+14 (1d8+10/19–20 plus insidious mummy rot) or

slam +17 (1d6+12 plus insidious mummy rot)

**Special Attacks** channel rot, insidious mummy rot (DC 27), sandstorm wrath 3/day (12d8 fire and slashing, DC 27), undead mastery (DC 27)

**Bloodline Spell-Like Abilities** (CL 18th; concentration +26)

11/day—elemental ray (1d6+9 electricity)

2/day—elemental blast (18d6 electricity, DC 27)

**Sorcerer Spells Known** (CL 18th; concentration +26)

 9th (3/day)—*meteor swarm* (DC 29)

 8th (6/day)—*polar ray*, *stormbolts*<sup>APG</sup> (DC 29), *summon monster VIII* (elementals only)

 7th (7/day)—*deflection*<sup>APG</sup>, *elemental body IV*, *mass hold person* (DC 26), *prismatic spray* (DC 27)

 6th (7/day)—*chain lightning* (DC 27), *elemental body III*, *sirocco*<sup>APG</sup> (DC 26), *tar pool*<sup>UC</sup> (DC 24)

 5th (7/day)—*cone of cold* (DC 25), *elemental body II*, *mind fog* (DC 24), *sonic thrust*<sup>UM</sup> (DC 25), *wall of force*

 4th (8/day)—*ball lightning*<sup>APG</sup> (DC 25), *boneshatter* (see page 15, DC 22), *crushing despair* (DC 23), *elemental body I*, *enervation*

 3rd (8/day)—*elemental aura*<sup>APG</sup> (DC 24), *howling agony*<sup>UM</sup> (DC 21), *lightning bolt* (DC 24), *protection from energy*, *vampiric touch*

 2nd (8/day)—*blindness/deafness* (DC 20), *bull's strength*, *false life*, *hideous laughter* (DC 21), *mirror image*, *scorching ray* (electricity)

 1st (8/day)—*burning hands* (electricity, DC 21), *mage armor*, *magic missile*, *shield*, *shocking grasp*, *unseen servant*

 0 (at will)—*acid splash*, *bleed* (DC 18), *detect magic*, *ghost sound* (DC 18), *mage hand*, *prestidigitation* (DC 18), *ray of frost*, *read magic*, *touch of fatigue* (DC 18)

**Bloodline** elemental (air)

---

**TACTICS**


---

**Before Combat** Hakotep casts *mage armor* and *false life* on himself every day. As soon as the stone block in area **E21** is opened, Hakotep casts *bull's strength*, *mirror image*, and *shield*.

**During Combat** Hakotep orders two of his shield guardians to guard him (all attacks against Hakotep take a –2 penalty for each golem adjacent to him) while the other two engage opponents in melee. Thereafter, Hakotep concentrates his attacks on the wearer of the *Mask of the Forgotten Pharaoh*, preferring to use evocation spells he can cast at range, such as *meteor swarm*, *polar ray*, *prismatic spray*, and *chain lightning*, while taking advantage of the metamagic abilities of his *crook and flail of kings*.

**Morale** The first time Hakotep takes damage in combat, he activates one of his shield guardians' shield other abilities. If reduced to 100 hit points or fewer, Hakotep casts *tar pool* to entangle as many of the PCs as possible, or casts *mass hold person* to slow them down. He then flies to reposition himself in the eastern portion of the room, ordering his shield guardian bodyguards to accompany him, and continues throwing spells at opponents. If reduced to 50 hit points or fewer, Hakotep directs his golems to cover his retreat while he flees to the temple of Set (area **E9**). There, Hakotep kneels before the altar and beseeches Set for aid: "Father of Darkness! Would you deny your beloved our throne? We call for your aid!" Set does not answer this prayer, and Hakotep makes his final stand in the temple, fighting until destroyed.

