

# HAKOTEP

# CREATURE 20

**UNIQUE****LE****MEDIUM****UNDEAD****MUMMY**

Converted by VaranSL

**Perception** +36; darkvision

**Languages** Ancient Osiriani, Auran

**Skills** Acrobatics +32 (+34 to Maneuver in Flight), Arcana +32, Intimidation +37, Nature +34, Society +32, Stealth +32, Osirion Lore +30

**Str** +9, **Dex** +6, **Con** +7, **Int** +6, **Wis** +8, **Cha** +11

**Items** *crook and flail of kings*, *khepresh of refuge*, *scroll of reverse gravity*, *scroll of time stop*, *major oil of unlife*, gold and emerald necklace worth 2,000 gp tied to the four Shields of Hakotep

**AC** 44; **Fort** +33, **Ref** +30, **Will** +36; +1 status to all saves vs. positive

**HP** 375 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

**Resistances** cold 15, electricity 20, fire 15

**Great Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in Hakotep's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 43 Will save (after taking the penalty from being frightened) or be paralyzed for 1d4 rounds. The creature is then temporarily immune for 24 hours.

**Rejuvenation** (divine, necromancy) When Hakotep is destroyed, necromantic energies rebuild his body in his sarcophagus over 1d10 days. If the re-forming body is destroyed during that time, the process starts anew. The normal methods for permanently destroying a mummy are insufficient to counteract Hakotep's rejuvenation. Only by placing the *Mask of the Forgotten Pharaoh* on Hakotep's dead body (thus rejoining Hakotep's ka with the other fragments of his soul) can the Sky Pharaoh be permanently destroyed.

**Undead Mastery** (aura, divine, necromancy) 100 feet. Commanded or allied undead in the aura that have a lower level than Hakotep gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

**Speed** 25 feet, fly 50 feet

**Melee** ♦ fist +37 [+33/+29] (agile), **Damage** 2d10+15 bludgeoning plus insidious mummy rot

**Melee** ♦ flail +40 [+35/+30] (disarm, magical, sweep, trip), **Damage** 3d6+15 bludgeoning plus 1d6 sonic and insidious mummy rot

**Arcane Spontaneous Spells** DC 47, attack +39 ; **10th** *element embodied, indestructibility* (2 slots);

**9th** *implosion, massacre, meteor swarm, storm of vengeance* (4 slots); **8th** *earthquake, horrid wilting, polar ray, prismatic wall* (4 slots); **7th** *energy aegis, fiery body, mask of terror, volcanic eruption* (4 slots); **6th** *chain lightning, elemental confluence, repulsion, true seeing* (4 slots);

**5th** *cone of cold, elemental form, lightning storm, wall of stone* (4 slots); **4th** *fly, freedom of movement, soft landing, weapon storm* (4 slots); **3rd** *elemental annihilation wave, fireball*

(electricity), *lightning bolt, slow* (4 slots); **2nd** *deafness, obscuring mist, resist energy, summon elemental* (4 slots); **1st** *buffeting winds, burning hands* (electricity), *magic missile, shocking grasp*

(4 slots); **cantrips (10th)** *detect magic, electric arc, prestidigitation, produce flame* (electricity), *read aura*

**Bloodline Spells** 3 Focus Points, DC 47 , attack +39; **10th** *elemental blast, elemental motion* (air), *elemental toss*;

**Blood Magic** Elemental energy surrounds Hakotep or a target. Either he gains a +1 status bonus

to Intimidation checks for 1 round, or a target takes 1 damage per spell level. The damage is electricity. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

**Channel Rot** (divine, necromancy) Hakotep can deliver insidious mummy rot through melee weapons he wields.

**Insidious Mummy Rot** (curse, disease, divine, necromancy) This disease and any damage from it can't be healed until this curse is removed. A creature killed by insidious mummy rot turns to sand and can't be resurrected except by a 9th-level *resurrect* ritual or similar magic. **Saving Throw** DC 43 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 18d6 negative damage and stupefied 2 (1 day)

**Sandstorm Wrath** ♦♦ (concentrate, divine, evocation, fire) Hakotep exhales a 60-foot cone of superheated sand that deals 6d10 fire and 6d10 slashing damage (DC 43 basic Reflex save). Hakotep can't use Sandstorm Wrath again for 1d4 rounds.