

# MUMMY'S MASK



## BESTIARY

After exploring the tomb, we finally came across the burial chamber. A blast of dust and stale air greeted us as we forced the door open. Our light crept into the room, its rays falling upon the crypt's guardian. Standing half again as tall as anyone in our party, the creature combined aspects of Osirion's deadliest beasts. From something so large, I didn't expect such speed—in a flash, it opened its terrible jaws and sprayed gouts of flame our way. I was barely able to tuck and roll out of the way, and I gained my feet in time to get a good slice in right under its jaw, though that only served to enrage the beast further.”

– Maythorn Calvros, monster hunter



## BESTIARY

The Mummy's Mask Adventure Path wraps up this month, and the Pathfinder Bestiary brings you soul-eating beasts, otherworldly alien menaces, construct guardians dedicated to protecting a dark god's temples, a race of beings built to ensure a leisurely afterlife, and a template to transform any ancient tyrant into a dangerous mummy lord.

### HAKOTEP'S OTHER PYRAMIDS

By the end of the Adventure Path, the PCs have the chance to defeat two of the flying pyramids that make up Hakotep's fleet, but there are others out there in the skies above Osirion. If the PCs successfully completed the campaign, most of these other pyramids crashed to the ground, but some landed safely near their target cities. The following are details about what can be found in these other flying pyramids, as well as what dangers they pose to the nation of Osirion.

Each of the flying pyramids in Hakotep's fleet has a *scrivener's wall* through which its leader can communicate with the rest of the invasion forces and receive orders from the Sky Pharaoh. Groups of pyramids are sent to the same locations, with some ordered to rain down destruction, some to capture slaves, and some to observe official reactions to the chaos in order to plan the course of future attacks.

**Pyramid of Broken Earth:** The pyramids controlled by Eshen Theba in the earth crypt are sent to fly above Ipeq, and the Pyramid of Broken Earth leads the fleet. Commanded by **Malanaq** (NE male sepid<sup>B3</sup> magus 3), this pyramid's ground force is composed of a unit of sandman rogues (*Pathfinder RPG Bestiary 2 236*) and mummified desert giants (*Pathfinder RPG Bestiary 3 128* and *Pathfinder RPG Bestiary 4 196*). The pyramid flies low over the desert outside of Ipeq, and deploys the ground forces using multiple castings of *feather fall*, which allow the troops to simply drop from the hovering pyramid. Malanaq's second-in-command is a mummified adult blue dragon (*Pathfinder RPG Bestiary 94* and *Bestiary 4 196*) that he uses as a mount if he needs to leave the pyramid and join the ground forces; otherwise, the creature acts as mobile artillery, blasting landmarks in the city with its lightning breath weapon. Malanaq's orders are to siege the city and strike terror into the citizens so that they will surrender to Hakotep once he reclaims Osirion.

**Pyramid of Crashing Waves:** The pyramids controlled by Keshenepek in the water crypt are sent to the coast of the Inner Sea near Totra. Commanded by **Mekret** (NE female mummified water naga<sup>B3</sup> sorcerer 7), this pyramid is tasked with commanding the other three pyramids in its group and coordinating their attacks. A unit of evil marid fighters (*Bestiary 142*) and greater water elementals (*Bestiary 127*) are ready to defend the pyramid if attacked.

Though the Pyramid of Crashing Waves would normally need to land in order to deploy its forces, its troops have an affinity for water, so the pyramid simply hovers over the Inner Sea. This allows the marids and water elementals to drop from the pyramid and splash down into the water before attacking the city. The other pyramids in this group are outfitted with similar forces. If this pyramid or any of the others in its group come under attack, the other three are ordered to come to the besieged pyramid's aid.

**Pyramid of Righteous Fire:** The pyramids controlled by Inhetef in the fire crypt are sent to the sister cities of An, Teph, and Wati. The PCs encountered one of the pyramids in this group, the Five-Pointed Sun, when it attacked Wati. One of the remaining two pyramids attacks An, while the final pyramid rotates between the three sister cities, lending aid where needed. Commanded by **Kentektra** (LE female worm that walks<sup>B2</sup> evoker 13), whose form is composed of thousands of skittering scarabs, the Pyramid of Righteous Fire hovers low over Teph and is tasked with attacking the City of the Reed People. Kentektra's forces focus their strikes on the Great Library and other prominent structures in the Old City. The greatest asset in Kentektra's arsenal is a group of 10 erinyes (*Bestiary 75*) capable of flying above the city and raining down flaming arrows on Teph's militia. If forces are needed on the ground, half of the group ferries Medium and Large fire elementals (*Bestiary 124*) from the pyramid to the ground below with orders to rampage through the old city and to burn the Great Library to cinders. This allows the pyramid to stay safely in the sky during the ongoing assault.

**Pyramid of Sounding Gales:** The pyramids controlled by Shendakut in the air crypt are sent to hover above Sothis, and the Pyramid of Sounding Gales leads the fleet. Commanded by **Ahlish** (NE female invisible stalker rogue 7), this pyramid's orders were to remain above Sothis and observe the city's reaction to the forces of flying pyramids. Ahlish uses the *scrivener's wall* in the Pyramid of Sounding Gales to communicate with the other groups of pyramids and get up-to-the-minute reports on how the various attacks are playing out. She then modifies various strategies depending on the situation. The four pyramids spread out in the skies above Sothis, slowly rotating so that each one has the chance to scan movements within the city. Ahlish was commanded not to engage unless attacked first. She is mainly interested in seeing where Sothis musters its military response and gauging the size of the forces that Hakotep must contend with if he hopes to take the city. Outside the pyramid, a dozen baykok archers (*Bestiary 3 35*) soar around the pyramid's face keeping a vigilant watch for anyone attempting to access the pyramid, and an army of mohrgs (*Bestiary 208*) awaits any who gain entrance.