---

**STATISTICS**


---

**Str** 26, **Dex** 14, **Con** —, **Int** 12, **Wis** 10, **Cha** 26

**Base Atk** +9; **CMB** +17; **CMD** 33

**Feats** Combat Casting, Dodge, Elemental Focus<sup>APG</sup> (electricity), Eschew Materials<sup>B</sup>, Greater Spell Focus (evocation), Improved Critical (flail), Improved Initiative<sup>B</sup>, Iron Will, Lightning Reflexes<sup>B</sup>, Quicken Spell, Spell Focus (evocation), Spell Focus (enchantment), Spell Penetration, Toughness<sup>B</sup>
**Skills** Fly +14, Intimidate +28, Knowledge (arcana) +14, Knowledge (nobility) +11, Knowledge (religion) +14, Perception +21, Sense Motive +29, Spellcraft +14, Stealth +10

**Languages** Ancient Osiriani, Auran

**SQ** bloodline arcana (change energy damage spells to electricity), elemental movement



## NPC GALLERY

**Combat Gear** *scroll of reverse gravity, scroll of time stop*; **Other Gear** *amulet of natural armor +4, cloak of resistance +4, crook and flail of kings (+2 thundering flail, see page 61), khepresh of refuge (see page 61), gold and emerald necklace (amulet keyed to shield guardians in area E24, worth 20,000 gp)*

### SPECIAL ABILITIES

**Rejuvenation (Su)** One day after Hakotep is destroyed, the necromantic energies within him begin to rebuild his body. This process takes 1d10 days. If the body is destroyed before that time passes, the process starts anew. After this time, Hakotep awakens fully healed. The normal methods for permanently destroying a mummy lord are insufficient to counteract Hakotep's rejuvenation. Only by placing the *Mask of the Forgotten Pharaoh* on Hakotep's dead body (thus rejoining Hakotep's *ka* with the other fragments of his soul) can the Sky Pharaoh be permanently destroyed (see *Concluding the Adventure* on page 54).

When Pharaoh Djederet I was crushed to death by a stone while inspecting the construction of his own tomb in -1653 AR, much promise greeted the ascension of his son, Hakotep, to the throne. Though devoted to the dark god Set, the young pharaoh was intelligent and confident. Hakotep's reign began uneventfully, and as Osirion prospered, the people started calling for the young pharaoh to take his first royal wife so that his dynasty would endure.

Of the many available choices, including six or seven of his sisters, Hakotep was drawn to a dark-eyed beauty of noble blood named Neferuset, who by the age of 16 had already earned a sinister reputation as an oracle of the Dark Tapestry. The pharaoh's advisors spoke against the match, but Hakotep couldn't be dissuaded. He wed Neferuset, vowing to take no other wives during his reign—an act of extreme romantic recklessness, for if she did not prove fertile, what would become of Hakotep's legacy?

Most of the remaining decades of Hakotep's reign were tainted by his obsession with the Shory, coupled with the increasingly unstable Neferuset's mad passion for the dark spaces between the stars and the malignant beings that lived there. Hakotep was convinced that the enigmatic Shory empire planned to invade Osirion, and when an expeditionary force sent against them was repulsed by their technology and magic, the idea for the Khepsutanem—now known as the Slave Trenches of Hakotep—was conceived. With a mighty weapon that could draw the Shory's flying cities down from the sky, Hakotep—who took to calling himself the Sky Pharaoh—believed he would triumph.

Hakotep's wars against the Shory were ineffectual, however, leading to no gains in territory and great losses in Osirian blood and wealth. The only real accomplishment the pharaoh could boast of was the completion of a magnificent tomb for himself and his queen, as well as 16 smaller pyramids built for his most trusted generals.

Before the Khepsutanem could be completed, Hakotep was afflicted with a recurrent disease of astonishing virulence, and he eventually succumbed to the malady in -1611 AR. Overcome with grief, his beloved wife, Neferuset, took her own life by drinking serpent venom and was laid to rest at Hakotep's side in the massive pyramid, which was launched into the skies shortly thereafter. With no surviving children, Hakotep was succeeded by his nephew, Djederet II, who soon devoted himself to undoing much of his predecessor's legacy. Six millennia later, the Slave Trenches of Hakotep remain as the only memorial to the reign of the once-great Sky Pharaoh.





# MUMMY'S MASK

## NEFERUSET

A mummified feminine form wrapped in linens from the neck down, this regal undead creature wears a red deshret crown and the gold jewelry of royalty. Her eyes glow with the fires of madness and malice.



