

PATHFINDER ADVENTURE PATH:



PATHFINDER SOCIETY ORGANIZED PLAY

The Mummy's Mask Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

Key Differences from Scenarios

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

Sanctioned Content

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Mummy's Mask Adventure Path are considered sanctioned content.

Legal Pathfinder Society Characters

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Carrion Crown adventure being played.

For the sanctioned content in "The Half-Dead City," "Empty Graves," and "Shifting Sands," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Level
"The Half-Dead City"	Part 1 and Part 2	1-2
"Empty Graves"	Parts 2-3	4-6
"Shifting Sands"	Part 1 (A1 through Event 6)	7-9
"Secrets of the Sphinx"	Areas K1-K30	10-12
"The Slave Trenches of Hakotep"	Part 3 through area J4	12-14
"Pyramid of the Sky Pharaoh"	Part 5 to Conclusion	15-17

level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Mummy's Mask Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement (see Chapter 7 of the *Guide to Pathfinder*

Society Organized Play), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

Applying Credit

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the *Mummy's Mask* Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the

slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

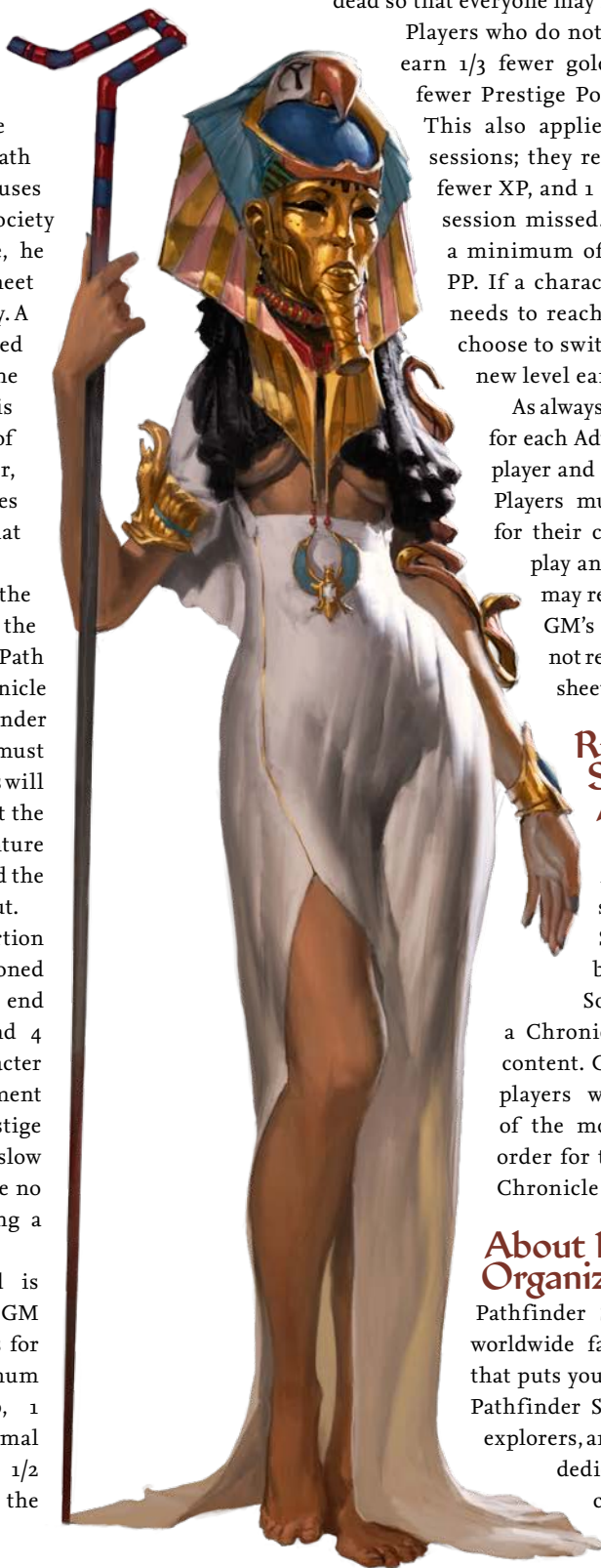
As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

Running Multi-Session Adventures

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

About Pathfinder Society Organized Play

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest



mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet

new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Carrion Crown Adventure Path are included in this document. For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.



Pathfinder Society Scenario #79: The Half-Dead City

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Choose one of the following boons, and cross the other off your Chronicle sheet.