# MUMMY'S MASK

## AMMUT

This massive creature has the head of a crocodile, the mane and torso of a lion, and the hindquarters of a hippopotamus. The wickedly curved claws on the creature's forepaws pale in comparison to the danger of its mighty jaws.

### AMMUT

**CR 18**

**XP 153,600**

LE Huge outsider (evil, native)

**Init** +10; **Senses** darkvision 60 ft., scent, tremorsense 60 ft., true seeing; Perception +30

**Aura** fear aura (30 ft., DC 29)

#### DEFENSE

**AC** 34, touch 14, flat-footed 28 (+6 Dex, +20 natural, -2 size)

**hp** 290 (20d10+180)

**Fort** +21, **Ref** +20, **Will** +13

**DR** 15/good and slashing; **Immune** disease, exhaustion, fatigue, fire, poison; **Resist** acid 10, cold 10, electricity 10;

**SR** 29

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +31 (4d6+19/19-20 plus grab), 2 claws +31 (2d6+13)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (30-ft. cone, 14d6 fire damage, Reflex DC 29 half, usable every 1d4 rounds), devour soul, powerful jaw, swallow whole (3d6+13 bludgeoning plus 4d6 fire plus wasting curse, AC 20, 29 hp), wasting curse

**Spell-Like Abilities** (CL 14th; concentration +23)

 Constant—*detect evil*, *detect good*, *detect chaos*, *true seeing*  
 3/day—quicken *ear-piercing scream*<sup>UM</sup> (DC 20)

 1/day—*dominate monster*

#### STATISTICS

**Str** 36, **Dex** 22, **Con** 29, **Int** 11, **Wis** 24, **Cha** 29

**Base Atk** +20; **CMB** +35 (+37 bull rush); **CMD** 51 (53 vs. bull rush, 55 vs. trip)

**Feats** Blind-Fight, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Power Attack, Quicken Spell-Like Ability<sup>B</sup> (ear-piercing scream), Staggering Critical

**Skills** Climb +24, Intimidate +30, Knowledge (planes) +20, Knowledge (religion) +20, Perception +30, Sense Motive +30, Stealth +21

**Languages** Celestial, Infernal; telepathy 100 ft.

#### ECOLOGY

**Environment** any (Osirion)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Devour Soul (Su)** If a creature dies while swallowed whole by an ammut, its soul is consumed along with its body. A creature killed in this way cannot be brought back to life via any effect short of *true resurrection*, *miracle*, or *wish*, but even these spells require the caster to succeed at a caster

level check equal to 10 + the targeted creature's Hit Dice. If this check fails, the caster can't attempt to return the targeted creature to life for the next 24 hours (though the caster can try again after this period).

**Powerful Jaw (Ex)** An ammut's bite attack deals 4d6 points of damage plus one and a half times its Strength bonus. In addition, its reach with this attack is 5 feet further than normal and it gains the grab ability when attacking with its bite.

**Swallow Whole (Ex)** An ammut can swallow creatures size Large or smaller with this special ability, and can only swallow one creature at a time regardless of the creature's size. In addition, creatures swallowed by an ammut are subject to its wasting curse.

**Wasting Curse (Su)** Swallow whole—contact; *save* Will DC 29; *frequency* 1 hour; *effect* 1d4 Cha drain. A creature whose Charisma score is reduced to 0 by this wasting curse dies; its body is destroyed and it is subject to the ammut's devour soul ability as if it had died while within the ammut's gut. The save DC is Charisma-based.

Ammuts are beastly but cunning creatures that consume souls in an attempt to satisfy their insatiable hungers. Few ammut exist, and those that do wander the vast deserts of Osirion preying on the souls of any creature they can catch. These creatures prefer the taste of thoroughly evil souls or those who have experienced full and complex lives. Ammut show disdain for creatures of inferior intelligence, but also tend to leave them alone, as they claim their souls are shallow and flavorless. The rarity of ammut and their nomadic nature makes it difficult to determine how long they live, or even if they age at all. Ammut are approximately 20 feet long and 9 feet tall at the shoulder. Their rounded and muscular hindquarters makes them denser than would be expected for their size, and ammut can weigh up to 10 tons.

## ECOLOGY

Ammut live among the ruins scattered throughout the Osirian deserts, often lairing in abandoned and lost temples of the gods of Ancient Osirion. When outside their lairs, ammut bury themselves in sand to await the arrival of a suitable meal.

An ammut is covered in fur ranging from sandy-colored to dark brown, with shorter fur on its back and legs, and a long mane behind its head that covers its shoulders. Its snout and face are layered in reptilian scales that are usually crusted with sand that has partially fused into glass from the heat of its breath.

Ammut never tire, and once an ammut notices a creature that it considers suitable prey, it's unrelenting—stalking its prey for hundreds of miles if need be before running it down. These terrifying chases generally don't



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last long, as the ammut makes use of a high-pitched scream that dazes prey long enough to allow the beast to catch and devour them. If that tactic fails to net the ammut its meal, it can also use its powerful force of will to dominate its prey, using telepathy to convince the victim to approach. Creatures that try to hide from an ammut using illusions soon find those plans foiled, as ammut can see through illusions cast by even the most powerful mages. The only way to truly escape an ammut once it selects you as its quarry is to confront and defeat the beast.

Fire burns within the core of an ammut, and the heat generated by an ammut's inner fires can sometimes fuse the sand it passes through into glassy depressions in the desert floor. The best desert guides can recognize these signs (called "blaze bowls") and avoid areas in which an ammut might be lurking.