### QUEEN NEFERUSET

**CR 17**
**XP 102,400**

Female mummified human oracle 17 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 4 196)

CE Medium undead (augmented humanoid, human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +2

**Aura** frightful presence (30 ft., DC 16, 1d6 rounds)

---

**DEFENSE**


---

**AC** 31, touch 27, flat-footed 27 (+10 armor, +3 deflection, +3 Dex, +1 dodge, +4 natural)

**hp** 216 (17d8+136)

**Fort** +14, **Ref** +13, **Will** +17

**DR** 5/—; **Immune** undead traits; **SR** 29

**Weaknesses** vulnerable to electricity

---

**OFFENSE**


---

**Speed** 20 ft.

**Melee** slam +14 (1d6+3)

**Special Attacks** burst of vengeance, dust stroke

**Oracle Spells Known** (CL 17th; concentration +23)

8th (4/day)—*greater planar ally*, *mass inflict critical wounds* (DC 26), *orb of the void*<sup>UM</sup> (DC 26), *reverse gravity*

7th (6/day)—*blasphemy* (DC 24), *destruction* (DC 25), *insanity* (DC 23), *mass inflict serious wounds* (DC 25), *word of chaos* (DC 24)

6th (7/day)—*antilife shell*, *harm* (DC 24), *mass inflict moderate wounds* (DC 24), *plague storm*<sup>UM</sup> (DC 24), *planar binding* (DC 22)

5th (7/day)—*feblemind* (DC 21), *flame strike* (DC 22), *insect plague*, *major curse*<sup>UM</sup> (DC 23), *mass inflict light wounds* (DC 23), *spell resistance* (DC 21)

4th (7/day)—*black tentacles*, *chaos hammer* (DC 21), *dismissal* (DC 20), *fleshworm infestation*<sup>UM</sup> (DC 20), *inflict critical wounds* (DC 22), *unholy blight* (DC 21)

3rd (7/day)—*blindness/deafness* (DC 21), *dispel magic*, *inflict serious wounds* (DC 21), *invisibility purge*, *tongues*, *water walk*

2nd (8/day)—*death knell* (DC 20), *desecrate*, *dust of twilight*<sup>APG</sup> (DC 18), *inflict moderate wounds* (DC 20), *oracle's burden*<sup>APG</sup> (DC 20), *silence* (DC 18), *spiritual weapon*

1st (8/day)—*deathwatch*, *divine favor*, *doom* (DC 19), *entropic shield*, *inflict light wounds* (DC 19), *obscuring mist*, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 18), *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *spark*<sup>APG</sup>, *virtue*

**Mystery** Dark Tapestry<sup>UM</sup>

---

**TACTICS**


---

**Before Combat** Neferuset uses her *wand of deeper darkness* in area **E13**, casts *spell resistance*, and activates her cloak of darkness revelation.

**During Combat** Neferuset lets her neshmaal allies engage opponents directly while she casts *orb of the void*. She then tries to disrupt spellcasters by using *feblemind* and her gift of madness revelation, utilizing her *bouncing metamagic rod* when she thinks her target has a strong defense against her spell. If the battle turns in her enemies' favor, she casts *destruction* against the foe who appears to be the greatest threat, followed by *reverse gravity*. If forced into melee combat, Neferuset employs her wings of darkness revelation to fly out of reach and casts *antilife shell* to prevent living foes from approaching her.

**Morale** If reduced to 0 hit points, Neferuset is not actually destroyed. Two hours after her destruction, the *canopic jar of unlife* in area **E14** begins regenerating her undead body. When she regains full strength, Neferuset pursues those who dared to attempt to destroy her, or joins her husband in area **E34**.

---

**STATISTICS**


---

**Str** 14, **Dex** 16, **Con** —, **Int** 10, **Wis** 14, **Cha** 22

**Base Atk** +12; **CMB** +14; **CMD** 31

**Feats** Combat Casting, Dodge, Eschew Materials, Extra Revelation<sup>APG</sup>, Greater Spell Focus (necromancy), Improved Initiative, Improved Natural Attack<sup>B</sup> (slam), Iron Will, Lightning Reflexes, Spell Focus (evocation), Spell Focus (necromancy), Toughness<sup>B</sup>

**Skills** Knowledge (arcana) +17, Knowledge (planes) +15, Knowledge (religion) +15, Spellcraft +20, Stealth +25, Use Magic Device +23

**Languages** Abyssal, Aklo, Ancient Osiriani, Auran, Common; *tongues*

**SQ** oracle's curse (tongues), revelations (brain drain [17d4, DC 24, 4/day], cloak of darkness [+10 armor, +8 Stealth, 17 hours/day], dweller in darkness, gift of madness [DC 24, 17 rounds, 9/day], interstellar void [17d6, DC 24, 2/day], wings of darkness)

