ADVENTURE PATH PLUC-INS



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TREASURY OF THE DHARAOHS

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Wilcome to Adventure Path Plug-İns.

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Hey, What's With the Names?

You will see us use phrases such as "Egyptian Adventure Path" instead of the title of the 14th adventure path published by Paizo Publishing, LLC, covering issues #79 to 84. Or, you may see us use names such as the "Risen Pharaoh," the "Tomb City," the "Pharaoh Kingdom," or the "Goddess of the Dead" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Egyptian Adventure Path," seeking your fortune in the "Tomb City" and beyond. See, that wasn't so hard, was it?

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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What You Will Find İnşide the Treasury of the Pharaohs

This supplement brings you over 30 magical items ideal for explorers in an ancient kingdom of pharaohs and pyramids, a land of deserts and tombs, verdant oases and dusty wadis, soaring monolithic temples and seedy back streets and black markets. These items are perfect fodder for tomb robbers of every stripe, uncovering long-lost ruins once hidden by the sands or forbidden to outsiders, but now ready to join a daring rush into the dangerous marketplace of artifacts and antiquities. From glittering gold and lush lapis to alabaster, ivory, papyrus, and faience, the treasures of the pharaonic kingdom fire the imagination of treasure hunters the world over, who stand ready to defy mummy guardians, swarming scarabs, and eldritch curses that threaten doom upon any who would violate their sacred burial spaces. Their rest disturbed, tyrants and terrors that have long slumbered may rise to bring ruin upon lands that had forgotten them, but no warning or risk is too great when the plunder of dynasties awaits just behind the next dune. This tome contains treasures of great value to tomb robbers and guardians alike, like the map cartouche and tomb warden's stele, along with deadly weapons like the scarab scourge and dune trap javelin to protective gear like the dynast aegis and mail of the radiant pharaoh. These items are redolent with the mysteries and magic of the desert, like the oasis mirror and faience idols to the alabaster icons of Bast and the canopic chest of eternal repose! If your players hunger for the riches of the ages and to garb themselves like the god-kings of old, they are going to love what they find in the Treasury of the Pharaohs.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



TREAȘURY OF THE PHARAOHȘ

The magic items in this product are designed specifically to fit within a campaign set in an Egyptian-style fallen kingdom of the ancients, one with vast ruins filled with the wealth of the ages but also rife with curses and terrible danger. This book is an ideal companion to the official *Egyptian Adventure Path* for the *Pathfinder Roleplaying Game* (#79-84), but it works equally well in any campaign where you want to evoke the tropes of ruined desert kingdoms, where double-dealing scavengers and rival robbers duel in the shadow of crumbling monoliths and towering pyramids that hearken back to a glorious past. The items in this book are listed here by price, and their descriptions follow organized by item type.

Item Name	Price
dune trap javelin	900 gp
papyrus of supplication	3,000 gp
censer of the aerial emissary	3,800 gp
map cartouche	4,000 gp
scepter of Wadjet	5,305 gp
tomb warden's stele	5,500 gp
wretched warrior's garb	5,910 gp
oasis mirror	7,000 gp
necropolis attendant's band	8,000 gp
canopic sentinel jar	10,000 gp
faience idol (soaring hawk)	10,000 gp
scarab scourge	10,461 gp
desert moon	10,820 gp
dynast aegis	13,157 gp
blade of the black desert	13,802 gp
faience idol (delta crocodile)	15,500 gp
faience idol (desert frog)	17,000 gp
asp hide	20,245 gp

alabaster icons of Bast	24,000 gp
faience idol (raging hippopotamus)	24,000 gp
amulet of abhorrent life	25,000 gp
faience idol (grand tortoise)	30,000 gp
storm general's lance	32,310 gp
chief engineer's rod	37,000 gp
signet of the life pharaoh	45,200 gp
hierophant's funerary cone	45,500 gp
disemboweling sickle	57,506 gp
element pharoah's crook	60,000 gp
biting wind	62,300 gp
radiant pharaoh's mail	67,200 gp
canopic chest of eternal repose	80,000 gp
carpet of desert fire	88,000 gp
spirit pharaoh's staff	90,000 gp
funerary pyramid	— (artifact)



ARMOR AND SHIELDS

Asp Hide		Price 20,245 GP
Slot armor	CL 7th	Weight 25 lbs.
Aura moderate necromancy		

Made of multiple sets of tanned and magically preserved snake hides, this set of +2 slick hide armor shifts in color from black, brown, green, and red. The wearer gains a +2 luck bonus on saving throws vs. poison, and once per day as a swift action the wearer can cause the armor to sprout tiny pricking fangs that weep asp poison until the beginning of the wearer's next turn. Any creature that strikes the wearer with a natural weapon, unarmed strike, or melee touch attack or attempts a bull rush, grapple, or overrun maneuver against the wearer is pricked by the fangs. This deals no damage but exposes the attacker to asp poison (see sidebar). While the fangs are extruded, the wearer can extract one dose of asp poison and apply it to a weapon as a standard action, with no chance of poisoning himself. This poison lasts for 24 hours or until the weapon is used to make a successful attack.

CONSTRUCTION REQUIREMENTS COST 10,205 GP Craft Arms and Armor, *poison, sepia snake sigil*, creator must possess the poison use class feature

Dynast Aegis		Price 13,157 GP
Slot shield	CL 12th	Weight 10 lbs.
Aura moderate transmutation		

Gifted to those charged with protecting a pharaoh, this +2 heavy wooden shield is decorated with golden edging and inlaid with the hieroglyph of the pharaoh it was crafted to protect. At sunrise, the wielder of the dynast aegis may nominate one creature to be the shield's charge. The selected creature gains the same shield bonus to AC as the wielder does, as long as the shield-wielder is within 5 feet, able to take actions, and not denied his Dexterity bonus to AC.

While within 5 feet of his charge, the wielder can make a special shield bash attack twice per day as a standard action. In addition to the normal damage incurred by a shield bash, the attack causes a swell of sand to rush out of the aegis, pushing the target away from the wielder in a straight line up to 30 feet (DC 18 Fortitude negates). This

ASP POISON

Bite—injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

distance is reduced by 5 feet for every size category of the target above Medium.

CONSTRUCTION REQUIREMENTS	Соѕт 6,657 GP
Craft Arms and Armor, animate obj	ects, force punch

Radiant Ph	araoh's Mail	Price 67,200 GP
Slot armor	CL 15th	Weight 30 lbs.
Aura strong evocation		

An austere set of +3 moderate fortification scale mail, radiant pharaoh's mail is embellished with metal plates depicting hieroglyphic renditions of war and imagery of a sun god. The armor radiates continuous *light*, and oonce per day, the wearer can speak the Sun God's name as a swift action, causing the armor to shed bright light as *daylight* spell. If the wearer can use *daylight* or *light* as a spell or spell-like ability, he can quicken that ability up to three times per day, using it as a swift action.

When the wearer is struck in melee, up to three times per day as an immediate action he can release a flash of radiance that affects his attacker as *searing light*, requiring a melee touch attack rather than a ranged touch attack. If the attack was a critical threat, this *searing light* hits automatically, even if the critical hit is not confirmed or is negated by the armor's fortification property. If a critical hit is confirmed against the wearer, he can expend all three daily uses of this ability as an immediate action to create a *sunburst* centered on himself. This *sunburst* does not harm the wearer. After this *sunburst* is released, the armor's light-based powers are suppressed for 24 hours, though it retains its enhancement bonus and *fortification* property.

Construction Requirements Cost 33,700 GP Craft Arms and Armor, *daylight, searing light, sunburst*, creator must be a 10th level cleric of a deity with the Sun domain

Wretched Waf	RRIOR'S GARB	Price 5,910 GP
Slot armor	CL 5th	Weight 15 lbs.
Aura faint transmutation		

This set of +1 leather armor resembles little more than scraps of camel leather held together by haphazardly placed stitches. The wearer's carrying capacity is three times normal, and she can endure hot climates as if using *endure elements*. The wearer also gains a +2 resistance bonus on saving throws against effects that would cause him to become exhausted, fatigued, staggered, or to fall asleep, as well as on saving throws or Constitution checks made to withstand the effects of hunger, thirst, and dazzling or blindness from bright sunlight. The wearer also gains a +2 competence bonus on Intimidate checks made against subordinates in the same organization.

In addition, the wearer can spend one hour infusing the effects of a potion into the patches and scraps of leather comprising the garment. The effect of the potion is stored indefinitely in that patch and can be activated by tearing off the patch as a move action that does not provoke attacks of opportunity. Tearing the patch gives the armor the broken condition, and until it is repaired it cannot be used to store a new potion effect.

CONSTRUCTION REQUIREMENTS

Craft Arms and Armor, ant haul, command, endure elements, shrink item

Соят 3,010 GP

SPECIFIC WEAPONS

Blade of th	e Black Desert	Price 13,802 GP
Slot none	CL 10th	Weight 1 lbs.
Aura moderate necromancy		

This obsidian +2 dagger is made of blackened flint graven with symbols of blackest evil. As a full-round action, the wielder can cause the weapon to grow a haft, allowing it to be wielded as a +2 longspear, +2 shortspear, or +2spear. Evil creatures wielding a blade of the black desert in any form gain a +2 resistance bonus on saving throws against mind-affecting effects and a +2 bonus on Charisma checks and Charisma-based skill checks when interacting with daemons.

When the wielder of a *blade of the black desert* confirms a critical hit, the wielder can choose to inflict the target

with a powerful curse called the *embrace of Set* (DC 18 Will negates; see sidebar). If the target fails its save, the blade is destroyed after imparting the curse. Imparting the *embrace of Set* is an evil act.

CONSTRUCTION REQUIREMENTS	Соят 7,052 GP
Craft Arms and Armor, animate dead, c	onfusion

BITING WIN	D	Price 62,300 GP
Slot none	CL 11th	Weight —
Aura moderate conjuration and transmutation		

This worn +2 <u>corrosive burst</u> sling is made of chewed and burned straps of leather. When the wielder uses the full attack action, the sling surrounds the wielder with a miniature cyclone of wind and caustic rain until the end of his next turn. This cyclone does not harm or impede the wielder but functions as a *wind wall* for other creatures. Creatures ending their turn adjacent to the wielder take 2d6 points of acid damage (DC 14 Reflex negates). The wielder is immune to this damage. The sling can produce this cyclone for a total of 10 rounds per day, though these rounds need not be contiguous.

CONSTRUCTION REQUIREMENTSCOST 31,300 GICraft Arms and Armor, acid fog, fickle winds

Desert Moc	DN	Price 10,820 GP
Slot none	CL 7th	Weight 8 lbs.
Aura minor transmutation		
	LUE C	1

This +1 frost <u>khopesh</u>^{UE} bears few discernible details beyond its bronze handle, though it is often rimed with

EMBRACE OF SET

Type curse; Save Will DC 18;

Onset Immediate

Effect The target of this curse only receives half-healing from magical healing. A target that dies while affected by this curse rises 1 round later as a *fast zombie*, as described in the *Pathfinder Roleplaying Game Bestiary*.



frost. If planted in the ground in an area of very hot conditions (above 90° F), it creates a 60-foot-radius emanation of normal temperature, which can be designated by the wielder as any temperature from 40 to 80° F. In areas of hot climate or when exposed to open flame, a *desert moon* can produce water once per hour as *create water*.

Wielders capable of using the Channel Energy class feature can choose to harm outsiders with the fire subtype or heal outsiders with the water subtype with their channeling, as though they have the Elemental Channel feat. The DC on saves to resist these types of channels increases by 2.

CONSTRUCTION REQUIREMENTS COST 6,570 GP Craft Arms and Armor, Elemental Channel [water], *chill metal, create water*

Dune Trap Javelin		Price 900 GP
Slot none	CL 5th	Weight 2 lbs.
Aura minor conjuration		E SALEN VI.

When thrown at a location of sand or dirt (ranged attack against AC 5) this +1 *javelin* creates a 10-foot-by-10-foot

hole with a depth of 30 feet. Any creature standing where the pit is conjured must make a DC 14 Reflex saving throw to jump to safety in the nearest open space. Creatures who fall into the pit take falling damage as normal. The pit's shifting walls have a Climb DC of 20.

Ground matter under the javelin is shunted into an extra-dimensional space and slowly seeps back in, causing the base of the pit to rise 5 feet per round until it reaches the surface. The javelin is consumed after use.

CONSTRUCTION REQUIREMENTS	Соѕт 600 GP
Craft Arms and Armor, create pitAPG	
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Disembowel	ing Sickle	Price 57,506 GP
Slot none	CL 11th	Weight 2 lbs.
Aura moderate	e necromancy	value un

The preferred tool of mummification specialists, this +2wounding sickle is inlaid in copper and covered with hieroglyphic depictions of ritual preparation of the dead. When used to perform a successful coup de grace, the wielder and target are affected as *death knell*, though the wielder may choose to gain a +2 enhancement bonus to any ability score (rather than Strength only).

Once per week, a *disemboweling sickle* can be used as an additional focus for casting *create undead*, allowing the wielder to animate a corpse with the <u>dread mummy</u> <u>template</u> (as described in the <u>Advanced Bestiary</u> from Green Ronin Press), provided her caster level equals or exceeds the target creature's Hit Dice in life. The newly created dread mummy is not under the caster's control, but the caster gains a +4 profane bonus on Charisma checks and Charisma-based skill checks with any dread mummy she animates with the sickle's aid.

CONSTRUCTION REQUIREMENTS COST 28,906 GP Craft Arms and Armor, Command Undead, *create undead*, *death knell*

Scarab Scourge		Price 10,461 GP
Slot none	CL 3rd	Weight 2 lbs.
Aura faint conjuration and necromancy		

This braided leather thong is embedded with shards of iron-hard iridescent chitin harvested from monstrous desert beetles. Though this lash is only a few feet long, it extends to the length of a normal whip when used to attack, functioning as a +1 keen whip dagger, and once per day when the wielder confirms a critical hit he can summon a swarm of flesh-eating scarabs as a swift action to swarm over the target (DC 20 Reflex negates). The swarm functions as an army ant swarm, as described in the Pathfinder Roleplaying Game Bestiary, but it fills only the target's space and clings to the target, moving with it. It does not harm other creatures unless they enter the target's space (including creatures grappling the target). The scarabs turn to dust even as they feast on the target's flesh, causing the swarm to take 1d6 points of damage per round. If the target is reduced to negative hit points while the scarabs are clinging to him, the target must succeed on a DC 13 Fortitude save each round at the beginning of its turn or be slain as death knell. The wielder of the scarab scourge gains the benefits of the death knell if the target is slain by this effect.

CONSTRUCTION REQUIREMENTS	Соят 5,381 GP
Craft Magic Arms & Armor, death knell,	, summon swarm

Scepter of Wadjet		Price 5,305 GP
Slot none	CL 5th	Weight 4 lbs.
Aura minor abjuration		

Gifted to the children of pharaohs during their teenage years, this +1 light mace ends in the shape of a two-headed winged snake head. Consecrated to the goddess Wadjet, protector and councilor to the pharaoh dynasties, this scepter grants the wielder a +1 deflection bonus to AC and a +1 resistance bonus on all saving throws. When held in both hands, the bonuses to AC and saving throws provided by the *scepter of Wadjet* increase to +2.

CONSTRUCTION REQUIREMENTS

Craft Arms and Armor, *shield of faith*, *resistance*, creator must be a cleric of Wadjet

STORM GENERAL'S LANCE		Price 32,310 GP
Slot none	CL 9th	Weight 10 lbs.
Aura moderate conjuration		

Crafted from the bones of a blue dragon, this +1 shock lance is layered with rings of sharpened bronze overtop its osseous form. Just past the grip of the lance is a concentric ring of 10 slots which lead into the shaft of the weapon. When the wielder inserts an arrow into a slot, the slot closes, the arrow is destroyed, and the *lance* gains one charge. Loading an arrow is a move action, or a free action if the wielder has the Quick Draw feat.

The wielder can expend charges in order to make ranged attacks with the *storm general's lance*, discharging a jolt of electricity as a ranged touch attack with a range of 60 feet. Each electrical jolt consumes one charge and deals 1d6+1 points of electricity damage on a hit. Ranged combat feats such as Point-Blank Shot, Precise Shot, and Rapid Shot apply when making these attacks. Each time a charge is expended, a slot opens to allow a new arrow to be inserted.

Once per week, by slamming the butt of the lance into the ground, the wielder can conjure forth a *light chariot* (as described in *Pathfinder Roleplaying Game Ultimate Combat*), emerging from the ground in a torrent of quickly dissipating sand. This chariot remains for 8 hours, during which it is pulled by two *phantom steeds* and manned by a *phantom driver*^{UC}.

CONSTRUCTION REQUIREMENTSCOST 16,310 GPCraft Arms and Armor, lightning bolt, major creation,
phantom driver
UC

RINGS

Necropoli	5 Attendant's	Band Price 8,000 GP
Slot ring	CL 5th	Weight —
Aura faint ne	cromancy	このでは非常でなる

Gifted to those tasked with the unenvious job of maintaining the myriad tombs of the dead, this silver ring is detailed with scripture of the goddess of rest and repose. The wearer can concentrate as a full-round action to *detect undead*. While the band is worn, unintelligent undead perceive the wearer as not being a threat (similar to how they would perceive other undead). As long as the wearer does not engage in any hostile acts, they will be ignored by the undead. An undead creature commanded to attack the wearer ignores this protection.

CONSTRUCTION REQUIREMENTSCOST 4Forge Ring, detect undead, halt undead

SIGNET OF THE	LIFE PHARAC	DH PRICE 45,200 GP
Slot ring	CL 10th	Weight —
Aura moderate o	conjuration	
Alignment Lawf	ul Good	APPLY AND
Senses 30 ft.		
Intelligence 14	Wisdom 14	Charisma 18 Ego 13
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Language telepathy (ancient Egyptian, Celestial)

This *ring of protection* +2 was formerly worn by a longdeceased noble called the Life Pharaoh. The pharaoh was slain in a bloody coup, but a sliver of his essence managed to cheat death and endure within the ring. The pharaoh's intellect seeks to protect wearers with high scruples and strong character. The wearer can invoke the aid of the ring as a standard action, gaining the benefits of a *cure light wounds* three times per day, or a *cure serious wounds* once per day on command. When you use this ability to heal a good-aligned creature, that creature gains a +5 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round.

Once per week, the spirit of the Life Pharaoh can forestall the death of the wearer. Anytime the wearer would be killed by hit point damage, the ring bestows a *breath of life* upon her. If this prevents the wearer's death, her head



is surrounded by a beatific halo for up to 1 hour, shedding light as a *light* spell and enabling her to gain a +10 sacred bonus on a single Wisdom or Charisma check or Wisdomor Charisma-based skill check. Once this bonus is used, the halo disappears and the *signet of the Life Pharaoh* cannot use any of its healing abilities for one week.

CONSTRUCTION REQUIREMENTSCOST 22,600 GPForge Ring, breath of life, cure serious wounds, creator
must be 10th-level cleric (or equivalent) with the
Glory or Good domain

Rods

Chief Engineer's Rod	Price 37,000 GP	
CL 15th	Weight 5 lbs.	
Aura moderate transmutation		

This stone rod is intricately carved with references of angles and weight tolerances. The *chief engineer's rod* ends with a golden tip where several barbs emerge, allowing the rod to be wielded as a masterwork whip. Gifted to overseers in the process of constructing wonders, this rod grants its wielder a +5 competence bonus of Knowledge (engineering) and Craft (stonemasonry) checks.

Once per day, the wielder can strike up to six targets with the whip portion of the rod, granting those struck the benefits of *ant haul* for the following 5 hours. Finally, the wielder can use the rod to move unattended objects by concentrating on them. This effect can move an object weighing no more than 1,000 pounds up to 20 feet per round.

CONSTRUCTION REQUIREMENTS COST 18,500 GP Craft Rod, ant haul^{APG}, telekinetic assembly^{UC}, telekinesis,

Element Pharaoh's Ci	коок Price 60,000 GP
CL 12th	Weight 3 lbs.
Aura moderate evocation	States and the state

Shaped in the form of a miniature crook staff, this rod shifts in color from white to brown to red to blue. The rod can be wielded as a +2 <u>crook</u>, and when striking an enemy the rod gains the *corrosive*^{APG}, *flaming*, *frost*, or *shock* magic weapon properties (determine randomly for each successful attack).

A creature with the ability to channel energy can meditate upon the *element pharaoh's crook* for 1 hour to gain the use of the Elemental Channel feat for any one elemental subtype (air, earth, fire, or water) for the next 24 hours. If the wielder already possesses any one Elemental Channel feat, he can gains the use of all Elemental Channel feats for 24 hours. Similarly, a spellcasting creature can meditate for 1 hour to gain the use of the <u>Elemental Spell</u>^{APG} metamagic feat for the next 24 hours when preparing or spontaneously casting spells. A wielder that already has any one Elemental Spell feat gains the benefits of all Elemental Spell feats for 24 hours. The *element pharaoh's crook* must be wielded in order to cast an Elemental Spell or use an Elemental Channel of a type the wielder cannot normally use.

 CONSTRUCTION REQUIREMENTS
 COST 30,000 GP

 Craft Rod, Elemental Channel, <u>Elemental Spell</u>^{APG}, fireball, fly, <u>spiked pit</u>^{APG}, sleet storm

STAFF

Spirit Pharaoh's Staff		Price 90,000 GP
Slot none	CL 13th	Weight 5 lbs.
Aura strong enchantment		

This golden staff is inscribed with hieroglyphs depicting the ascension of a pharaonic dynasty, particularly that of Spirit Pharaoh during a period of long revolution. When used as a focus for any mind-affecting enchantment spell, this staff increases the DC of that spell by 1. The staff can also be used to deliver its spells via touch, with the wielder making a touch attack against the target. When a spell is delivered as a touch attack, the recipient must roll their

THY ROD AND STAFF

The reigns of Element and Spirit Pharaoh were some of the most turbulent times of the ancient desert kingdom. Element Pharaoh fought against a series of raging natural disasters, eventually crafting the *element pharaoh's crook* as a sign of his dominance over nature. Spirit Pharaoh endured an entirely different upheaval, as rebellion and revolution tore across the empire. In time, the *spirit pharaoh's staff* became a symbol of a re-unified people when the tumult was ended.

Both items were lost with the passing of their respective Pharaoh—supposedly buried for all eternity with them. The rod and staff presented here represent imitations of these powerful items, but many believe the originals possess even greater power. Some desert explorers and scholars speculate that were one to retrieve the original rod and staff, they would gain dominance over both the elements and spirits of the lands.

save twice and take the lowest result. The staff allows use of the following spells.

charm monster	(1 charge)	
dominate animal	(1 charge)	
dominate person	(2 charges)	
control undead	(3 charges)	

CONSTRUCTION REQUIREMENTS COST 45,000 GP

Craft Staff, charm monster, control undead, dominate animal, dominate undead

WONDROUS ITEMS

Alabaster]	CONS OF BAST	Price 24,000 gp
Slot none	CL 9th	Weight —
Aura faint enchantment and transmutation		

Alabaster icons of Bast come in a set of three hollow alabaster sculptures, each intended to contain different portions of a favored feline being mummified to accompany its master into the afterlife. These squat figurines are roughly cylindrical, with lids carved into the shape of cat's heads. The spirit of these cat companions lingers on and can be called forth when these enchanted alabaster jars are nearby to one another. All three *alabaster icons of Bast* must be within 30 feet of one another to call upon their powers, though they can be activated by different creatures.

Guardian Cat: Once per day, the largest statuette can call forth an invisible guardian spirit that functions as a *mage's faithful hound*, though to creatures able to see invisible objects or creatures it takes the form of a large cat. Alternatively,

Purring Cat: Once per day, the medium-sized cat can be commanded to emit a soothing purr that promotes restful sleep and concentration for all allies of the creature that activated it. This functions as <u>nap stack</u>^{APG}, but in addition creatures that prepare spells can do so in only 10 minutes rather than one hour.

Mewling Cat: Once per day, the smallest cat can be commanded to emit a warm and enchanting meow of such insufferable charm that one creature chosen by the creature activating the *mewling cat* chooses is affected as <u>reckless infatuation^{UM}</u> (DC 15), compelling the target to remain close to the tiny *canopic cat*. Alternatively, it can be commanded to emit a piteous mewling wail that functions as <u>miserable pity^{UM}</u> (DC 14), dissuading creatures from attacking the creature holding it.

In addition to the individual powers of the *alabaster icons of Bast*, once per day they can be used together in a ritual requiring one round to complete, summoning three celestial, <u>entropic</u>, fiendish, or <u>resolute leopards</u> or <u>cheetahs</u> (all creatures must be of the same type), as if using summon monster V. The alignment template applied to the summoned cats must match the alignment of the creature performing the ritual.

If one of the *alabaster icons of Bast* is destroyed, the powers of the others cannot be used until it is repaired; however, even if one alabaster jar is reduced to 0 hit points the magic item itself is not considered destroyed as long as at least one jar remains intact.

 CONSTRUCTION REQUIREMENTS
 Cost 12,000 GP

 Craft Wondrous Item, mage's faithful hound, miserable

 pity^{UM}, nap stack^{APG}, reckless infatuation^{UM}, summon

 monster V

Amulet of Abhorrent Life Price 25,000 GP

Slot neck	CL 12th	Weight —
Aura moderat	e necromancy and i	Ilusion

This amulet is shaped to resemble the head of a falcon and is rendered in reflective brass. Most often crafted by cultists of the minor god Seker (sometimes referred to as Sokar), the amulet of abhorrent life perverts the natural order by giving undead a fictitious semblance of life. Undead and other wearers that are normally damaged by positive energy and healed by negative energy are instead healed by positive energy and damaged by negative energy. Positive energy effects created by creatures with the 1st-level granted power or minor blessing of the Repose or Sun cleric domain or warpriest blessing ignore the effects of the *amulet of abhorrent life*.

Undead wearing the *amulet of abhorrent life* also gain a +10 circumstance bonus on Disguise checks made to impersonate a living creature. If worn by a living creature, the amulet imparts the wearer with an illusory look of flaking flesh and rotted meat, granting a +5 circumstance bonus of Intimidate checks.

CONSTRUCTION REQUIREMENTSCOST 12,500 GPCraft Wondrous Item, death knell, fleshy façadeMC

CANOPIC SEI	NTINEL JAR	Price 10,000 GP
Slot none	CL 11th	Weight 7 lbs.
Aura moderate conjuration and transmutation		

These clay jars are inscribed with sigils of life and fertility and are colored in vibrant faience greens and blues. Each *canopic sentinel jar* can be bonded to a single creature in a ritual which takes 1 hour. During this ritual, one of the four canopic organs (lungs, intestines, stomach, and liver) is removed from the creature wishing to be bonded and placed inside the jar. During the ritual, the creature is sustained by the jar's magic and suffers no ill effects from the organ's removal. A creature can be bonded to up to four such jars, each jar containing one of the four organs.

When a critical hit or sneak attack is scored on a creature bonded to one or more jars, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The chance is 20% for each jar the creature is bonded to. For each jar a creature is bonded to, they reduce the amount of healing received by spells and abilities by 2 (2 hit points for 1 jar, 4 hit points for 2 jars,



etc) to a minimum of 1 hit point of healing as each missing organ disrupts the flow of magical healing.

A canopic sentinel jar must remain within 200 feet of the creature it is bonded to. If it is moved beyond this range, the organ inside is immediately transported back into the bonded creature. If the jar is opened manually (a full-round action when in possession of it), the contained organ returns to the bonded creature. Smashing the jar (hardness 8, hp 20) also causes the interred organ to return. The jar can be placed in an extradimensional space, but doing so causes the organ to return to the bonded creature. The magical effect causing the organ to return to the previously bonded creature is quite disorienting, staggering them for 1d6 rounds.

CONSTRUCTION REQUIREMENTS COST 5,000 GP Craft Wondrous Item, dimension door, undead anatomy III

CANOPIC CHE	st of Eternal Repose	Price 80,000 GP
Slot none	CL 17th	Weight 20 lbs.
Aura strong necromancy		

Covered with a funerary shroud of the modern death goddess, the *canopic chest of eternal repose* is sectioned into

four segments, each of which can house a canopic jar. The chest can hold up to 700 pounds and has a volume limit of 100 cubic feet. The contents of the chest are preserved so that they resist the passage of time and do not decay. Recently deceased creature (or parts of creatures) placed within the chest gain the benefits of a *gentle repose*.

The true power of the canopic chest of eternal repose is when it is filled with canopic jars containing the four vital organs-the intestine, liver, lung, and stomach. The chest prevents the owner of the entombed organs from being the target of any effect that would restore it to life or unlife, while spells such as miracle or wish only reveal that the subject's soul is still partially tethered on the material plane. Divinations attempting to locate the creature's remains or communicate with its spirit automatically fail, as do effects that would detect the magical aura of the chest or anything within it, though the chest itself can be discovered if the nature of the deceased's entombment is discovered. The stone of the chest is infused with invisible spiritual energies as strong as a wall of force. If this wall of force is damaged, it regains 1 hit point per round; if reduced to 0 hit points, the wall of force is destroyed.

CONSTRUCTION REQUIREMENTS COST 40,000 GF Craft Wondrous Item, gentle repose, soul bind, wall of force

Carpet of I	Desert Fire	Price 88,000 GP
Slot none	CL 9th	Weight 5 lbs.
Aura moderate conjuration and evocation		

This woven mat of golden silk is 5 feet square and embroidered with patterns of flame in glittering orange and scarlet. Crafted by ancient elementalists with a fetish for fire, a *carpet of desert fire* also serves as a prayer mat for cultists of fiery elemental entities and other devotees of the flame. A *carpet of desert fire* contains 50 charges when created, and as it is used the fiery patterns embroidered in it become sooty and blackened. When its last charge is expended, it crumbles to ash.

While sitting or kneeling on the carpet, the user gains fire resistance 20 and can converse with any creature with the fire subtype as though they shared a language, and if he uses a *planar ally* or *planar binding* spell to call a creature with the fire subtype the maximum Hit Dice of the creature(s) he calls is increased by 2.

A spellcaster who prepares spells and worships a deity that grants the Fire domain (even if the character is not a cleric or does not have that domain) can prepare spells as fire spells while kneeling on the *carpet of desert fire* as if he had the <u>Elemental Spell</u>^{APG} feat by expending one charge for each spell he prepares in this way.

A carpet of desert fire can expend a charge to enhance the power of creatures of flame. This creates a 20-foot-radius emanation that affects creatures with the fire subtype as a *desecrate* spell affects undead, though it grants them a bonus on saves vs. cold rather than against positive energy. This emanation is stationary and ends immediately if the *carpet of desert fire* is destroyed or removed from the area.

The user of a *carpet of desert fire* can also use it to observe or enter the Elemental Plane of Fire or make contact with its denizens. By meditating upon the carpet for one hour, the user can expend one charge to ask a question of a fire elemental power as if using *contact other plane* or can *scry* (DC 16) upon a creature on the Elemental Plane of Fire. If the user wishes to ask additional questions beyond the first or to continue scrying, he must expend one additional charge for each round after the first. The user can also expend one charge after meditating to send a message to (and receive a reply from) a creature on the Elemental Plane of Fire as if using *sending*.

Finally, the user can expend five charges to create a *gate* into the Elemental Plane of Fire. This *gate* is only 5 feet across and cannot connect to a specific location on the Elemental Plane of Fire (though it can appear within 1d% miles of that point. Creatures can move freely into or out of the *gate*. Keeping this portal open expends two additional charges per round after the first.

CONSTRUCTION REQUIREMENTS COST 44,000 GI Craft Wondrous Item, <u>Elemental Spell</u>^{APG}, contact other plane, <u>elemental speech</u>^{APG}, gate, resist elements, scrying

Censer of th	ie Aerial Emissary	Price 3,800 GP
Slot none	CL 5th	Weight 1 lb.
Aura faint conjuration and transmutation		

The Pharaoh Kingdom has long alliances with air elemental clans, and this gilded incense burner is used to call upon their aid to carry messages or tokens. Once per day if a stick of incense is burned in the *censer*, taking 1 full round, the user can send a message borne on the wind as a *whispering wind* spell. If the user burns 10 sticks of incense, taking 1 minute, she can instead summon a small air elemental to carry an item or message to a specific location or individual, similar to an *animal messenger*. This elemental is more intelligent than an animal, however, and can be given more complex instructions on the recipient of its message, though it speaks and understands only Auran. While carrying its message, it does not fight unless attacked, and even then it prefers to flee if possible.

If you give the elemental a gift, such as a strongly scented perfume or powder, worth at least 25 gp, you may instruct it to serve the creature to whom it delivers the message for up to 5 rounds, as if that creature had summoned it with *summon monster III*.

 CONSTRUCTION REQUIREMENTS
 COST 1,900 GP

 Craft Wondrous Item, summon monster III, whispering wind
 wind

Faience Idols

Price 15,500 GP (delta crocodile), 17,000 GP (desert frog), 30,000 GP (grand tortoise), 24,000 GP (raging hippopotamus), 10,000 GP (soaring hawk) GP

Slot none	CL varies	Weight 5 lbs.
Aura varies		
	A CONTRACTOR	

Made of a blue-green ceramic, these idols stand a foot

tall on average and are sculpted in the image of wildlife commonly associated with the lands of ancient desert empires. Similar to *figurines of wondrous power* these precursor idols lack the ability to animate real life figures, but instead change into similarly sized construct versions of the imitated creature. When an idol is tossed down and the correct command word spoken, it becomes a creature of normal size (except when noted otherwise). The summoned creature retains the base statistics of the creature but counts as a construct, gaining all associated construct traits. The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *faience idol* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Delta Crocodile (CR 3): This beautiful crocodile figurine's back is covered in hieroglyphic script detailing the paths of several prominent waterways. When animated, the idol takes on the form of a buoyant faience crocodile with a sculpted seat on its back for a rider. The crocodile can act as a mount for a single medium sized creature, but can only be used in such a manner when the crocodile moves on water—the summoned creature refuses to transport riders while on land. While transformed, the crocodile gains DR 3/adamantine. The crocodile idol can be used once per week for 2 hours when summoned on land, or three times per week for 6 hours when summoned in water.

Moderate transmutation; CL 13th; Craft Wondrous Item, *animate objects*.

Desert Frog (CR 7): On command, this idol transforms into a large toad with an affinity for the desert. This creature is treated as a glacier toad but replaces the cold subtype with fire and changes its immunities and vulnerabilities appropriately. The toad's aura of bitter cold ability turns into an aura of heat that deals fire damage instead of cold. In addition, the frog gains DR 5/adamantine. The frog idol can be used every 3 days for no more than 8 continuous hours each day it is summoned.

Moderate transmutation; CL 13th; Craft Wondrous Item, *animate objects*.

Grand Tortoise: Weighing 10 pounds instead of the typical 5 pound idol weight, this imitation tortoise has a shell made of a lighter hued ceramic. When summoned, this idol balloons into an immense tortoise (see *Bestiary 4*) composed of the same faience material. The turtle gains



DR 10/adamantine and when using its shell ability, it gains fast healing 5. While it understands its owner, the tortoise cannot speak and only has an 80% chance of following received orders that require it to move or attack. When it ignores an order, the tortoise retreats into its shell for 1d4 rounds. The tortoise idol can be used four times per month for up to 24 hours at a time.

Moderate transmutation; CL 13th; Craft Wondrous Item, *animate objects*.

Raging Hippopotamus (CR 5): Posed with a comically smiling face, this model hippopotamus is mid-stride. When summoned, the owner must designate one creature or object within 70 feet to be the immediate recipient of a charge attack from the hippo. The summoned hippo ignores all instructions from the owner and targets the item or target until it is destroyed, at which point it returns to its idol form. While summoned, the hippo gains DR 5/ adamantine, but cannot communicate with or receive commands from its owner. The hippopotamus idol can be used once per week and lasts for 1 hour, or the more likely result of its target being slain.

Moderate transmutation; CL 13th; Craft Wondrous Item, *animate objects*.

Soaring Hawk (CR 1): On command, this idol transforms into a hawk or a hawk with the giant simple template. When transformed, this idol gains DR 2/adamantine and communicates with its owner by telepathic means, informing them of all it sees and hears. The hawk idol can be used once per day from sunrise to sunset, and cannot be used in areas where the sun is not visible.

Moderate transmutation; CL 13th; Craft Wondrous Item, *animate objects*.

Construction Requirements

Cost 7,750 GP (delta crocodile), 8,500 GP (desert frog), 15,000 GP (grand tortoise), 12,000 GP (raging hippopotamus), 5,000 GP (soaring hawk) Craft Wondrous Item, *animate objects*, additional spells (see text)

Oasis Mirro	DR	Price 7,000 GP
Slot none	CL 6th	Weight —
Aura moderate conjuration		

This golden hand mirror is encircled in a frame of blue faience. When moved, the surface of the mirror seems to ripple like a glassy pool, though it becomes still once more when the mirror is stationary. With a command word, the wielder of the mirror can command it to pour forth up to 12 gallons of water per day, pouring forth at a rate of 1 gallon per round, while a second command word causes 2d4 plump figs or dates to appear in the mirror. The wielder can reach into the mirror and take these fruits, eating or sharing them as *goodberries*..

In addition, once per day the wielder can speak a third command word and present the *oasis mirror* toward a Large or smaller creature within 10 feet. The target is drawn into an extradimensional pool of water within the mirror (DC 14 Will negates). The target can close its eyes or avert its gaze as if the *oasis mirror* were a gaze attack. A creature trapped within the mirror is treated as if trapped within an <u>aqueous orb</u>^{APG}, though escaping from the mirror requires a successful Will save rather than a Reflex save. A creature is ejected from the mirror after a successful save or after 6 rounds, whichever comes first.

 CONSTRUCTION REQUIREMENTS
 COST 3,500 GP

 Craft Wondrous Item, aqueous orb, create water, goodberry
 berry

Map Cartouche		Price 4,000 GP
Slot none	CL 9th	Weight—
Aura faint divination		

This small golden plaque is inscribed with tiny symbols around its edges, but the center of the cartouche itself is blank. Invented by treasure hunters and tomb robbers, once per day it can be placed next to any map, including one drawn by its owner, to reveal something hidden in the area that is not shown on the map, such as a secret door, hidden room, trap, or secret compartment inside a table, cabinet, throne, altar, or similar structure or object. A map cartouche does not reveal creatures, but it can reveal hidden hazards, such as green slime or yellow mold. The map cartouche must be held next to the map for 1 full round to reveal the hidden feature. If multiple hidden features are present, the map cartouche reveals the nearest feature to its current location. Perception and Disable Device checks made with respect to the revealed hidden feature gain a +2 circumstance bonus, as do Armor Class and saving throws if the hidden feature makes an attack roll or forces a saving throw.

CONSTRUCTION REQUIREMENTSCOST 2,000 GPCraft Wondrous Item, detect secret doors, find traps

Papyrus o	f Supplication	Price 3,000 GP
Slot none	CL 13th	Weight 1/2 lb.
Aura strong evocation		

A papyrus of supplication is a specially prepared scroll upon a spindle of rare wood, and is always illuminated on one side in elaborate hieroglyphics that call forth the blessings of one of the core deities revered within the Pharaoh Kingdom, whether a major deity like Lamashtu or a minor deity like Khepri or Wadjet. When unrolled, a character trained in Linguistics and Profession (scribe) can use rare inks and pigments (costing at least 100 gp) to inscribe a prayer or request to that deity. With successful DC 23 Linguistics and Profession (scribe) checks, the request inscribed on the papyrus of supplication is granted, subject to the restrictions below. If the writer does not worship the deity to whom the papyrus of supplication is consecrated, he takes a -5 penalty on skill checks to use it. A divine spellcaster that worships the same deity gains a +2 circumstance bonus on skill checks to use a papyrus of supplication.

The request made upon the papyrus of supplication must be one that is in keeping the nature, alignment, and areas of interest of the deity in question. It can duplicate the effect of a cleric/oracle spell of 6th level or lower, any divine spell of 5th level or lower, or any arcane spell of 4th level or lower. It can undo the effects of harmful spells as a limited wish, and it can produce other effects whose power level is in line with the above, as a limited wish. The save DC of any spell created by a papyrus of supplication is as for a 7th-level spell. A papyrus of supplication can also create more mundane effects, such as protecting crops from storms or floods, warding off plagues and drought, ensuring (or preventing) healthy childbirth, or similar effects. These effects last up to one year and affect an area inversely proportional to the power of the effect. A papyrus of supplication that granted a + 2 circumstance bonus on one Craft, Knowledge, Perform, or Profession check might affect an entire city, while one that spread a baneful curse might affect only one family, one business, one temple of a rival deity, or even a single creature. The precise limits on what you can accomplish are subject to GM discretion, but must be consonant with the nature, alignment, and areas of influence of the associate deity.

Inscribing a *papyrus of supplication* takes 1 hour and must be done in an area *consecrated, desecrated, hallowed,* or *unhallowed* to its associated deity, or with the papyrus spread on a permanent altar or shrine to that deity. When the duration of the effect created by the *papyrus of supplication* ends, the *papyrus* crumbles to dust, powerless. For non-instantaneous effects, if the *papyrus of supplication* is destroyed prematurely, or if it is taken into an area that is not *consecrated*, *desecrated*, *hallowed*, or *unhallowed* to its associated deity, any effects it creates are likewise ended immediately.

 CONSTRUCTION REQUIREMENTS
 COST 1,500 GP

 Craft Wondrous Item, commune or miracle

Tomb Ward	en's Stele	Price 5,500 GP
Slot none	CL 5th	Weight 30 lbs.
Aura minor abiuration and divination		

This two-foot wide carved slab has a square indentation with perfectly weathered sandstone. When first discovered, the face of the *tomb warden's stele* is blank. Anyone who appropriately identifies the properties of the item can chisel on a message of no more than 25 words. The writer immediately becomes linked to the stele, gaining several benefits.

A creature linked to the *tomb warden's stele* hears a mental alarm (as per the *alarm* spell) any time someone comes within 100 feet of the stele. As a standard action, the linked creature can see from a vantage of 500 feet above the stele, rotating their viewpoint up to 360 degrees. The creature perceives with its normal visual senses. All of these abilities cease to function if the linked create travels more than 50 miles away from the stele.

The stele remains linked to a creature until they die. If *erase* or *make whole* is cast upon the stele, the connection is also broken and the item can be re-linked by inscribing a new message on its surface.

CONSTRUCTION REQUIREMENTSCOST 2,250 GPCraft Wondrous Item, alarm, eagle eyeAPG

ARTIFACTS

Funerary Pyramid (Minor Artifact)		
Slot none	CL 15th	Weight 15 lbs.
Aura strong necromancy		

This red clay is sometimes formed as a ziggurat or step pyramid and sometimes smooth-sided and clad in polished limestone and capped with gold. Whatever its form, it can be attuned to a specific site, typically a temple or crypt, and meditated over for 8 hours while funerary prayers are recited from the books of the dead. Once this ritual is completed, a creature with the power to channel negative energy can use the funerary pyramid to control undead (as per the spell) with the following limitations. In order to control undead, the user must be touching the funerary pyramid and the targeted undead must have been created within the attuned site. There is no limit to the number of undead the wielder can control while using this item, though each target is allowed a DC 23 Will save to resist a command. If the command involves a dangerous action or activity, undead that are not mindless can attempt a new save each round at the end of their turn to break free of the funerary pyramid's control. An undead created within the attuned site never attacks the a creature touching the *funerary pyramid*, and this protection persists for 15 minutes after the creature releases the funerary pyra*mid*, though this protection is ended if the creature attacks any undead. The wearer must issue any commands in a language spoken by the undead. In the case of mindless undead, this language can be one the creature understood while alive.

A funerary pyramid is deeply invested with negative energy, radiating a permanent desecrate effect and being treated as a permanent shrine or altar. This desecrate effect cannot be countered or dispelled by consecrate without first casting dispel evil and making a successful DC 26 caster level check, which suppresses the desecrate effect for 1 round per level of the caster. A consecrate spell cast during this time suppresses the funerary pyramid's desecrate effect for as long as the consecrate spell persists.

The *funerary pyramid* absorbs area effects that use positive energy, negating such effects completely, as well as ranged positive energy effects that target creatures within 20 feet. It cannot absorb positive energy effects that are delivered by touch, unless those effects are used to touch it directly. The *funerary pyramid* can absorb up to 200 hit points of positive energy per day, and each effect that it absorbs adds to this total. Effects that affect multiple creatures or an area, such as *mass cure light wounds* or channel energy, apply the amount of their positive energy only once to the *funerary pyramid*, as though it were a single creature affected by it; positive energy from a single effect is not cumulative even if it absorbs that energy from multiple creatures. Once the cone has absorbed 200 hit points of positive energy, any positive energy above this total functions normally and its *desecrate* effect is weakened, as though it were no longer a permanent altar or shrine to evil until the next day, when its absorbed positive energy dissipates and its powers return.

DESTRUCTION

If a *funerary pyramid* has absorbed 200 points of positive energy damage and its *desecrate* effect is suppressed, as described above, it can be destroyed by forcing it to absorb 100 additional hit points of positive energy, at which point it explodes in a 10-ft radius burst dealing 20d6 points of damage (DC 23 Reflex half), half of which is piercing damage and the other half sonic damage.

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