

Treasury of the Sands



JON BRAZER ENTERPRISES

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Inside this 16 page PDF you will find:

- * 4 magical arms and armor that no desert traveler would be without
- * 21 wondrous items that even the pharaohs would desire
- * 1 rod said to be a gift from the Cat Goddess
- * 1 ring housing the spirit of the Western Desert

Non-Core Book Legend:

This supplement references a number of books other than the Pathfinder Core Rulebook. The notation for these books is as follows:

- APG — Pathfinder Roleplaying Game: Advanced Player's Guide
- ARG — Pathfinder Roleplaying Game: Advanced Race Guide
- UM — Pathfinder Roleplaying Game: Ultimate Magic
- UC — Pathfinder Roleplaying Game: Ultimate Combat

Introduction

The concept for this product was to capture the essence of Ancient Egypt in support of Paizo's Mummy's Mask AP. I'm an avid fan of all things Ancient Egyptian so I jumped at the chance to make this my first development project with Jon Brazer Enterprises.

The burning sun. The narrow expanse of green along the life-giving river. The magic. The gods. All of these speak to seemingly insurmountable odds. These themes have captured the imagination since antiquity. So much so it was natural to ask members of the Pathfinder community to submit their ideas as a means of exploring the vast expanses of Ancient Egyptian-inspired imagination.

No note of appreciation comes close to describing the wonderful items we received. The community stepped up and made the winnowing process very difficult. Treasury of the Sands would not have been possible, or nearly as good, if not for you.

How do you travel without magic in a desert without succumbing to the unforgiving elements or the rampaging beasts? What kind of life can one have after death? Is that even desirable? In the midst of a fight, how can one judge another's worthiness? These questions and more are answered by the talented authors showcased within these pages.

May your characters bring glory to their names with these items.

Senebti em hotep.
Farewell in peace...Until next time.

Marie Small
Developer, Jon Brazer Enterprises
January 2014

Akh Stone

Aura moderate evocation and necromancy;
CL 9th

Slot none; **Price** 40,000 gp; **Weight** 1 lb.

Description

This fist-sized rock is carved from the shattered remains of an ancient tomb into a rough icon representing one of the deities guarding the afterlife. As a sanctified tomb holds the spirit of its inhabitant within it so, too, does the smaller stone contain the ability to impede restless souls when properly used to enhance spells.

An *akh stone* may be used as an additional focus component in any spell which creates a physical or energy-based barrier. The barrier resulting from the spell treats incorporeal creatures as though they lack the incorporeal subtype for purposes of damaging or impeding them, in addition to its normal effects. Additionally, for the spell's duration, all terrain squares within 100 feet of the spell's center are rendered impassable to incorporeal creatures. Using the *akh stone* does not increase the casting time or otherwise alter the act of casting the spell. An *akh stone* is useable once per day.

Construction

Requirements Craft Wondrous Item, *wall of force*, **Cost** 20,000 gp

Architect's Headband

Aura faint divination; **CL** 5th

Slot headband; **Price** 5,000 gp; **Weight** —

Description

This white headband bears the hieroglyph of an ancient dynasty.

The wearer of the headband gains a +5 competence bonus on Knowledge (engineering)

checks and on Perception checks made to detect secret doors.

Construction

Requirements Craft Wondrous Item, *detect secret doors*, creator must have at least 5 ranks in Knowledge (engineering); **Cost** 2,500 gp

Bandages of Peaceful Rest

Aura moderate necromancy; **CL** 7th

Slot body; **Price** 1,400 gp; **Weight** 1 lb.

Description

These magical bandages were created to ensure loved ones a permanent transition into the afterlife. A corpse wrapped in a set of *bandages of peaceful rest* before burial is protected as if by a *rest eternal* spell.

Construction

Requirements Craft Wondrous Item, *rest eternal*^{APG}; **Cost** 700 gp

Canopic Scarab

Aura moderate necromancy; **CL** 9th

Slot neck; **Price** 18,900 gp; **Weight** —

Description

This amulet is made of blue glazed pottery in the shape of a scarab beetle. When placed on the corpse of a creature within a minute of its death, the scarab animates, burrows into the cadaver, and consumes the viscera and internal organs, including the stomach, lungs, and liver. Three rounds later, the scarab emerges, suffused with the life force of the deceased creature. This consumption prevents the corpse from being turned into an undead creature and from being the target of a *raise dead* spell or any other effect requiring a whole body.