**Combat Gear** *greater bouncing metamagic rod*<sup>UE</sup>, *scroll of dust form*, *scroll of implosion*, *wand of deeper darkness* (10 charges); **Other Gear** *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +3, gold bracelets set with a purple corundum and an unusually large black opal (worth 3,250 gp each), red deshret crown capped by a gold hooded cobra with small rubies for eyes (worth 2,200 gp), gold earrings set with tiny



## NPC GALLERY

black star sapphires (worth 2,000 gp for the set), gold pectoral necklace set with black pearls (worth 14,750 gp), 10 black gemstones of various types (worth 50 gp each), powdered lead and platinum (worth 250 gp), silver dust (worth 25 gp)

Neferuset was the youngest daughter of Chopehra and Gheneris, high priest and priestess of Set in Sothis and cousins by blood to the ruling dynasty. She began assisting her parents in their priestly duties at a very young age, showing an alarming precociousness. Her father indulged her growing interest in dark things with codices and scrolls from the library at the great temple of Set that stood in the shadow of the Black Dome. She consumed these ravenously and then sought more, and every new discovery only expanded her unnatural appetite. At the age of 12, Neferuset went missing. She was found 3 days later in a forgotten cubby of the disused temple basements, eyes rolled back in her head, dried spittle on her lips, alive but unresponsive. Beside her lay a dwarf-skin-bound book entitled *Secrets of the Dreaming Dark*. The ministrations of her parents and other priests were unable to rouse Neferuset from her coma. All believed that the strange little girl would soon die, and a fair number whispered that it would not be a tragedy.

Neferuset awoke from her mysterious stupor exactly 30 days later, babbling in a disturbing language that baffled scholars. When at last she began speaking again in her native tongue, her first words were, "I have seen the Dark, and it is beautiful. All must prepare for its arrival." At first her parents were unsettled by their daughter's gift, for it was plain she was an oracle of growing power. But soon her enigmatic presence and bizarre pronouncements at temple ceremonies began drawing crowds, and Set's congregation in Sothis grew, even if Neferuset's odd evangelism had little to do with veneration of the Lord of the Dark Desert.

Neferuset was 15 years old when a young Hakotep, not yet the pharaoh, attended a ceremony incognito, intrigued by the tales he heard of the strange noble girl who spoke in unknown tongues and performed dark miracles. In the middle of the ritual, Neferuset left the dais and walked into the congregation—straight to the anonymous Hakotep. She whispered something in his ear, then walked back to the altar as though nothing had occurred. No one knows what words

she spoke. Some think she bewitched him, but whatever transpired between them, from that day on he was devoted to her. When he mounted the throne following his father's untimely death less than a year later, Hakotep took Neferuset as his wife, swearing he would wed no others.

There was no whim of Neferuset's too extreme or bizarre for Hakotep to indulge. At the same time, she encouraged him to follow his own heart's desire to enthrone Set above all other gods and fed his swelling paranoia about the mysterious Shory Empire to the south. Following the pharaoh's first failed assault on the Shory, Neferuset's cruel interrogation of captives led her to suggest the construction of the Khepsutanem—the Slave Trenches of Hakotep—to her royal husband. While he poured his attentions into that massive project (as well as the building of their mutual tomb), Neferuset spent her days consumed with ever more dangerous rituals from the forbidden tome that had marked the turning point in her life. Some bolder advisors spoke with Hakotep about the queen's increasingly unstable behavior, warning him that her blood sacrifices of sacred animals and peasant children would lead to rebellion or worse. Hakotep responded by handing such informers over to Neferuset, who fed their blood to the Dreaming Dark as well.

When Hakotep succumbed to the disease that eventually killed him, Neferuset, already impulsive and unbalanced, drank a goblet of snake venom, to the immense relief of all. She was dutifully mummified and laid to rest in Hakotep's tomb along with her husband. When the pyramid of the Sky Pharaoh rose into the air and vanished over the horizon, jubilation broke out across Sothis, whose people had suffered most at the hands of their mad queen. One advisor even defied one of the wishes laid out in Neferuset's will—that she be buried with her precious book, *Secrets of the Dreaming Dark*. The night after the pyramid was launched into the sky, he burned the book, and scattered its ashes in four separate places deep in the desert to prevent it from plaguing the people of Osirion ever again.