Hieroglyphic Knowledge: While exploring the ancient Tomb of Akhentepi during the annual royal lottery, you studied many archaic hieroglyphs that illustrate differences between the Ancient Osiriani and the modern Osiriani language spoken today. This experience has trained you to perceive linguistic nuances and ancient root words. Before attempting a Linguistics check, you may use this boon to gain a +4 insight bonus on the check. If the Linguistics check is related to the Ancient Osiriani or Osiriani languages, the bonus increases to +8. When you use this boon, cross it off your Chronicle sheet.

Echoes of the Dead: Your chilling experiences in the House of Pentheru have hardened your resolve and strengthened your fortitude against the effects of haunts and the troubling visions they bring. When you fail a Fortitude or Will saving throw against a haunt, you can use this boon to gain a +2 competence bonus on the save retroactively. If the bonus is enough to turn the failure into a success, the save succeeds.

AKHENTEPI'S ARMOR

Aura moderate transmutation; **CL** 7th
Slot armor; **Price** 5,235 gp; **Weight** 10 lbs.

DESCRIPTION

This suit of +1 *stanching*^{UE} padded armor is of traditional Osirian design, consisting of a quilted cuirass of lightweight, breathable linen; a linen kilt; and a teardrop-shaped groin guard of stiffened linen. Besides its anti-bleeding properties, *Akhentepi's armor* grants its wearer a sense of impending danger. Once per day as a free action when the wearer attempts an initiative check, the wearer can add a +3 insight bonus on that initiative check.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *anticipate peril*^{UM}, *stabilize*, *cure critical wounds* or *lesser restoration*;
Cost 2,695 gp

SCARAB SHIELD

Aura faint conjuration; **CL** 3rd
Slot shield; **Price** 4,399 gp; **Weight** 6 lbs.

DESCRIPTION

This +1 *light steel shield* is fashioned in the shape of a scarab beetle. Once per day on command, a *scarab shield* grants its wielder a +2 sacred bonus on saving throws against fear and death effects for 3 minutes. At any time while this bonus is in effect, the wielder can end the effect as a swift action for a burst of healing energy. The wielder loses the saving throw bonus, but is healed of 1d8+3 points of damage.

In addition, a *scarab shield* can protect its wielder from swarms. If a mindless swarm attempts to enter the wielder's space, the swarm must attempt a DC 11 Will save. If the save succeeds, the swarm can enter the wielder's space and attack the wielder normally. If the save fails, the swarm instinctively avoids the space occupied by the wielder, completely ignoring the wielder for 3 rounds. This effect ends if the wielder makes any attacks, but the wielder may use non-attack spells or otherwise act without ending the effect. This ability functions once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blessing of courage* and *life*^{APG}, *sanctuary*; **Cost** 2,279 gp

Akhentepi's armor (5,235 gp)
potion of darkvision (300 gp)
potion of lesser restoration (300 gp)

ring of protection +1 (2,000 gp)
scarab shield (4,399 gp)
silversheen (250 gp)

SUBTIER ☐ Slow ☐ Normal

1-2 768 1,536

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #80: Empty Graves

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Choose one of the following boons, and cross the other off your Chronicle sheet.

Savior of Wati: The people and priesthood of Wati recognize your efforts in ridding their city of rampaging undead, and they offer you subsidized spellcasting services. You gain a 25% discount when using gp to purchase the following spellcasting services in Osirion: *break enchantment*, *lesser restoration*, *remove blindness/deafness*, *remove curse*, or *remove disease*. While in Osirion, you may cross this boon off your Chronicle sheet when purchasing such a spellcasting service to increase the spell's caster level by 5 at no additional cost.

Undead Expert: Threatening to overrun the city of Wati, the ancient undead armies of the past, tested your might and mettle as you bolstered the city's defenses. Encountering a range of undead, you quickly learned how to dispatch each kind differently, as well as how to protect yourself from their vicious attacks. Select one of the following types of undead. You gain a +2 bonus on Bluff, Knowledge (religion), Perception, Sense Motive, and Survival checks against that specific type of undead creature. In addition, you also receive a +2 bonus on weapon attack and damage rolls against the selected undead. This ability works like and stacks with a ranger's favored enemy class ability.