When worn, a *canopic scarab* which has fed in this way protects the wearer from critical hits or sneak attacks, absorbing the extra damage from them. For each hit die of the corpse fed upon, the scarab can absorb 5 hit points of damage. Once the scarab is depleted, it is dormant for 24 hours before it can consume viscera again.

If the wearer loses enough hit points to die while wearing an attuned and fed canopic scarab, all hit points the scarab could absorb are expended at once. If the wearer's total hit points remain high enough to avert death after the absorption, the wearer is stabilized at that hit point total; otherwise, the wearer dies. The scarab is destroyed, regardless of whether the wearer lives or dies.

The scarab must be worn for 48 hours to become attuned to the wearer before either protective effect can occur.

Construction

Requirements Craft Wondrous Item, *false life*, *raise dead*, *sanctify corpse*^{UM}; **Cost** 9,450 gp

Ciphercoal

Aura faint divination and transmutation; **CL** 3rd

Slot none; **Price** 250 gp; **Weight** —

Description

This piece of charcoal is pressed into a stick the width of a human finger. Similar to mundane charcoal sticks, it is used to create rubbings of engravings from the walls of ancient tombs and ruins. When used to simply transfer images or script to paper, the ciphercoal does so without expending its own substance—it never diminishes in length, no matter how often it is used. A more important function of *ciphercoal*,

however, is translating the images it lifts off of ancient walls.

Speaking the command word before rubbing it across paper or parchment causes all rubbings of script, glyphs, or other language-based images performed within the next minute to be translated into the user's language. These translations do not reveal hidden messages or codes, but are structured in a way that grants a +5 competence bonus on checks made to detect them. Additionally, any paper containing these translations gains a small measure of protection—the rubbing will never smudge or smear, even when wet, and the paper itself gains hardness 2 and loses the typical flammability of paper or parchment (fire only does half damage to a surface treated in this fashion, as normal for objects). A piece of *ciphercoal* used for translation does slowly lose substance, at a rate of one inch per 100 words translated. A typical piece of *ciphercoal* is five inches long when first crafted.

Construction

Requirements Craft Wondrous Item, *comprehend languages*, *mending*, **Cost** 125 gp

Crocodile Scale

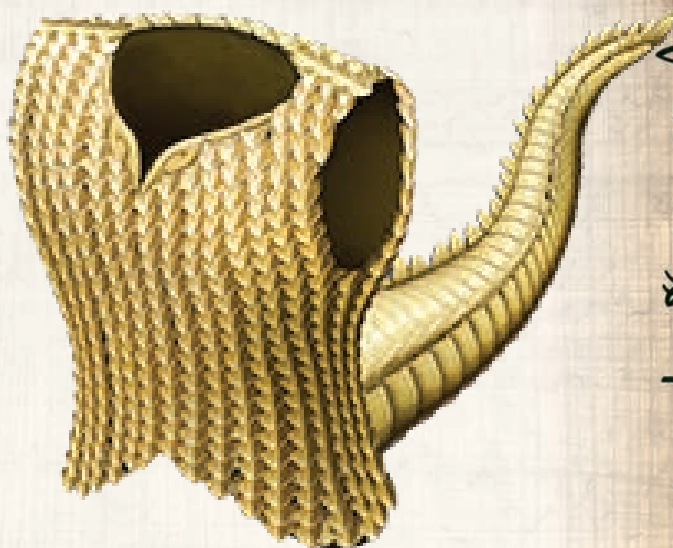
Aura moderate transmutation; **CL** 7th
Slot armor; **Price** 13,200 gp; **Weight** 30 lbs.

Description

The scales of this +1 *scale mail* are glazed a dull dark green, making the armor resemble the scaly hide of a crocodile.

When immersed in water, *crocodile scale* grants the wearer a swim speed of 30 feet and the ability to hold his breath for 4 times his Constitution score before he risks drowning.

Up to seven times per day, as a standard action,



Crocodile scale mail armor packs a surprising wallop.

the scales on the rear of the armor can be commanded to grow into a 5 foot long tail. The wearer can use this tail as a secondary natural weapon to make tail slaps dealing 1d12 damage plus half the wearer's Strength bonus. This effect lasts for 3 rounds.

