

# QUEEN NEFERUSET

## CREATURE 18

**UNIQUE****CE****MEDIUM****UNDEAD****MUMMY**

Converted by VaranSL

**Perception** +30; darkvision

**Languages** Abyssal, Aklo, Ancient Osiriani, Auran, Common, Necril

**Skills** Arcana +29, Deception +32, Intimidation +32, Occultism +31, Religion +32, Stealth +31, Dark Tapestry Lore +31

**Str** +5, **Dex** +7, **Con** +6, **Int** +5, **Wis** +6, **Cha** +10

**Items** +2 greater resilient explorer's clothing, wand of spiritual warfare (6th-level), scroll of implosion, amulet of the third eye, gold bracelet set with a purple corundum and an unusually large black opal worth 325 gp, red deshret crown capped by a gold hooded cobra with small rubies for eyes worth 220 gp, gold earrings set with tiny black star sapphires worth 200 gp, gold pectoral necklace set with black pearls worth 1,400 gp, x10 black gemstones of various types worth 5 gp each, powdered lead and platinum worth 25 gp

**AC** 41; **Fort** +30, **Ref** +33, **Will** +34; +1 status to all saves vs. positive

**HP** 252 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

**Weaknesses** electricity 15

**Speed** 20 feet

**Melee** ♦ fist +29 [+25/+21] (agile), **Damage** 2d10+11 bludgeoning plus insidious mummy rot

**Divine Spontaneous Spells** DC 42, attack +34 ; **9th** foresight, massacre, wail of the banshee (x3 slots); **8th** antimagic field, divine armageddon (chaotic and evil), harm (x3 slots); **7th** dispel magic, finger of death, harm (x3 slots); **6th** necrotize, spirit blast, vampiric exsanguination (x3 slots); **5th** flame strike, rip the spirit, spiritual guardian (x3 slots); **4th** dispel magic, harm, sanguine mist (x3 slots); **3rd** chilling darkness, fear, impending doom (x3 slots); **2nd** darkness, see invisibility, spiritual weapon (x3 slots); **1st** command, harm, ray of enfeeblement (x3 slots); **cantrips (9th)** daze, detect magic, read aura, shield, sigil

**Revelation Spells** 3 Focus Points, DC 42 , attack +34; **9th** brain drain, scholarly recollection, vision of weakness;

**Curse of Torrential Knowledge** When Neferuset uses her revelation spells, her mind fills with a flood of disorienting information. The first time Neferuset casts one of her revelation spells in a day, she takes a -4 penalty to initiative rolls until the next time she makes her daily preparations. The second time Neferuset casts one of her revelation spells in a day, she is also flat-footed until the next time she makes her daily preparations.

**Glance the Tapestry** ♦♦ (concentrate, cold, divine, mental) Neferuset causes a shard of the Dark Tapestry to pass into the world, dealing 5d10 mental and 5d10 cold damage (DC 42 basic Will save) in a 30-foot emanation. A creature that fails the save is Stupefied 1 for 24 hours (Stupefied 2 on a critical failure).

**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 37 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 15d6 negative damage and stupefied 2 (1 day)