# MUMMY'S MASK

## MUMMY'S MASK TREASURES

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

CANOPIC JAR OF UNLIFE		PRICE 60,000 GP
SLOT none	CL 13th	WEIGHT 7 lbs.
AURA strong conjuration and necromancy		



This stone jar, capped with the head of an animal or human, resembles one of the traditional carved limestone or pottery canopic jars commonly used to hold the intestines, liver, lungs, and stomach of the deceased in

Osirian mummification rites. Unlike normal canopic jars, a *canopic jar of unlife* is used to preserve the existence of a powerful undead creature. When a corporeal undead creature is first created, one of its organs must be placed inside the *canopic jar of unlife* as part of the ritual that transforms the creature into an undead being. Thereafter, the undead creature's existence is linked to the *canopic jar of unlife*.

If the undead creature is destroyed, the *canopic jar of unlife* disintegrates 2 hours later, and the viscera within the jar start to regenerate into a new undead body for the subject at a rate of 10 hit points per hour. The subject is helpless until restored to full hit points. Once used to regenerate an undead creature, a *canopic jar of unlife* is destroyed. If the jar is opened manually after viscera are secured in it, the contents disintegrate with an ear-piercing scream and the jar loses all magical power. Smashing the jar (hardness 8, hp 20) also destroys the vessel and the viscera within.

A *canopic jar of unlife* only functions if linked to an undead creature during its creation; existing undead creatures or creatures with phylacteries (such as liches) or with the rejuvenation ability (such as mummy lords) cannot make use of a *canopic jar of unlife*.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
Craft Wondrous Item, <i>gentle repose</i> , <i>regenerate</i>	

CARTOUCHE OF DISTINCTIVE WARDING		PRICE 24,000 GP
SLOT neck	CL 11th	WEIGHT —
AURA moderate abjuration		



This winged, golden cartouche hangs on a leather thong beaded with semi-precious stones. Normally, a *cartouche of distinctive warding* functions as a *ring of protection +1* and allows the wearer to

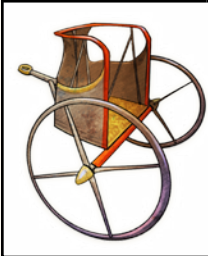
use *shield* two times per day. Once per day, the wearer can write the name of a specific individual in Ancient Osiriani hieroglyphs on the cartouche (the name must be the person's true name, not an alias, nickname, or title). This causes the cartouche's regular powers to go dormant, but for the next hour the wearer is protected against the inscribed individual in three ways:

- The wearer gains a +2 deflection bonus to AC against all attacks made by the inscribed individual (including physical attacks, and magic items and spells that require attack rolls).
- The wearer gains a +2 bonus on all saving throws against spells and effects cast or created by the inscribed individual.
- The wearer gains a +2 bonus on opposed skill checks against the inscribed individual.

At the end of 1 hour, the inscribed name fades, and the cartouche loses all its powers for 23 hours. Note that the actions of the inscribed individual's allies (including minions or summoned creatures) are not subject to the cartouche's power.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
Craft Wondrous Item; <i>lesser globe of invulnerability</i> ; <i>magic circle against chaos, evil, good, or law</i> ; <i>shield</i>	

CHARIOT OF THE CONQUEROR		PRICE 90,000 GP
SLOT none	CL 18th	WEIGHT 200 lbs.
AURA strong abjuration and conjuration		



This fantastic vehicle was fashioned specifically for General Tawaret, who rode it into battle throughout her military career. The *chariot of the conqueror* is a light chariot pulled by a team of two ghostly manticores controlled by beaded reins. The manticores can only draw the

chariot; they cannot attack or otherwise act. The chariot's statistics are **Hardness** 10, **hp** 180, **Base Save** +2, **Maximum Speed** 200 ft., fly 200 ft. (perfect); **Acceleration** 100 ft., fly 100 ft.; all other statistics conform to those of a standard light chariot (*Pathfinder RPG Ultimate Combat* 181).

The *chariot of the conqueror* treats all terrain as normal, including water—the vehicle glides smoothly over liquid as though it were pavement—and can even fly. On command, the chariot can drive itself for up to 1 hour with a +20 bonus on drive checks, following the driver's verbal orders. Otherwise, the driver must attempt driving checks to control the ghostly steeds drawing the chariot as normal (*Ultimate Combat* 170).



## MUMMY'S MASK TREASURES

The *chariot of the conqueror* can carry up to two Medium creatures: one driver and one passenger. Creatures riding in the chariot gain a +4 cover bonus to AC. Passengers balance perfectly while riding in the vehicle, even if it's moving sideways or upside down, making it a perfect platform for archers or others making ranged attacks. Damage to the chariot can be magically repaired, but if reduced to 0 hit points, it's destroyed.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 45,000 GP
----------------------------------	-----------------------

Craft Wondrous Item, *mage armor*, *phantom driver*<sup>UC</sup>, *phantom steed*

CROOK AND FLAIL OF KINGS		MAJOR ARTIFACT
<b>SLOT</b> none	<b>CL</b> 20th	<b>WEIGHT</b> 5 lbs. each
<b>AURA</b> strong abjuration		



Crafted by the fabled thaumaturge Sekhmenathes of An for Hakotep's grandfather, these two symbols of rulership were passed down to the Sky Pharaoh by his father and buried with Hakotep in his crypt when his successor Djederet II ascended the throne.

The crook is an 18-inch-long cane with a hooked head made of gold reinforced with blue copper bands. It functions as a *greater empower metamagic rod*<sup>UE</sup>.

The flail is a 2-foot-long rod of gold, ending with three beaded strands of semi-precious stones. It functions as both a *greater reach metamagic rod* and a +2 *thundering flail*<sup>UE</sup>.

When the crook and flail are held simultaneously, one in each hand, the wielder can cast spells without providing somatic components (as Still Spell, but this doesn't use a higher level spell slot or increase casting time). Furthermore, once per day as an immediate action, the wielder can reflect spells cast against him for 1 round (as *spell turning*) up to a total of 9 spell levels. If the wielder is a spellcaster, he can expend a prepared spell or spell slot to use this ability again; he can reflect a total number of spell levels equal to the level of the expended spell.

### DESTRUCTION

If the rightful ruler of Osirion strikes the crook and flail together with the intent to break them, both items shatter and turn instantly to sand.

KHEPRESH OF REFUGE		PRICE
<b>SLOT</b> head	<b>CL</b> 15th	63,000 GP
<b>AURA</b> strong abjuration		<b>WEIGHT</b> 3 lbs.



This traditional Osirian crown—known as a khepresh, or “war crown”—made of hardened blue leather and adorned with discs of blue-tinted electrum and a rearing, hooded cobra of gold, was crafted specifically for the Sky Pharaoh Hakotep I. The *khepresh of*

*refuge* grants its wearer a +3 deflection bonus to AC and fire resistance 10. In addition, the crown has 3 charges per day. When struck by a critical hit or sneak attack, the wearer can spend 1 charge as an immediate action to negate the critical hit or sneak attack (as the *fortification* armor special ability, but without requiring a roll). The damage is instead rolled normally. Alternatively, the wearer can spend 1 charge as an immediate action to reroll a failed saving throw. He must take the result of the reroll, even if it's worse.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 31,500 GP
----------------------------------	-----------------------

Craft Magic Arms and Armor, *moment of prescience*, *resist energy*, *shield of faith*

SCARAB OF KHEPRI		PRICE
<b>SLOT</b> none	<b>CL</b> 5th	7,800 GP
<b>AURA</b> faint conjuration		<b>WEIGHT</b> —

This small, blue figurine is fashioned in the likeness of a scarab beetle, the sacred animal of Khepri, the Ancient Osirian god of freedom, the rising sun, and work. Once per day, the bearer of the scarab can speak with vermin as if using *speak with animals*, though the information obtained is very limited. If the bearer has the wild empathy class feature, she may use it to influence vermin as easily as she influences animals. Once per day, the bearer can cast *summon swarm* to summon a swarm of scarab beetles (treat as a spider swarm, but instead of poison, the swarm causes filth fever).

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,900 GP
----------------------------------	----------------------

Craft Wondrous Item, Vermin Heart<sup>APG</sup>, *speak with animals*, *summon swarm*

STAFF OF THE HOODED COBRA		PRICE
<b>SLOT</b> none	<b>CL</b> 7th	42,400 GP
<b>AURA</b> moderate abjuration and necromancy		<b>WEIGHT</b> 2 lbs.



Carved from a single piece of darkwood and topped by the head of a hooded cobra, this staff functions as a +3 *defending darkwood quarterstaff*. Additionally, once per day when the wielder hits a creature with the staff, she can cause the carved cobra head to bite her target. The attack deals an additional 1d6 points of damage and injects the target with a virulent poison (injury; *save* Fort

DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and 1d2 Con damage; *cure* 2 consecutive saves).

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 21,360 GP
----------------------------------	-----------------------

Craft Magic Arms and Armor, *poison*, *shield of faith*