Construction

Requirements Craft Magic Arms and Armor, *beast shape II*; **Cost** 6,700 gp

Dagger of the Devourer

Aura strong evocation; **CL** 15th
Slot none; **Price** 48,302 gp; **Weight** 1 lb.

Description

The hilt of this gold dagger is fashioned into the Devourer of the Dead, a being with the head of a crocodile, the body of a lion and the hindquarters of a hippopotamus. The *dagger of the devourer* weighs the heart of the target

and functions as a +3 *holy dagger*.

On a successful attack, a spectral Devourer of the Dead appears and bites into the target's chest to weigh the heart. Non-evil creatures are judged worthy and suffer normal damage. Evil creatures are immediately judged unworthy, and the Devourer consumes their hearts, causing the dagger's extra holy damage to deal 2d8 points of damage, rather than 2d6.

Construction

Requirements Craft Magic Arms and Armor, Intensified Spell^{APG}, *detect evil*, *holy smite*, *summon monster III*, and creator must be good; **Cost** 24,302 gp



The dagger of the devourer judges then consumes the hearts of evil.

Embalmer's Jar

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 24,400 gp; **Weight** 8 lbs.

Description

This ceramic jar is inscribed with glyphs of necromantic blessings. As long as an organ taken from a corporeal undead (or a body from which incorporeal undead spawned) is placed within the *embalmer's jar*, the undead that donated the organ gains one of the following advantages:

- * The heart: +2 profane bonus to Charisma
- * The liver: +2 profane bonus to Strength
- * The spleen: +1 enhancement bonus to attack and damage rolls with natural attacks
- * The brain: +2 profane bonus to initiative.

An undead may only benefit from one *embalmer's jar* at a time. The *embalmer's*

jar only holds a single organ. When an organ is removed from its jar, it rots immediately, thereafter negating the associated bonus. A skilled embalmer can extract an organ, prepare it, and place it in the jar in one hour.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *cat's grace*, *eagle's splendor*, *greater magic fang*; **Cost** 12,200 gp

Golden Grains of the Empyrean Lord

Aura faint transmutation; **CL** 5th

Slot none; **Price** 750 gp; **Weight** 1 lb.

Description

This thick leather pouch is stuffed with large, golden grains of wheat. When the contents of

this pouch are scattered on the ground, a dense field of wheat bursts into place, growing to a height of 5 feet in a single round. The field covers 100 square feet and can be any shape as long as it is one continuous field. The dense field of wheat provides concealment to creatures within it and counts as difficult terrain for medium or smaller creatures moving through it. The wheat is ripe and nutritious, ready for the harvest, and susceptible to spells and effects as any natural vegetation.

Construction

Requirements Craft Wondrous Item, *plant growth*; **Cost** 375 gp

Golden Tub of Youth

Aura strong conjuration; **CL** 13th

Slot none; **Price** 280,000 gp; **Weight** 100 lbs.

Description

This magnificent golden tub was created for the pharaoh's favorite wife and has the power to slow the grinding effects of time and aging. The tub must be filled with fresh milk in order to create the desired magical effect.

A person who bathes in the tub for at least half an hour ages physically at half the normal rate for the next month. Using the tub again before that time restarts this effect but cannot prolong it beyond a month. Bathing in the *golden tub* also grants the user the effects of a *greater restoration* spell. The tub's magic can only benefit a single bather per week. Once a bath is taken, the magical effect on the user cannot be dispelled. Aging resumes normally if a bather misses a bath.

Example: The pharaoh's wife bathes at least once a month starting from her 20th birthday. 20 years later, when her actual age is 40, her

physical age and appearance is like that of a 30-year old, but her Int, Wis and Cha reflect that she reached middle age (35) five years prior. 10 years later, when she is 50, her physical age will be 35 and she will suffer the aging effects to her Str, Dex and Con.

Construction

Requirements Craft Wondrous Item, *greater age resistance*^{UM}, *greater restoration*; **Cost** 140,000 gp

Graverobber's Sash

Aura strong abjuration; **CL** 17th

Slot belt; **Price** 105,750 gp; **Weight** 1 lb.