- Crawling Hand (*Pathfinder RPG Bestiary* 259)
- Mummy (*Pathfinder RPG Bestiary* 210)
- Revenant (*Pathfinder RPG Bestiary* 235)
- Shadow (*Pathfinder RPG Bestiary* 245)
- Skeleton (*Pathfinder RPG Bestiary* 251)
- Wight (*Pathfinder RPG Bestiary* 276)
- Zombie (*Pathfinder RPG Bestiary* 288)

Undead Type:

GAME OF FORTUNATE PASSING

Aura faint evocation; **CL** 5th**Slot** none; **Price** 1,040 gp; **Weight** 2 lbs.

DESCRIPTION

This wooden box contains a popular Osirian board game called senet. Ten pawns (two sets of five) carved from petrified wood are stored within the box. The top of the box serves as the game board, with three rows of 10 squares each. Two characters can play the game against each other, or a single character can play against the game itself, which animates to play against its opponent.

A game of senet takes 30 minutes to play, after which the players make opposed Intelligence checks; whoever wins the check wins the game. If playing against the game itself, the game has an effective Intelligence bonus of +4.

Winning a game of senet with the *game of fortunate passing* (either against another player or the game itself) charges one of the game's pawns with magic. For the next 24 hours, the winner gains a +2 luck bonus on skill checks and saving throws against fear and death effects. Once used, a pawn loses all magic, becoming a normal playing piece. A *game of fortunate passing* has 10 pawns; once all 10 pawns have been used, the item becomes a mundane senet game set.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *bless*, *divine favor*; **Cost** 520 gpblack smear poison (175 gp, limit 6 doses; *Pathfinder RPG Bestiary* 54)bladed belt (2,000 gp; *Pathfinder RPG Ultimate Equipment* 211)burglar's bracers (1,050 gp; *Pathfinder RPG Ultimate Equipment* 273)coin of the untrodden road (6,000 gp; *Pathfinder RPG Ultimate Equipment* 289)

game of fortunate passing (1,040 gp)

lenses of detection (3,500 gp)

lesser disruptive metamagic rod (3,000 gp; *Pathfinder RPG Ultimate Equipment* 188)

oil of taggit (90 gp, limit 2)

ring of feather falling (2,200 gp)

ring of sustenance (2,500 gp)

robe of needles (1,000 gp; *Pathfinder RPG Ultimate Equipment* 217)shield cloak (1,000 gp; *Pathfinder RPG Ultimate Equipment* 268)steadfast gut-stone (800 gp; *Pathfinder RPG Ultimate Equipment* 320)

wand of enervation (14 charges; 5,880 gp, limit 1)

wand of hold portal (22 charges; 330 gp, limit 1)

wand of invisibility (11 charges; 990 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

4-6

3,378

6,756

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #81: Shifting Sands

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Choose one of the following two boons, and cross the other off your Chronicle sheet.

Scholastic Wealth: In your search for information regarding the Mask of the Forgotten Pharaoh in the Great Library of Tephu, you found bits and pieces of information on subjects that, while not immediately useful now, could be of value for you in the near future. Choose one Knowledge skill and record it below. Whenever you attempt such a Knowledge check, you may add 1d4 to the check's result. If you use the aid another action to increase another character's check using that Knowledge skill, you may choose to add 1d4+1 to his check instead of +2.

Selected Knowledge Skill: _____

Strategy of the Chase: Sometimes the odds are against you, especially when chasing down criminals, but with a little cunning and luck, you know how to quickly turn the tables back in your favor. Choose one saving throw or class skill that you are trained in and record it below. Once during a chase scene, you may use the recorded save or skill in place of the chase's listed skill check to overcome an obstacle.

Saving Throw or Class Skill: _____

+1 cruel longsword (8,305 gp; *Pathfinder RPG Ultimate Equipment* 138)

+4 arrow (646 gp, limit 3)

mind sentinel medallion (3,500 gp; *Pathfinder RPG Ultimate Equipment* 259)

rod of metal and mineral detection (10,500 gp)

wand of disguise self (38 charges; 570 gp, limit 1)

wand of lightning bolt (7 charges; 1,575 gp, limit 1)

wand of stone shape (43 charges; 18,060 gp, limit 1)

worn leather band set with a silver bird's foot (2,500 gp; treat as a ring of jumping)

wyvern poison (3,000 gp, limit 2)

SUBTIER ☐ Slow ☐ Normal

7-9

7,431

14,862

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #82: Secrets of the Sphinx

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Spirit of the Past: You have lain to rest the spirit of Lady Sophronia, a deceased paladin who rose as a ghost to continue her battles against evil. As a parting blessing, she transferred a portion of her Sarenrae-granted power to you. As a standard action you can perform one of the following actions. When you use any of these three benefits, cross the entire boon off your Chronicle sheet.