### HABITAT & SOCIETY

Ammuts are lone predators, and are so rare their social structures (if any) and method of reproduction are unknown. No live specimen has ever been caught for observation, because the inner fires of the ammut consume the creature's body quickly upon its death, leaving little to be studied besides ash and brittle glass formed from fused sand. Every so often, a peddler in the markets of Eto or Shiman-Sekh will claim to possess a rare piece of an ammut's body (such as one of its teeth or an eye) that they try to sell to foreigners and treasure hunters. Most native Osirians know to ignore such claims, but outsiders may be gullible enough to buy the extremely expensive fakes as souvenirs. One of the few things peddled in these markets that actually has a connection to ammut are pieces of their blaze bowls. Sometimes brave explorers come across one of these glassy depressions, and remain in the area long enough to try to carefully remove the fused sand in one whole piece. More often than not these efforts are fruitless, as the brittle glass often crumbles if mishandled.

Because ammut are so rare, the libraries of Osirion contain records of only two-dozen confirmed sightings, though it's likely that many more encounters ended with no one left to report the event. Osirian scholars have estimated, based more on reports of the telltale blaze bowls than of actual ammut, that there are perhaps twenty to thirty

of the creatures roaming the vast wasteland between the Junira River and the River Sphinx, though a single sighting near the Ruins of Tumen suggests the ammut are not confined between those waterways. No record of a peaceful encounter with an ammut exists, suggesting that they have no interest in anything other than feeding on the souls of those who cross their paths.

The origin of the ammut is shrouded in mystery, though it's thought that they descended from a single creature of their kind that was more powerful than all existing ammut combined. This mythical ammut is sometimes referred to in Ancient Osiriani scrolls where it has the position of judging the souls of the dead—a role already assumed by Pharama. Because of this conflict, scholars argue about the creatures' true origin.

Though it is generally agreed that ammut migrated to Golarion from another plane long ago, many scholars disagree on the exact planar origin. Some scholars claim that ammut are perhaps descended from a race of devils, while others claim the lineage stems from the divs. The most logical association of a fiendish origin is rooted in daemonkind. That ammut are connected with souls and have the ability to utterly consume them certainly lends to this hypothesis.





# MUMMY'S MASK

## MUMMY LORD

Dirty linen strips swathe this emaciated figure from head to toe, and its stripped headdress marks it as a once-noble being, whose eyes now burn with an unholy light.

### MUMMY LORD

**CR 10**

**XP 9,600**

Male human mummy lord cleric of Set 9

LE Medium undead (human)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

**Aura** great despair (30 ft., DC 19)

#### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+1 deflection, +2 Dex, +1 dodge, +4 natural)

**hp** 107 (9d8+63)

**Fort** +11, **Ref** +7, **Will** +11

**Defensive Abilities** channel resistance +4, undying will;

**DR** 10/—; **Immune** cold, electricity, undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 spear +12/+7 (1d8+8/x3 plus insidious mummy rot) or slam +11 (1d6+7 plus insidious mummy rot)

**Special Attacks** channel negative energy 8/day (DC 21, 5d6), channel rot, insidious mummy rot (DC 19), sandstorm wrath (DC 19, 6d8 fire and slashing), scythe of evil (4 rounds, 1/day), undead mastery (DC 19)

**Domain Spell-Like Abilities** (CL 9th; concentration +14)

8/day—touch of darkness (4 rounds)

8/day—touch of evil (4 rounds)

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

 5th—*dispel good*<sup>D</sup> (DC 20), *greater contagion*<sup>UM</sup> (DC 21), *slay living* (DC 21)

 4th—*divine power*, *poison* (DC 20), *shadow conjuration*<sup>D</sup> (DC 19), *spit venom*<sup>UM</sup> (DC 19)

 3rd—*animate dead*, *bestow curse* (DC 19), *deeper darkness*<sup>D</sup>, *magic vestment*, *sands of time*<sup>UM</sup>

 2nd—*align weapon*<sup>D</sup> (evil only), *bull's strength*, *desecrate*, *dread bolt*<sup>UM</sup> (DC 17), *hold person* (DC 18), *silence* (DC 17),

 1st—*bane* (DC 17), *cause fear* (DC 17), *command* (DC 17), *detect good*, *divine favor*, *protection from good*<sup>D</sup>, *sanctuary* (DC 16)

 0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*
**D** domain spell; **Domains** Darkness, Evil

#### STATISTICS

**Str** 20, **Dex** 14, **Con** —, **Int** 10, **Wis** 20, **Cha** 20

**Base Atk** +6; **CMB** +11; **CMD** 25

**Feats** Blind-Fight, Combat Casting, Dodge, Improved Channel, Lightning Reflexes, Spell Focus (enchantment), Spell Focus (necromancy), Toughness<sup>B</sup>
**Skills** Intimidate +17, Knowledge (religion) +12, Sense

 Motive +20, Spellcraft +12, Stealth +17; **Racial Modifiers**

+8 Intimidate, +8 Sense Motive, +8 Stealth

**Languages** Ancient Osiriani, Common

**SQ** eyes of darkness (4 rounds/day)

**Combat Gear** scroll of spiritual weapon, scroll of summon monster III; **Other Gear** +1 spear, headband of inspired wisdom +2, ring of protection +1

#### ECOLOGY

**Environment** any (Osirion)

**Organization** solitary or court (mummy lord and 6–14 standard mummies or mummified creatures)

**Treasure** NPC gear

Mummification is a practice common to many cultures, although the use of magical techniques to imbue the departed with potent, undead vitality is less widespread. On rare occasions, if the deceased was a person of great rank and exceeding malice, he may undergo even more elaborate and expensive rituals granting him greater power in undeath, and he eventually rises from his tomb as a mummy lord. Retaining the powers and abilities he had in life, he becomes a creature consumed by the desire to dominate others and a seething envy for the living that drives him to acts of surpassing cruelty.

## CREATING A MUMMY LORD

“Mummy Lord” is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature) with at least 8 HD. The process of creating a mummy lord requires 50,000 gp worth of rare herbs, oils, and other mummification materials. The mummy lord retains all of the base creature’s statistics and special abilities except as listed below.