Description

This rich purple sash is worn around the waist. It provides the wearer with a +5 competence bonus to Perception skill checks made to locate traps and Disable Device skill checks made to disarm them. This bonus stacks with any bonus the wearer might have from the trapfinding class feature. The *graverobber's sash* does not grant the wearer the ability to disarm magical traps.

Unlike normal cloth, the sash can be used to cover a symbol spell (e.g. *symbol of death*, *symbol of pain*, *symbol of stunning*, etc.) or a trap using a symbol spell if the symbol is set to trigger by touch. This is a move action. As long as the sash covers the symbol, it will not trigger. Removing the sash from the symbol makes it possible to trigger the symbol once more. Removing the sash from the symbol is a free action.

If the symbol, either alone or as part of a trap, has a special triggering condition such as name, height, race, etc., the sash provides no protection to any creature that fulfills the

condition. Any creature that is not identifiable in the specified manner is protected by the sash as normal.

Taking off the sash is a move action that negates the skill bonuses until the sash is donned again. Donning the sash is also a move action.

Construction

Requirements Craft Wondrous Item, *dispel magic*, creator must possess the trapfinding class feature and have 5 ranks in the Disable Device skill; **Cost** 52,875 gp

Menkaure's Guide

Aura moderate conjuration, divination, and evocation; **CL** 8th

Slot none; **Price** 32,310 gp; **Weight** 3lbs.

Description

This +1 *axiomatic undead bane shortsword* has a single-edged steel blade with no crossguard and a stylized hilt in the form of a writhing and striking asp. A single line of hieroglyphs is etched into the blade, picked out in sparkling blood-red enamel.

For up to ten rounds per day, the wielder may detect secret doors as if under the effects of the *detect secret doors* spell. These rounds need not be consecutive. The weapon must be drawn and pointed in front of the wielder for the effect to function, and the 60-foot cone of the spell effect emanates from the tip of the weapon.

Construction

Requirements Craft Magical Weapons and Armor, *detect secret doors*, *order's wrath*, *summon monster I*; creator must be lawful; **Cost** 16,310 gp



Once wielded only by Pharaoh, Menkaure's guide aids all who are lost.

Mirror of the Silent Ren

Aura moderate abjuration, illusion, and necromancy; **CL** 6th

Slot none; **Price** 16,800 gp; **Weight** 1 lb.

Description

This reflective disk of beaten and polished bronze is etched with a hieroglyph of a mouth within a cartouche. A user who looks into the metal and speaks her name attunes herself to the mirror, at which point the hieroglyph changes to match the name of the owner. The user's name is held and protected by the mirror. While the user has the mirror on her person, nobody else within 100 feet can speak her name, their lips moving silently whenever attempting to do so. This naming protection grants a heightened sense of self and stability. The user gains a +4 insight bonus to saving throws vs. compulsions and all curses or effects with the

curse descriptor.

Should the individual attuned to the mirror be killed, her image can be summoned into the mirror by anyone who speaks her name while holding it. This image can speak and interacting with it functions in all ways as *speak with dead*, except that the dead individual's body is not required. The image can be summoned once per day rather than once per week, but the effect is limited to 6 minutes per week. The duration is measured in minutes so any interaction uses a minimum of 1 minute of the weekly limit even if a given interaction takes less than 1 minute.

The mirror can be re-attuned to a new owner at any time; doing so while it is attuned to a dead soul causes the connection to that soul to be lost. Re-attuning the mirror of a living individual has no adverse effect on either person.

Construction

Requirements Craft Wondrous Item, *resistance, silence, speak with dead*; **Cost** 8,400 gp.

Mummification Wraps

Aura moderate necromancy; **CL** 7th

Slot body; **Price** 28,000 gp; **Weight** 1 lb.

Description

These strips of rough linen, decorated with hieroglyphic entreaties to the goddess of death, smell faintly of exotic spices and palm wine.

Anyone wearing the wraps around her body is healed by negative energy, such as *inflict* spells and channeled negative energy, as if the effect were composed of positive energy instead. A maximum of 40 hit points per day may be healed in this manner. Positive energy healing effects still affect the wearer as usual. In addition, anyone targeting the wearer with a

curse effect must succeed at a caster level check vs. DC 16 or the effect fails.

Construction

Requirements Craft Wondrous Item, *death ward*; **Cost** 14,000 gp

Pharaoh's Peace

Aura faint abjuration; **CL** 3rd

Slot neck; **Price** 400 gp; **Weight** —

Description

This plain copper medallion holds an etched falcon and ram, symbols of pharaoh's dominion over life and death.

Once per day when the command word is spoken, the wearer gains protection from a specific type of creature. Use in daylight grants the effects of a *hide from animals* spell; use between sunset and dawn grants the effects of a *hide from undead* spell. Once used, the medallion becomes faceless and cannot be used again until 24 hours have passed.

Construction

Requirements Craft Wondrous Item, *hide from animals, hide from undead*; **Cost** 200 gp

Preserver's Pyramid

Aura moderate necromancy and transmutation; **CL** 7th

Slot none; **Price** 800 gp; **Weight** —

Description

This yellow quartz pyramid is about an inch and a half across.

When stored in any sort of container or enclosure with perishable foodstuffs up to 7 cubic feet in volume, the preserver's pyramid keeps them fresh indefinitely.

If placed against a fresh corpse, it adheres gently and begins to darken, keeping the corpse preserved for up to seven days as per *gentle repose*. Once the seven days have elapsed, the pyramid turns black and crumbles to dust. If removed before this time, the stone remains darker in color, and can be used again, until all seven days have been used in this manner. The pyramid can preserve food indefinitely until destroyed.

Construction

Requirements Craft Wondrous Item, *gentle repose*, *purify food and drink*; **Cost** 400 gp

Reaving Blade

Aura faint evocation; **CL** 5th

Slot none; **Price** 7,320 gp; **Weight** 8 lbs.

Description

This bronze +1 *khopesh* has been magically strengthened to be as strong and durable as steel.

Once per day, the wielder of the *reaving blade* can attempt a special sunder maneuver to sunder a creature's natural armor, reducing the bonus to AC it grants by one half. This sunder attempt does not provoke attacks of opportunity. An opponent's natural armor can only be halved once per combat in this manner. A creature's natural armor is restored to its full value after the creature recovers hit points through rest or regeneration, or upon receiving any magical or supernatural healing.

Additionally, if the wielder possesses the Improved Sunder feat, he ignores the first two point of hardness when calculating sunder damage.

Construction

Requirements Craft Magic Arms and Armor, Improved Sunder, *shatter*; **Cost** 3,820 gp

Ring of the Stinging Sand

Aura moderate necromancy and transmutation; **CL** 7th

Slot ring; **Price** 12,000 gp; **Weight** –

Description

A coarse ring made from a hundred grains of sand, this ring allows the wearer to turn himself into a swirling cloud of sand with a 10-foot radius and a speed of 60 feet. This effect otherwise acts as the *gaseous form* spell except the wearer has no fly speed. Activating the ring is a standard action.

Anyone caught in the sand cloud's area of effect is stung for 1d4+1 damage and must succeed on a DC 13 Fortitude save or be blinded for 1 round and dazzled for the following 2 rounds. If the save is successful, the target is dazzled for 1 round instead. As a standard action the wearer can return to his corporeal form. Each day, the ring's magic can be used for up to 10 rounds. These rounds do not have to be used consecutively.

Construction

Requirements Forge Ring, *blindness/deafness*, *gaseous form*; **Cost** 6,000 gp

Sand Pit Scarab

Aura moderate conjuration; **CL** 10th

Slot none; **Price** 56,000 gp; **Weight** –

Description

This sandstone beetle seems to vibrate slightly when held. As a standard action once per day,

the scarab may be thrown onto sand, silt, or other fine particulate terrain. The scarab immediately burrows underground and transforms a 20-foot radius area into a sinkhole 40 feet deep full of churning sand for 10 rounds. This causes all creatures in the area to be affected by vigorous motion for the purposes of determining concentration check DCs.

Additionally, any creature in the area must immediately make a Reflex saving throw (DC 18). A successful save allows the creature to move at half speed. If a creature cannot reach stable ground before the end of its next turn, it sinks to its waist. A failed save causes the creature to sink to its waist immediately.

The following round and every round thereafter, all creatures within the area must make a Swim check (DC 18) to move 5 feet. On a failed save, the creature sinks until it is 5 feet below the surface and becomes subject to suffocation. Creatures under the surface must make a Swim check (DC 18, +1 per consecutive round of being under the surface) to move 5 feet towards the surface. Failure causes them to be pulled an additional 5 feet under the surface. When the effect ends, creatures underground remain buried and may suffocate if they are not rescued.

Construction

Requirements Craft Wondrous Item, *create pit*^{APG}, *summon monster V* or *summon nature's ally V*; **Cost** 28,000 gp

Sarcophagus of the Soul's Return

Aura strong conjuration and transmutation; **CL** 17th

Slot none; **Price** 429,000 gp; **Weight** 500 lbs.

Description

This beautiful sarcophagus made from gold and set with gemstones is carved and painted in the likeness of the person buried within. On the sides are hieroglyphs depicting scenes from the person's mortal life as well as images of the afterlife.

Once a year, on the day of his death, the pharaoh or other ruler mummified and buried within the sarcophagus may return from the afterlife and walk the earth in mortal form from sunrise to sunset in a new body. Although no one will recognize him in this new body, all memories acquired during life and any previous visitations are retained. No memory of the afterlife may be recalled during this night. While the individual walks the mortal world, he may teleport without error as per the *greater teleport* spell within the boundaries of his old realm.

Removing the body from the sarcophagus negates his ability to return. Any character may be placed within the sarcophagus at which point the images carved into it will change to reflect the visage and life of the individual housed within who is subject to the limitations of the sarcophagus detailed above. An individual who was made into or chose to become an undead creature receives no benefits from resting within the sarcophagus.

Construction

Requirements Craft Wondrous Item, *alter self*, *greater teleport*, *resurrection*; **Cost** 218,500 gp

Scepter of the Clawed Mistress

Aura moderate abjuration, conjuration, and divination; **CL** 11th

Slot none; **Price** 35,000 gp; **Weight** 4 lbs.

Description

This rod is stylized to look like an elongated, leaping cat. It acts as a *+1 animal bane light mace*.

Additionally, the wielder is protected from attacks by feline creatures as if under a constant *sanctuary* effect (saving throw DC 14) and can speak with any feline creature possessing an Intelligence score of 2 or greater that is touched with the scepter as per the *speak with animals* spell. Three times per day, the wielder can speak the command word and summon 3 cheetahs. These cheetahs act as directed by the scepter's wielder for the next 5 rounds.

Construction

Requirements Craft Rod, *sanctuary*, *speak with animals*, *summon monster I*, *summon nature's ally VI*, and *tongues*; **Cost** 27,500 gp

Serpent of the Sun

Aura faint evocation; **CL** 3rd

Slot head; **Price** 6,000 gp; **Weight** 1 lb.

Description

This golden circlet is cast in the shape of a hooded cobra coiled around the wearer's head and rising to glare at those she faces.

Any attacker within a 60-foot cone emanating from the front of the wearer is dazzled for 1 round whenever attempting to target the wearer in direct sunlight or the equivalent (such as a *daylight* spell). Sightless creatures or those

already dazzled are not affected. Creatures with the light sensitivity or light blindness traits suffer a 20% miss chance against the wearer in addition to any other penalties they may suffer.

Construction

Requirements Craft Wondrous Item, *Enlarge Spell*, *flare burst*^{APG}; **Cost** 3,000 gp

Shadebringer

Aura moderate abjuration; **CL** 9th;

Slot none; **Price** 32,320 gp; **Weight** 8 lbs.

Description

This *+2 khopesh* is without ornamentation and always feels cool to the touch. When carried in a desert environment, it grants *endure elements* to all allies within 30 feet of the wielder.

Construction

Requirements Craft Magic Arms and Armor, *communal endure elements*; **Cost** 16,320 gp

Shendyt of the Sands

Aura moderate transmutation; **CL** 10th

Slot belt; **Price** 35,000 gp; **Weight** 1 lb.

Description

This kilt-like garment is made of an elegant, gauzy fabric. So long as the wearer of a *shendyt of the sands* is in desert terrain he gains a +2 bonus to his CMD to resist bull rush and trip attempts.

In addition, as a standard action that does not provoke attacks of opportunity, the wearer of a *shendyt of the sands* may burrow through sand as if under the effects of the *earth glide* spell. This effect can last up to 10 rounds each day, but is limited to sandy earth. The wearer's move speed while burrowing is equal to one-half his

normal speed. This effect's duration need not be consecutive rounds.