- You imbue a weapon you are wielding with divine energy for 5 rounds. This causes it to shed light as a torch, grants it an additional +1 enhancement bonus (to a maximum of +5), and gives it the *holy* weapon special ability.
- You attempt to remove the cursed, diseased, or sickened condition from a touched creature as though you were using a paladin's lay on hands ability (CL 11th).
- You channel positive energy as an 11th-level paladin (DC 21, 6d6).

EYE OF HORUS AMULET

Aura moderate abjuration; CL 9th

Slot neck; **Price** 23,000 gp; **Weight** —

DESCRIPTION

This triangular amulet of gold and lapis lazuli depicts a stylized eye—the symbol of the Ancient Osirian deity Horus, god of rulership, the sky, and the sun. Priests of Horus fashioned the first *eye of Horus amulets* centuries ago to protect members of their order, particularly from minions of the god Set. Now, the occasional *eye of Horus amulet* turns up in a marketplace or in the hands of nomadic traders or adventurers.

An *eye of Horus amulet* grants its wearer a +2 resistance bonus on all saving throws. In addition, once per day, the wearer can surround herself with an aura of shimmering sunlight that protects her as *dispel evil*. Using this effect to drive an evil extraplanar creature back to its home plane or to end either an evil spell or an enchantment spell cast by an evil creature cancels this effect.

Lastly, if the wearer of an *eye of Horus amulet* is targeted by an effect that causes blindness, she can, as an immediate action, cause the amulet to absorb the effect. The wearer suffers no harm from the effect, but the amulet cracks in half, rendering it forever useless thereafter.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel evil*, *remove blindness/deafness*, *resistance*; **Cost** 11,500 gp

+1 *ghost touch* full plate (17,650 gp)

+1 *ghost touch* longsword (8,315 gp)

+1 *holy bolt* (366 gp, limit 3)

belt of physical might +2 (Str, Con; 10,000 gp)

bracers of armor +3 (9,000 gp)

eye of Horus amulet (23,000 gp)

wand of cure moderate wounds (20 charges; 1,800 gp, limit 1)

wand of haste (20 charges; 4,500 gp, limit 1)

wand of vision of hell (12 charges; 2,700 gp, limit 1;

Pathfinder RPG Ultimate Magic 248)

SUBTIER ☐ Slow ☐ Normal

10–12 11,787 23,574

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total

EXPERIENCE

FAME

GOLD

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #83: The Slave Trenches of Hakotep

Character Chronicle #

Player Name	A.K.A.	Character Name	Pathfinder Society #
Faction			

This Chronicle sheet grants access to the following:

Choose one of the following boons, and cross the other two off the Chronicle sheet.

Heart of the Pharaoh: Your thoughts were haunted and your will tested by the former generals of the Sky Pharaoh in order to obtain the Pharaoh's Key that called down the pyramid of Hakotep. Though they are now gone from your mind, their memories serve as a constant reminder of your courage in the Guardian Vault. You gain a +2 bonus on saving throws against effects with the curse descriptor. When attempting to remove a curse from any source, you may cross this boon off your Chronicle sheet to treat your caster level as 6 higher when determining your final caster level check to break the curse.

Life Caller: You used the life lantern to call down the pyramid of Hakotep I, and in doing so, your body absorbed a modicum of the artifact's healing energies. The next time you return to life through *breath of life*, *raise dead*, or a similar effect, you may use this boon to reduce the number of negative levels you receive by one. When you use this boon, cross it off your Chronicle sheet.

Spark of the Sky: You harnessed the power of lightning to activate the Sekrepheres and call down the pyramid of Hakotep. As a swift action, you may use this boon before casting a single spell with the electricity descriptor to augment it with the Empower Spell feat as if using a *greater empower metamagic rod*. When you use this boon, cross it off the Chronicle sheet.

SKYPLATE ARMOR

Aura moderate transmutation; **CL** 11th

Slot armor; **Price** 30,300 gp; **Weight** 20 lbs.