**CR:** Same as the base creature +2.

**Alignment:** Any evil.

**Type:** The creature’s type changes to undead. Do not recalculate BAB, saves, or skill ranks.

**Senses:** A mummy lord gains darkvision 60 ft.

**Armor Class:** A mummy lord has either a +1 natural armor bonus for every 2 Hit Dice it possesses or the base creature’s natural armor bonus, whichever is higher.

**Hit Dice:** Change the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, mummy lords use their Charisma modifiers to determine bonus hit points.

**Defensive Abilities:** A mummy lord gains channel resistance +4, DR 10/—, immunity to cold and electricity (in addition to those granted by its undead traits), and the following defensive ability.

**Rejuvenation (Su):** One day after a mummy lord is destroyed, the necromantic energies that created the abomination begin to rebuild its body. This process takes 1d10 days, and if the body is destroyed before that time passes, the process starts anew. After this time, the mummy lord awakens fully healed in its tomb. To prevent the mummy lord from returning, its remains must be targeted by *consecrate*, *hallow*, and then



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*dispel evil*, cast in consecutive rounds and in that order, before it can be permanently destroyed.

**Attacks:** The mummification process hardens the mummy lord's bones to a stone-like density, granting it a powerful slam attack if the base creature has no other natural attacks. This slam attack deals damage based on the mummy lord's size (*Pathfinder RPG Bestiary* 302), treating the creature as if it were one size category larger. Those hit by a mummy lord's slam attack also run the risk of succumbing to insidious mummy rot (see Special Attacks).

**Special Attacks:** A mummy lord gains the following special attacks. Save DCs are equal to 10 + 1/2 the mummy lord's HD + the mummy lord's Charisma modifier unless otherwise noted.

**Channel Rot (Su):** A mummy lord can deliver its insidious mummy rot through melee weapons as well as through its slam attack and any natural attacks it possesses.

**Great Despair Aura (Su):** All creatures within a 30-foot radius that see a mummy lord must make a successful Will save or be paralyzed with fear for 1d4 rounds, then shaken for the following 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's great despair aura ability for 24 hours. This is a paralysis and mind-affecting fear affect.

**Insidious Mummy Rot (Su):** Curse and disease—slam; save Fort DC 10 + 1/2 HD + Cha modifier; onset 1 minute; frequency 1/day; effect 2d4 Con and 2d4 Cha damage; cure —. Insidious mummy rot is both a curse and disease, and can be cured only by first removing the curse and then curing the disease. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from insidious mummy rot turns to dust and cannot be raised by means other than *resurrection* or greater magic.

**Sandstorm Wrath (Su):** Three times per day as a standard action, a mummy lord can exhale a blast of superheated sand in a 40-foot cone. The blast deals 2d8 points of fire and slashing damage for every 3 Hit Dice a mummy lord possesses. A successful Reflex save halves this damage, and creatures that fail this save are blinded for 2d4 rounds.

**Undead Mastery (Su):** As a standard action, a mummy lord can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the mummy lord's control. An undead with an Intelligence score is allowed an additional save every day to break free of the mummy lord's control; for undead without an Intelligence score, the control is permanent. A creature that succeeds at its Will save cannot be affected again by the same mummy lord's undead mastery for 24 hours. A mummy lord can control 6 Hit Dice of undead creatures

for every Hit Die it has. If the mummy lord exceeds this limit, the excess undead from earlier uses of the ability become uncontrolled, as *animate dead*.

**Ability Scores:** Str +8, Cha +6. As an undead creature, a mummy lord has no Constitution score.

**Skills:** A mummy lord gains a +8 racial bonus to Intimidate, Sense Motive, and Stealth checks. A mummy lord always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, its skills are the same as the base creature.

**Feats:** A mummified creature gains Toughness as a bonus feat.





# MUMMY'S MASK

## NESHMAAL

This semi-transparent mass of convulsively roiling tentacles and whiplike tendrils hovers in the air, giving off an aura of dark, alien menace.

### NESHMAAL

**CR 12**


### XP 19,200

**CE** Large outsider (extraplanar, incorporeal)

**Init** +11; **Senses** darkvision 60 ft.; Perception +18

**Aura** alien dread (20 ft., DC 23)

### DEFENSE

**AC** 24, touch 24, flat-footed 16 (+7 deflection, +7 Dex, +1 dodge, -1 size)

**hp** 149 (13d10+78)

**Fort** +14, **Ref** +11, **Will** +12

**Defensive Abilities** incorporeal; **Immune** cold; **Resist**

 electricity 10, fire 10; **SR** 23

**Weaknesses** vulnerable to sonic

### OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** 3 tendrils +20 (2d8/19–20 plus energy drain)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** energy drain (1 level, DC 23), kiss of the void

**Spell-Like Abilities** (CL 14th; concentration +21)

 Constant—*endure elements*

 3/day—*confusion* (DC 21), *control summoned creature*<sup>UM</sup> (DC 21)

 1/day—*dominate person* (DC 22)

### STATISTICS

**Str** —, **Dex** 25, **Con** 22, **Int** 9, **Wis** 15, **Cha** 24

**Base Atk** +13; **CMB** +21; **CMD** 39

**Feats** Dodge, Flyby Attack, Hover, Improved Critical (tendrils), Improved Initiative, Iron Will, Weapon Focus (tendrils)

**Skills** Fly +20, Intimidate +20, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +19, Survival +9

**Languages** Aklo; telepathy 20 ft.

**SQ** no breath

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or congregation (3–6)

**Treasure** none

### SPECIAL ABILITIES

**Aura of Alien Dread (Su)** A neshmaal's presence is deeply disturbing. Any creature that comes within 20 feet of a neshmaal must succeed at a DC 23 Will save or become shaken for 2d4 rounds. If a creature is within the auras of multiple neshmaals, only a single save is required, but the save DC increases by 2 for each additional neshmaal (for example, the presence of two neshmaals increases the usual save DC to 25). Arcane spellcasters are especially vulnerable to this aura. The DC to cast spells defensively within the aura increases by 4, and the neshmaal can make an attack of opportunity against an arcane caster who fails to cast

defensively. This secondary effect occurs even if the arcane caster succeeded at her save against the shaken condition. Once a creature is exposed to a neshmaal's aura, it is immune to this effect for 24 hours. This is a mind-affecting fear effect, and the save DC is Constitution-based.

**Dominate Person (Sp)** A neshmaal can dominate only one target at a time when using its *dominate person* spell-like ability. If a neshmaal uses its *dominate person* spell-like ability on a new target while already dominating another creature, the previous target is immediately released from the neshmaal's control. This occurs whether or not the new attempt is successful.

**Kiss of the Void (Su)** Three times per day, a neshmaal may forgo using energy drain on one of its three tendril attacks in a round and instead imbue the touch with the icy coldness of deep space. This attack deals an additional 6d6 points of cold damage and paralyzes the target for 1d4–1 rounds. A successful DC 23 Fortitude save halves the damage and negates the paralysis. The save DC is Charisma-based.

**Vulnerability to Sonic (Su)** Neshmaals are native to the noiseless void of deep space or their own alien dimension and, as a result, are especially vulnerable to sonic damage. Magical attacks that cause sonic damage bypass the neshmaal's spell resistance, and they take half again as much damage (+50%) on a failed save (normal full damage on a successful save). If a neshmaal fails a saving throw against an effect that deals sonic damage, it has a 25% chance of being stunned for 1 round.

The vast, dark spaces between the stars hold horrors aplenty, skulking in the unholy blackness with their aberrant desires and unspeakable appetites. Some of these beings exist simultaneously in two worlds, half in the emptiness of space and half in some other dimension of which mortals dare not even dream. The neshmaals are such a race, aliens of such inscrutable malice and hunger that even most other denizens of the darkness avoid them. These strange beings view the humanoids populating the universe as either cattle to eat or playthings to manipulate like marionettes.

A neshmaal's body is formed of a tangle of writhing tentacles that is roughly 9 feet across. As they are incorporeal outside of their home dimension, the creatures have no weight.

## ECOLOGY

Neshmaals are incorporeal in the Material Plane. They may be corporeal in their own dimension, but no one has journeyed there and returned to verify this. In the Material Plane, neshmaals spend most of their time in the empty darkness of deep space, where extremes of temperature are commonplace and the varieties of weather found on terrestrial worlds have



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no impact on these strange creatures. Due to this exceptional form of adaptation, neshmaals can be found virtually anywhere. Neshmaals have no need to breathe, so they are unaffected by inhaled poisons and can dwell underwater without restriction. Despite their many immunities and resistances, they are especially vulnerable to damage from sonic attacks, perhaps because they are accustomed to the silence of the void. Since outsiders don't normally need to eat, the neshmaals' ravenous hunger for the energy of all living creatures suggests that they manifest in the Material Plane only to gain sustenance. Neshmaals satisfy this hunger by draining the life force from living creatures, though it's assumed they also derive some nourishment from psychic energies from sentient beings as well, fear in particular.

### HABITAT & SOCIETY

Neshmaals, which exist at once on the Material Plane and in a dimension of their own, seem to have no interest in congress with other species, though they speak passable Aklo and possess telepathy. What little information exists about their culture is contradictory, though their endless appetites for raw life force support the theory that they are scavengers created by the Great Old Ones to cleanse worlds of sentience.

Neshmaals are occasionally found in the service of much more powerful otherworldly beings from the Dark Tapestry. Some scholars believe these creatures to be agents of the mysterious Dominion of the Black. This is a reasonable assumption, as they have similar inscrutable methodologies to the creatures that make up the Dominion, and neshmaals have been recorded in texts that deal with various creatures that make up the Dominion of the Black. The role neshmaals might play in that dark hierarchy is unclear.

Humanoid conjurers on the Material Plane have summoned these inscrutable beings to gain knowledge of the inky depths of the universe and beyond, though doing so places the conjurer's sanity in terrible jeopardy. The process is maddening, and the conjurer's safety is not diminished once the neshmaal is called to service. Attempting to obtain the service of a neshmaal is very dangerous, unless such service aligns with the neshmaal's goals, and only the mad can discern the nature of those goals. Neshmaals constantly modify the original agreement, and they often manipulate those they serve. A neshmaal's most common request is a never-ending chain of humanoids for them to drain of their life force.

It's unusual to find more than a few of these otherworldly creatures in one place, making it difficult to calculate their total numbers. Neshmaals employ telepathy to communicate with others of their kind; while doing so, they intertwine their tentacles and tendrils in a manic, lascivious embrace. The book *Secrets of the Dreaming Dark* (which is thankfully rare) provides the ritual to summon neshmaals. The tome also reports that neshmaals are somehow connected to, seeking, or fleeing from something cryptically referred to as the "Black Alluvion Dream." Even occult scholars, astronomers, and other seekers of secrets tend to steer clear of this esoteric and dangerous topic, given that those few who have pursued its study now occupy carefully guarded cells in asylums across the Inner Sea Region.





# MUMMY'S MASK

## SET GUARDIAN

This towering figure's head is completely encased in a shiny black metal helmet that resembles the head of a long-snouted canine. Ruby gems sparkle in its eye sockets.

**SET GUARDIAN**

**CR 13**



**XP 25,600**

N Large construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +3

### DEFENSE

**AC** 29, touch 9, flat-footed 27 (+1 Dex, +19 natural, -1 size)

**hp** 151 (22d10+30)

**Fort** +7, **Ref** +8, **Will** +10



**DR** 15/adamantine; **Immune** construct traits, fire

**Weakness** unholy weaknesses

### OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +30 (2d12+9/18-20)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** elemental conduit (ruby), mighty blows, trumpet of doom

### STATISTICS

**Str** 28, **Dex** 13, **Con** —, **Int** —, **Wis** 17, **Cha** 21

**Base Atk** +22; **CMB** +32; **CMD** 43

**SQ** freeze

### ECOLOGY

**Environment** any (Osirion)

**Organization** solitary or sentinel (2-8)

**Treasure** incidental (2 eye gems worth 2,000 gp each)

### SPECIAL ABILITIES

**Elemental Conduit (Su)** Each Set guardian is immune to a specific energy type, and can absorb damage of this type and then discharge it in an intense burst. When a Set guardian would be damaged by the specified energy type, it is instead unharmed. As a free action on the following round, it discharges this energy in a 20-foot radius dealing half again as much damage (150%) as it would have taken from the effect. This discharge occurs even if the Set guardian was destroyed on the previous round. A successful DC 21 Reflex save halves this damage. The gemstones in the eye sockets of the Set guardian's headpiece determine the energy type.

*Emerald:* Set guardians with emerald gemstones are immune to and absorb electricity damage.

*Ruby:* Set guardians with ruby gemstones are immune to and absorb fire damage.

*Sapphire:* Set guardians with sapphire gemstones are immune to and absorb cold damage.

*Topaz:* Set guardians with topaz gemstones are immune to and absorb acid damage.

Another Set guardian that has the same energy type keyed to this ability is unharmed by the damage from this burst, but also doesn't absorb the energy. The save DC is Constitution-based.

**Mighty Blows (Ex)** A Set guardian's slam attacks score a critical threat on a natural 18-20, and deal double damage on a critical hit. If both slam attacks successfully hit in a single round, the target is staggered for 1d4+1 rounds unless the target makes a successful DC 21 Fortitude save. The save DC is Constitution-based.

**Trumpet of Doom (Su)** Once every 3 rounds as a free action, a Set guardian can emit a sonic blast from its headpiece that deals 2d8+2 points of damage and stuns all creatures within 20 feet of the construct for a single round. A successful DC 21 Fortitude save halves the damage and negates the stunned condition. Other Set guardians are immune to this effect. This is a sonic effect, and the save DC is Constitution-based.



## BESTIARY

**Unholy Weaknesses (Ex)** Due to the necromantic techniques used in its creation, certain spells and effects affect a Set guardian differently than they otherwise would. A Set guardian is treated as undead for the purposes of spells or effects that deal more damage to undead, like *searing light*, *sunbeam*, or *sunburst*. A Set guardian in the area of effect of positive energy channeled to damage undead is slowed 1 round for every 3d6 points of damage channeled (minimum 1 round). A *raise dead* spell cast on a Set guardian paralyzes it for 1d4 rounds.

In the days of Ancient Osirion, when temples to the old gods still stood throughout the nation, worshipers of Set protected their places of worship with imposing constructs. To allow the priests of these old gods to devote their time and energy to ecclesiastical duties, Set's clerics designed these foul sentinels to be self-sufficient by using a combination of necromantic techniques and golem crafting.

The clerics and crafters preparing the constructs would begin with the body of an evil desert giant—preferably one who, like them, revered Set. The crafters would then fashion headpieces out of brass, bronze, or iron that were sculpted in the likeness of the god of darkness, deserts, murder, and storms. The headpiece would then be lacquered a glossy black, and set with expensive gemstones indicative of the type of elemental spirit used to animate the construct. After the headpiece was crafted, the preserved desert giant would be decapitated and the headpiece affixed to its shoulders.

The towering constructs stood within the sanctuaries of Set's great temples across the empire, and were often posted at the temple's exterior doors when the faithful were called to worship. The laity always assumed that the constructs were undead servants crowned with metal helms of their god, and the clergy did nothing to disabuse them of this conceit. Indeed, adventurers often make the same mistake. Opponents can use Knowledge (religion) to identify a Set guardian's true nature and learn about the construct's unholy weaknesses.

During the dark decades of Hakotep's reign, the guardians were a common—and for many, terrifying—sight, for the pharaoh used them as tools to threaten and cow the priesthods of cults opposed to his religious reforms favoring Set. Today, these constructs have fallen out of favor in ecclesiastical circles—few of the modern cults employ them, though a couple of the surviving temples formerly dedicated to Set still boast one of these giant wardens. Most encounters with Set guardians today are reported by archaeological parties exploring lost temples or the tombs of long-buried nobles who had some devotion to the god in life. Once frightening attendants in temples across the land, they now wait in darkness for those unwisely disturbing ancient burial sites.

Set guardians stand a towering 18 feet tall and weigh approximately 12,000 pounds.

### CONSTRUCTION

The process begins with the recently deceased body of an evil desert giant. The body must undergo a painstaking embalming process. This preparation keeps the body from rotting and hardens its flesh, making it as tough as stone. During this time, a headpiece made from 1,500 pounds of bronze, brass, or iron must be cast using special, cursed elixirs in the process. The head of the preserved giant must be severed cleanly at the shoulders and the headpiece then bolted on. At this point, two gems (each worth at least 2,000 gp) of the appropriate type are fitted into the headpiece's eye sockets before the construct is animated with an elemental spirit.

#### SET GUARDIAN

**CL** 17th; **Price** 184,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *blasphemy*, *geas/quest*, *miracle*; **Skill** Heal DC 20 and Craft (armor) or Craft (blacksmithing) DC 22; **Cost** 90,000 gp.

### ELEVATED SET GUARDIANS

Clerics of Set wishing to create more powerful constructs to guard their temples experimented with many different methods and finally came upon a process that resulted in the creation of an elevated Set guardian. These constructs went through a preservation process that utilized more expensive materials than those of the standard guardian, and were animated with two separate elemental spirits. Such constructs can be identified by two different gems (matching the two spirits that animate them) fitted into their headpieces. An elevated Set guardian can also be animated with two elemental spirits of the same type, though the construct is easily mistaken for a standard Set guardian because its gemstone eyes are the same color.

Elevated Set guardians are at least CR 15, have the advanced creature simple template, and their elemental conduit ability is keyed to two different energy types. Elevated Set guardians imbued with two elemental spirits of the same type discharge double the amount of energy damage they would have taken instead of half again as much.

### CONSTRUCTION

The process of creating an elevated Set guardian is nearly identical to creating a regular Set guardian except for the cost of the required materials. The gemstones fitted into the construct's eye sockets each must be worth at least 5,000 gp.

#### ELEVATED SET GUARDIAN

**CL** 18th; **Price** 210,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *blasphemy*, *geas/quest*, *miracle*; **Skill** Heal DC 26 and Craft (armor) or Craft (blacksmithing) DC 28; **Cost** 110,000 gp.



# MUMMY'S MASK

## SHABTI

Light shimmers across this humanoid figure's bare golden skin, illuminating regal features.

### SHABTI

CR 1/2



### XP 200

Shabti oracle 1

LN Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft.; Perception +3

### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 12 (1d8+4)

**Fort** +3, **Ref** +1, **Will** +1

**Defensive Abilities** immune to undeath, resist level drain

### OFFENSE

**Speed** 30 ft.

**Melee** club +0 (1d6)

**Spell-Like Abilities** (CL 1st; concentration +4)

1/day—*suggestion* (DC 16)

**Oracle Spells Known** (CL 1st;

concentration +4)

1st (4/day)—*command* (DC 14),

*cure light wounds*, *summon monster I*

0 (at will)—*bleed* (DC 13), *create*

*water*, *detect magic*, *ghost sound*, *mage hand*, *stabilize*

**Mystery** heavens

### STATISTICS

**Str** 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 8, **Cha** 17

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats** Combat Casting

**Skills** Diplomacy +7, Knowledge (religion) +5,

Perception +3, Sense Motive +3,

Spellcraft +5

**Languages** Celestial, Common

**SQ** immortal, oracle's curse (haunted),

past-life knowledge, revelations (coat of many stars), shattered soul

### ECOLOGY

**Environment** any

**Organization** solitary or retinue (1

shabti with 2d4 human commoners)

**Treasure** NPC gear (club, *potion of cure*

*moderate wounds*)

### SPECIAL ABILITIES

**Immortal (Ex)** Shabti do not age

naturally and cannot die of old age.

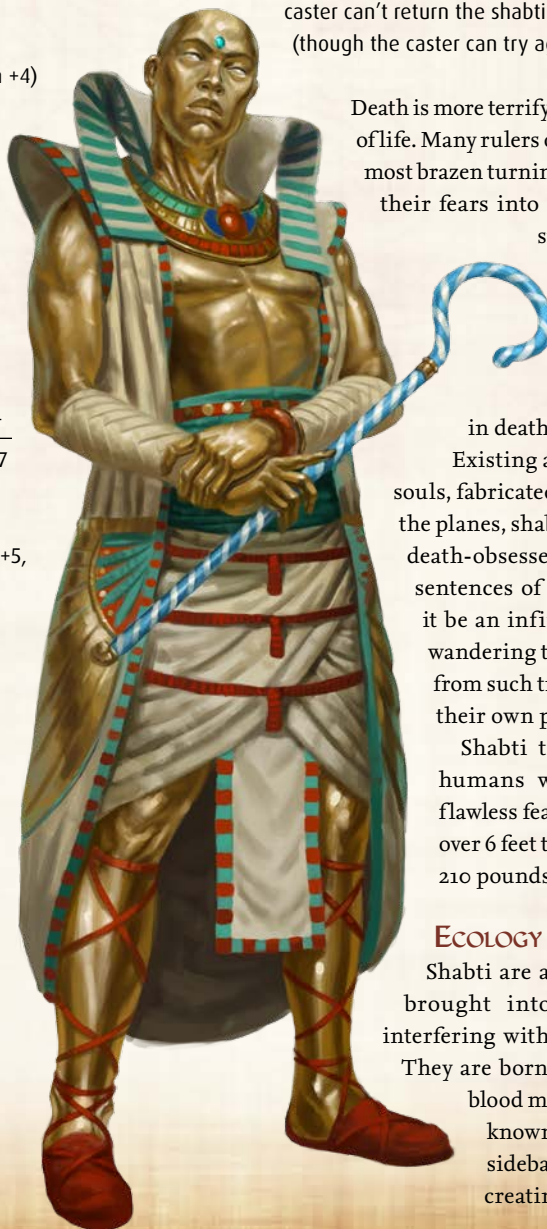
While some might come into being at age categories other than adulthood, they never leave their original age category. Spells and effects that cause aging affect a shabti as normal.

**Immune to Undeath (Ex)** Shabti can't become undead. Spells and abilities that would transform a shabti into an undead creature have no effect.

**Past-Life Knowledge (Ex)** Shabti remember bits of their past lives. As a result, they treat all Knowledge skills as class skills.

**Resist Level Drain (Ex)** A shabti takes no penalties from energy drain effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a shabti takes are automatically removed without the need for an additional saving throw.

**Shattered Soul (Ex)** Shabti who are killed are exceptionally difficult to return to life. Those who attempt to return a shabti to life using *raise dead*, *resurrection*, or similar spells must succeed at a caster level check equal to 10 + the shabti's Hit Dice. If this check fails, the spell fails and the caster can't return the shabti to life for the next 24 hours (though the caster can try again after this period).



Death is more terrifying for those who have the best of life. Many rulers obsess over their mortality, the most brazen turning to the mystical arts, pouring their fears into splendid vessels, fashioning simulacra of themselves to bear

the scourge of Pharamasma's judgment. In the mortal world, these icons are nothing but gold with a ruler's face and name, but in death, they are shabti.

Existing as something between mortal souls, fabricated beings, and true children of the planes, shabti are immortal facsimiles of death-obsessed nobles. They serve out the sentences of their mortal twins, whether it be an infinity of torture or an eternity wandering the planes. Most never emerge from such trials, but some manage to find their own paths upon the planes.

Shabti typically look like idealized humans with perfect physiques and flawless features. They usually stand just over 6 feet tall and weigh between 150 and 210 pounds.

### ECOLOGY

Shabti are artificially created creatures, brought into being by mortal magic interfering with the natural course of souls. They are born when an individual of royal blood makes use of a rare magical item known as a sovereign shabti (see the sidebar on page 91). The methods of creating these soul-guarding relics



number among the deepest secrets of royal dynasties and cultic societies, meaning few mortals have access to such magic. However, groups on countless disparate worlds have discovered various routes to this power. This proliferation, along with the race's immortality, means that while shabti are rare sights in most planar metropolises, they are certainly not total strangers. They're practically unknown on the Material Plane, and are typically mistaken for aasimars or ifrits. Still, traditions and superstitions harkening back to this magic make the placement of mundane versions of these figurines—called *ushabti*—common in Osirian tombs.

Shabti appear when a paranoid noble uses a *sovereign shabti* in an effort to avoid their judgment. They come into being full-grown and possessing glimpses from a life of privilege, yet knowing nothing of the magic that spawned them or the karmic debts they've been burdened with. Some appear on the terrifying thresholds of evil-aligned planes among legions of doomed petitioners. Others might simply wander onto the planes from the mists of the Maelstrom.

Most shabti have golden skin that feels cool but not metallic, which is regularly accented by gemstone veins, nails, or other embellishments. Some have skin tones more similar to jade, ivory, or ebony. Apart from their distinctive colorations, shabti have anatomies similar to humans. However, all shabti are sterile, preventing the race from propagating naturally. As such, childlike shabti are exceedingly rare.

## HABITAT & SOCIETY

Most shabti can be found in the planar metropolis of Axis, though Dis, Heaven's Shore, and the City of Brass also seem to be to many shabti's liking. Even in such places, though, shabti rarely gather in groups larger than two or three. Many seek to distinguish themselves from the magic items that spawned them, adopting self-chosen family names—"Answerers" and "Crowns" being popular among some.

Upon their creation, shabti don't realize they're copies of another being. Each individual initially believes he is a deceased member of royalty, usually taking his rich appearance as a sign of divine favor or spiritual value. Most prove quite indignant, then distraught, in the face of their torture or forced labor. Eventually, they discover their unusual nature. Many deny the notion, choosing to live as if their copied memories were their own. Others face ages of depression, madness, and self-destruction. Some, however, embrace the freedom of a new, rare existence and seek to live up to the splendid forms fate has granted them.

Many shabti learn of their nature from psychopomps. As Pharasma naturally despises such attempts to circumvent the natural cycle, her psychopomps are constantly on the lookout for shabti. When they find shabti, they immediately free them from any punishments, then use the shabti's memories to track down their mortal creators and bring them to justice.

### SOVEREIGN SHABTI

<b>SLOT</b> none		<b>CL</b> 17th	<b>MAJOR</b> 130,000 GP
<b>AURA</b> strong conjuration			<b>WEIGHT</b> 1 lb.

During its creation, a *sovereign shabti* is bound to a single member of royalty who willingly donates 3 drops of her blood and writes her own name upon a strip of parchment. These are placed within a hollow figurine typically made of gold, jade, or gemstone that, when completed, has hardness 5 and 5 hit points.

If the *sovereign shabti* still exists when the bound individual dies, its magic takes effect. The figurine's power speeds the spirit along the River of Souls, assuring it safely reaches the Boneyard. The soul is judged 2d12 hours after dying, at which point the figurine expels its power to create a new being, a living 1st-level shabti duplicate of the bound individual. If the soul was condemned to torment or labor, the shabti goes in its place—the bound individual's spirit traveling to some favorable corner of a plane matching her alignment. If the soul was to be rewarded, the shabti appears on to the fringes of Axis. Once the shabti has been created, the bound individual cannot be returned to life by any means short of divine intervention. The *sovereign shabti*—which does not travel with the bound soul—crumbles as soon as it creates a shabti.

<b>CONSTRUCTION REQUIREMENTS</b>	65,000 GP
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Craft Wondrous Item, *trap the soul*, *true resurrection*, 3 drops of royal blood, a royal name



## SHABTI CHARACTERS (13 RP)

Liberated shabti often explore the planes, seeking to replace their false memories with unique experiences. Shabti are defined by their class levels—they do not possess racial Hit Dice. All shabti have the following racial traits.

**+2 Constitution, +2 Charisma:** Shabti have powerful bodies and presences to match.

**Native Outsider:** Shabti are outsiders with the native subtype.

**Medium:** Shabti are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed:** Shabti have a base speed of 30 feet.

**Darkvision:** Shabti can see in the dark up to 60 feet.

**Immortal (1 RP), Immune to Undeath (1 RP), Past Life Knowledge (2 RP), Resist Level Drain (1 RP), Shattered Soul (–1 RP):** See above.

**Spell-Like Ability (3 RP):** Shabti can use *suggestion* once per day as a spell-like ability, with the caster level equal to the shabti's class level.

**Languages:** Shabti begin play speaking Common. Those with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).