Construction

Requirements Craft Wondrous Item, Improved Bull Rush, Improved Trip, *earth glide*^{ARG}; **Cost** 17,500 gp

Sphinx Riddle Reliquary

Aura strong enchantment, evocation, and illusion; **CL** 13th

Slot none; **Price** 11,700 gp; **Weight** 1 lb.

Description

Small carnelians form an image of a sphinx on the cover of this finely-crafted, hand-held copper box.

When opened, the reliquary releases a momentary illusion overhead of a sphinx, which roars out an unsolvable riddle. Any creature other than the user within 30 feet suffers 5d6 points of sonic damage (DC 16 Fortitude save for half damage).

In addition, any creature that speaks a language hears the riddle in its own tongue and becomes obsessed with finding an answer. If the creature succeeds at a DC 16 Will save, it may take only a single move action on its next turn. If the creature fails its Will save, it is instead fascinated for 1d6 rounds.

The reliquary is destroyed by the thunderous roar.

Construction

Requirements Craft Wondrous Item, Dazing Spell^{APG}, *litany of eloquence*^{UC}, *major image*, shout; **Cost** 5,850 gp

War Crown of the Striking Serpent

Aura faint conjuration and enchantment; **CL** 5th

Slot head; **Price** 54,000 gp; **Weight** 1 lb.

Description

A small golden serpent is fastened to the front of this regal war crown. The crown itself is shaped of blue leather adorned with tiny yellow sundisks.

The crown's wearer and any allies or enemies within 40 feet are affected as if by the *prayer* spell. The bonuses and penalties cease to apply once an individual leaves the area of effect.

Once per day as a standard action, the wearer may have the golden serpent lash out and strike an adjacent creature. The target must make a DC 14 Reflex save or be affected as if it had triggered a *sepia snake sigil*. The target must be able to see the crown for this ability to function.

Construction

Requirements Craft Wondrous Item, *prayer*, *sepia snake sigil*; **Cost** 27,000 gp

Waterskin of Woe

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 80,000 gp; **Weight** 1 lb.

Description

Dwellers of the deep desert value these black, rune-covered waterskins as boons that allow them to travel the wastes without stop. To activate the waterskin, it must be held against the user's skin and the command word must be spoken. The waterskin drains the user of his water, turning him into an undying husk sturdy enough to brave the deep desert and survive.

For a number of days equal to his Constitution score the user does not need to breathe, eat, drink or sleep and is immune to non-lethal damage. The user can end the transformation by imbibing the water from the waterskin. The user can also choose to continue on beyond the allotted time, but each additional day spent in husk form causes 1 point of Constitution damage once the user ends the transformation. If a *waterskin of woe* is emptied of its water or the user's Constitution score would be reduced to 1 by the accumulated ability damage, the user transforms back and immediately suffers any damage incurred.

Construction

Requirements Craft Wondrous Item, *undead anatomy II^{UM}*; **Cost** 40,000 gp

Wrappings of Wrathful Vengeance

Aura strong evocation, illusion, and necromancy; **CL** 15th

Slot none; **Price** 34,120 gp; **Weight** 1 lb.

Description

This item was created as a trap and a means to punish those that would animate the dead for their own vile purposes. To the casual inspector

using *detect magic*, a body wrapped in these bandages looks like it has been preserved in *bandages of peaceful rest*, but if an attempt to animate the body is made anyway (using *animate dead* or *create undead*) the magic of the wrappings take effect.

Upon completion of the animating spell, the undead creature created will immediately turn on its creator, attacking it to the best of its ability and using all available powers. It will continue to attack until either it or its creator is dead or until a full round has passed, whichever happens first. Anyone attacking the undead will also become targets themselves but only after its creator is slain or otherwise unreachable (e.g. teleports away).

For all purposes of commanding or controlling undead, the wearer of the *wrappings of wrathful vengeance*, once animated, counts as an intelligent undead operating by its own will. In all other regards, it uses normal statistics for an undead of its kind.

If the undead is still animated at the end of the full round, it is automatically destroyed in a pillar of holy fire and burned so that nothing but ashes remains.

Construction

Requirements Craft Wondrous Item, *control undead*, *flame strike*, *magic aura*; **Cost** 17,060 gp



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Great Scribe Akhet Neferet

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