DESCRIPTION

This suit of +1 *steel lamellar*^{UE} weighs less than normal steel lamellar (though it is still considered medium armor). Skyplate armor grants its wearer the ability to use *wind walk* once per day. Furthermore, while clad in skyplate armor, the wearer gains a +4 resistance bonus on all saving throws against electricity effects, wind effects, and all effects associated with magical or mundane weather.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *resist energy*, *wind walk*; **Cost** 15,300 gp

+2 *earth outsider bane khopesh* (18,320 gp; *Pathfinder*

RPG Ultimate Equipment 30)

+3 *mithral glimmered chain shirt* (11,950 gp)

periapt of wound closure (15,000 gp)

ring of x-ray vision (25,000 gp)

skyplate armor (30,300 gp)

staff of healing (29,600 gp)

tome of understanding +1 (27,500 gp)

wand of lightning bolt (CL 10th, 14 charges; 4,410 gp, limit 1)

wand of magic missile (CL 7th, 22 charges; 2,310 gp, limit 1)

wand of summon monster IV (11 charges; 2,475 gp, limit 1)

wand of stoneskin (12 charges; 5,040 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	12-14	22,500	45,000
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
MAX GOLD	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
EXPERIENCE	Initial Prestige		Initial Fame
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	—		
	Prestige Spent		
FAME	Current Prestige		Final Fame
	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
GOLD	Day Job (GM ONLY)		
	—		
	Gold Spent		
	=		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #84: Pyramid of the Sky Pharaoh

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

The Prince's Favor: You have vanquished Hakotep I and foiled his conquest of Osirion. In Sothis, the Ruby Prince rewards you for heroic deeds by offering you an exceptional price on one of the many treasures in his vaults. You may use this boon to purchase any one item at a 5% discount. For every additional *Mummy's Mask* Chronicle sheet that you have applied to this character, increase the discount by an additional 5% (maximum 30% or 15,000 gp discount. This discount does not stack with similar discounts from other sources. You must still have sufficient Fame to purchase the item at its base market price. Once you use this boon, record the item acquired below, and cross the rest of the boon off the Chronicle sheet.

Total Discount: Item Purchased:

KHEPRESH OF REFUGE

Aura strong abjuration; CL 15th

Slot head; Price 63,000 gp; Weight 3 lbs.

DESCRIPTION

This traditional Osirian crown—known as a khepresh, or “war crown”—made of hardened blue leather and adorned with discs of blue-tinted electrum and a rearing, hooded cobra of gold, was crafted specifically for the Sky Pharaoh Hakotep I. The *khepresh of refuge* grants its wearer a +3 deflection bonus to AC and fire resistance 10. In addition, the crown has 3 charges per day. When struck by a critical hit or sneak attack, the wearer can spend 1 charge as an immediate action to negate the critical hit or sneak attack (as the *fortification* armor special ability, but without requiring a roll). The damage is instead rolled normally. Alternatively, the wearer can spend 1 charge as an immediate action to reroll a failed saving throw. He must take the result of the reroll, even if it's worse.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *moment of prescience*, *resist energy*, *shield of faith*; **Cost** 31,500 gp

+1 speed composite longbow (32,400 gp)
amulet of natural armor +4 (32,000 gp)
greater bouncing metamagic rod (24,500 gp; *Pathfinder RPG Ultimate Equipment* 187)
khepresh of refuge (63,000 gp)
major ring of electricity resistance (28,000 gp)
preserving flask (6th level; 36,000 gp; *Pathfinder RPG Ultimate Equipment* 316)
scroll of implosion (3,825 gp)
shoes of the firewalker (21,000 gp; *Pathfinder RPG Ultimate Equipment* 233)

vest of stable mutation (20,000 gp; *Pathfinder RPG Ultimate Equipment* 223)
wand of deeper darkness (10 charges; 2,250 gp, limit 1)
wand of excruciating deformation (12 charges; 2,700 gp, limit 1; *Pathfinder RPG Ultimate Magic* 219)
wand of fester (15 charges; 1,350 gp, limit 1; *Pathfinder RPG Advanced Race Guide* 221)
wand of moonstruck (7 charges; 2,940 gp, limit 1; *Pathfinder RPG Advanced Race Guide* 232)
wand of stinking cloud (10 charges; 2,250 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
15–17	47,500	95,000

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+	GM's Initials
---	---------------

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+	GM's Initials
---	---------------

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige	Final Fame
------------------	------------

Starting GP

+	GM's Initials
---	---------------

GP Gained (GM ONLY)

+	GM's Initials
---	---------------

Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #