**Part 1**

Deeper into the Dunes - **PCs Lv10**

**A [Trivial 10, 40 XP]:** Baykok (lv10 *elite baykok, PB3 p.29*).

**B [Low 10, 60 XP]:** Zereletan (lv11 *royal naga, see below*).

**C [Severe 10, 120 XP]:** x4 Stymphalidies (lv9 *see below*).

**D [Hazard 10, 6 XP]:** Scorched Obelisk (lv9 *hazard, see below*).

**E [Moderate 10, 80 XP]:** Clay Golem (lv10 *clay golem, PB p.186*) and Keferuzagra (lv10 *elite young blue dragon, PB p.107*).

**E2 [Hazard 10, 6 XP]:** Shocking Chest Trap (lv9 *hazard, see below*).

**G [Low 10, 60 XP]:** x3 Bulette (lv8 *bulette, PB p.48*). Non-combatants include Naheeba (lv5 *fence, GMG p.210*) and x21 Nomads (lv0 *commoner, GMG p.214*).

**I [Low 10, 60 XP]:** x4 Wardens of the Forgotten Pharaoh (lv7 *see below*).

**Part 2**

Pride of the Dispossessed

**F [Severe 10, 105 XP]:** x8 Maftet (lv7 *elite maftet guardian, PB3 p.166*).

**Meeting Erayu [Moderate 10, 85 XP]:** x3 Maftet (lv7 *elite maftet guardian, PB3 p.166*) and Erayu (lv10 *cultists of areshkagal, see below*) remove the Occult Innate Spells and does not carry a holy symbol of Areshkagal. Wields the *scimitar of the striking wind* (P, Lv9, see loot conversion) though it is not expected that the party will fight Erayu. While it is not written in the adventure that the party earns the *scimitar of the striking wind*, you can decide to award the party the item and either remove another Lv9-Permanent item, reduce the amount of gold they earn by 350 gp, or simply award it with no other changes.

Walled Oasis

**H2 [Trivial 10, 20 XP]:** Kjef-kadeq (lv8 *desert drake, PB p.135*).

**H3 [Hazard 10, 8 XP]:** Burst of Arrows Traps (lv10 *hazard, see below*).

**H4 [Trivial 10, 34 XP]:** Efreeti (lv9 *efreeti, PB p.164*) and Fireball Trap (lv8 *hazard, see below*).

**H5 [Trivial 10, 30 XP]:** Efreeti (lv9 *efreeti, PB p.164*).

**H6 [Low 10, 60 XP]:** Kixexa (lv11 *see below*).

**H8 [Trivial 10, 30 XP]:** Greater Earth Elemental (v9 *stone mauler, PB p.147*).

**H9 [Trivial 10, 40 XP]:** Picasi (lv10 *see below*).

**Part 3**

In the Shadow of the Sightless Sphinx - **PCs Lv11**

**J1 [Low 11, 60 XP]:** x3 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*) and x3 Steel Scorpion Traps (lv5 *hazard, see below*).

**J2 [Low 11, 60 XP]:** x3 Wardens of the Forgotten Pharaoh (lv7 *see below*) and x3 Zealots of the Forgotten Pharaoh (lv7 *see below*).

**J3 [Trivial 11, 40 XP]:** Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*) and a Dust Scorpion (lv9 *see below*).

**J4 [Trivial 11, 40 XP]:** x2 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*).

**J5 [Moderate 11, 90 XP]:** x3 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*) and Orchamus (lv10 *see below*).

**J6 [Hazard 11, 6 XP]:** Collapsing Sphinx Trap (lv10 *hazard, see below*).

*The following dungeon has several Trivial and Low difficulty encounters that can be combined into a single encounter with a higher difficulty. There is more than enough XP available in the dungeon to level up to Lv-12 and then to Lv-13, so you may decide to remove some of the repetitive encounters to keep the dungeon engaging.*

Sightless Sphinx

**K1 [Moderate 11, 80 XP]:** x2 Disciples of the Forgotten Pharaoh (lv9 *see below*) and x2 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*).

**K2 [Hazard 11, 15 XP]:** Fiendish Sphinx Trap (lv8 *complex hazard, see below*) and the trap summons a Sphinx (lv8 *sphinx, PB p.305*).

**K3 [Trivial 11, 40 XP]:** x2 Disciples of the Forgotten Pharaoh (lv9 *see below*).

**K4 [Trivial 11, 40 XP]:** x2 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*).

**K5 [Trivial 11, 40 XP]:** x2 Wardens of the Forgotten Pharaoh (lv7 *see below*) and x2 Zealots of the Forgotten Pharaoh (lv7 *see below*).

**K6 [Low 11, 70 XP]:** x2 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*) and, if blood is shed in this room, a Guardian of Areshkagal (lv10 *elite storm lord, PB p.145*).

**K7 [Trivial 11, 40 XP]:** x2 Disciples of the Forgotten Pharaoh (lv9 *see below*).

**K8 [Low 11, 60 XP]:** Rathos (lv12 *see below*).

**K9 [Low 11, 60 XP]:** x2 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*) and x2 Wardens of the Forgotten Pharaoh (lv7 *see below*).

**K10 [Trivial 11, 40 XP]:** x2 Disciples of the Forgotten Pharaoh (lv9 *see below*).

**K11 [Severe 11, 120 XP]:** Ausetitha (lv14 *weak dybbuk, PB3 p.88*).

**K12 [Severe 11, 120 XP]:** x2 Girtablilu (lv9 *elite girtablilu sentry, PB3 p.112*) and Rubila (lv13 *see below*).

**K15 [Low 11, 60 XP]:** Sargota (lv12 *advanced shadow demon, see below*).

**K16 [Moderate 11, 80 XP]:** Thmei (lv13 *see below*).

**K18 [Extreme 11, 160 XP]:** Elder Mud Elementals (lv13 *see below*).

**K20 [Low 11, 60 XP]:** Panthereon Golem (lv12 *see below*).

*Going forward, the encounters in this conversion are written with the expectation that the party is now Lv-12 as the AP assumes you will level up while exploring the dungeon.* *It is chosen now since this is roughly the halfway point and the fights change from humanoids to a variety of other monsters.*

**K22 [Hazard 12, 2 XP]:** Holy Word Trap (lv8 *hazard, see below*).

**K23:** Lady Sophronia (lv12 *see below*). Not expected to fight.

**K24a [Trivial 12, 40 XP]:** x4 Advanced Spectres (lv8 *elite specter, PB2 p.248*).

**K26 [Moderate 12, 90 XP]:** x5 Bodak (lv8 *PB2, p.42*) and x2 Cultists of Areshkagal (lv10 *see below*).

**K27 [Trivial 12, 45 XP]:** x3 Guecubu (lv9 *elite guecubu, PB3 p.126*).

**K28 [Low 12, 60 XP]:** Heqet (lv13 *see below*).

**K29 [Trivial 12, 20 XP]:** Ligash (lv10 *Cultist of Areshkagal, see below*).

**K32 [Low 12, 60 XP]:** x4 Vrock (lv9 *vrock, PB p.78*).

**K33 [Moderate 12, 80 XP]:** x4 Cultists of Areshkagal (lv10 *see below*).

**K35 [Low 12, 60 XP]:** Ninureset (lv13 *glabrezu, PB p.79*).

**K36 [Low 12, 70 XP]:** x2 Cultists of Areshkagal (lv10 *see below*) and Shadow Demon Servitor of Areshkagal (lv11 *weak advanced shadow demon, see below*).

**K37 [Low 12, 70 XP]:** x2 Cultists of Areshkagal (lv10 *see below*) and Userib (lv11 *see below*).

**K38 [Trivial 12, 20 XP]:** Giant Mummified Crocodile (lv10 *elite deinosuchus, PB p.67*) - gains the Mummy and Undead trait, Negative Healing, the **Weakness** Fire 10, and the following **Immunities** death effects, disease, paralyzed, poison, unconscious.

**K39 [Low 12, 60 XP]:** Areshkhesbed (lv13 *see below*).

**K41 [Trivial 12, 40 XP]:** Giant Emperor Scorpion (lv12 *see below*).

**K42 [Severe 12, 125 XP]:** x3 Disciples of the Forgotten Pharaoh (lv9 *see below*) and The Forgotten Pharaoh (lv14 *see below*).

**Story Awards**

* The party earns 5 XP for each hex they fully explore.
* If the party strikes a deal with Zereletan and returns his crown, they earn 60 XP.
* If the party disables the obelisk and use it to charge their weapons, they earn 6 XP for overcoming the trap.
* The party earns 120 XP for learning the location of the Sightless Sphinx from the maftets.
* If the party negotiates with Orchamus to enter the Sightless Sphinx, they earn 120 XP.
* If the party befriends Lady Sophronia and slay Ninurest, putting the paladin to rest, they earn 40 XP.
* If the party answer Ligash’s riddles and render him docile, they earn 20 XP.
* The party earns 120 XP for recovering Chisisek’s body.
* If the party find the royal thriae larva and returns it, they earn 80 XP.

**NPCs**

**Advanced Shadow Demon** / Creature 12

*Uncommon* / *CE* / *Medium* / *Fiend* / *Demon* / *Incorporeal*

**Perception** +22; darkvision

**Languages** Abyssal, Common; telepathy 100 feet

**Skills** Acrobatics +22, Deception +25, Religion +20, Society +22, Stealth +25

**Str** -5, **Dex** +6, **Con** +4, **Int** +4, **Wis** +4, **Cha** +7

**AC** 30; **Fort** +22, **Ref** +22, **Will** +18; +1 to all saves vs. magic

**HP** 165; **Immunities** disease, poison, precision; **Resistances** all 8 (except force, ghost touch or positive, double resistance vs. non-magical); **Weaknesses** cold iron 8, good 8

**Exorcism Vulnerability** If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist possession, or if an invidiak's possession of a creature is ended prematurely, such as via a successful dispel magic, the invidiak takes 11d6 mental damage and cannot use possession for 24 hours.

**Speed** fly 30 feet

**Melee** 1Action claw +20 [+16/+12] (agile, evil, finesse, magical), **Damage** 3d10 cold plus 2d6 evil

**Divine Innate Spells** DC 31, attack +23; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *dimension door* (at will), *darkness* (at will); **3rd** *fear*; **cantrips (6th)** *telekinetic projectile*

**Rituals** DC 31, **1st** abyssal pact;

**Favored Host** Each invidiak has a particular type of creature they prefer possessing, chosen from the following list: aberration, animal, beast, or any humanoid (such as dwarf)—in most cases, the favored type of target is human. When an invidiak uses possession against a favored host, the duration of possession increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

**Shadow Blend** 2Actions (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

**Unbodied Possession** An invidiak leaves no body behind when using possession.

**Areshkhesbed** / Creature 13

*Unique* / *CE* / *Large* / *Beast* / *Fiend*

**Perception** +26; darkvision; *detect magic*, *see invisibility*

**Languages** Abyssal, Ancient Osiriani, Auran, Common, Draconic, Osiriani, Sphinx; *comprehend language*

**Skills** Acrobatics +21, Arcana +24, Athletics +25, Deception +24, Diplomacy +24, Intimidation +26, Occultism +22, Religion +22, Stealth +21, Bardic Lore +22

**Str** +8, **Dex** +2, **Con** +4, **Int** +7, **Wis** +5, **Cha** +5

**Bardic Lore** Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

**Sacred Site** Areshkhesbed is a divine guardian of the Sightless Sphinx, eternally bound to the site. As the protector, Areshkhesbed can view any area within the temple with clairaudience and clairvoyance as well as travel freely throughout the temple with dimension door.

**AC** 33; **Fort** +23, **Ref** +21, **Will** +26; +1 status bonus to all saves vs. magic

**HP** 235; **Weaknesses** cold iron 8, good 8

**Speed** 35 feet, fly 40 feet

**Melee** 1Action claw +27 [+23/+19] (agile, magical), **Damage** 2d6+11 slashing plus 1d6 evil

**Occult Innate Spells** DC 34; **7th** *mask of terror*; **4th** *clairaudience* (at will), *clairvoyance* (at will), *dimension door* (at will, within the Sightless Sphinx only), *read omens*, *remove curse*; **3rd** *dispel magic*, *locate*; **1st** *alarm* (at will); **cantrips (7th)** *detect magic* **Constant (7th)** *tongues*; **(2nd)** *see invisibility*

**Claw Rake** 3Actions Areshkhesbed rears back on her hind legs and makes two claw Strikes at the same target, using the same attack bonus as her highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.

**Pounce** 1Action Areshkhesbed Strides and makes a Strike at the end of that movement. If Areshkhesbed began this action hidden, she remains hidden until after the attack.

**Warding Glyph** Once per week, Areshkhesbed can create a magical symbol as though casting a heightened *glyph of warding* spell. Areshkhesbed usually shapes the glyph to take the form of a written riddle, and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 34 Will save or suffer one of the following spell effects, chosen by Areshkhesbed when creating the symbol: *synaptic pulse* **(5th)**, *charm* **(4th)**, *fear* **(3rd)**, *phantom pain* **(3rd)**, *sleep* **(3rd)**. Areshkhesbed learns the identity of any creature that answers the riddle and tends to be friendly to them.

**Cultists of Areshkagal** / Creature 10

*CE* / *Medium* / *Humanoid*

**Perception** +17; darkvision

**Languages** Abyssal, Common, Sphinx

**Skills** Acrobatics +23, Intimidation +18, Religion +17, Society +16, Stealth +21, Survival +17, Thievery +21, Ruins Lore +16 (applies only to their home ruins)

**Str** +6, **Dex** +7, **Con** +5, **Int** +4, **Wis** +3, **Cha** +2

**Items** scimitar (2) and silver religious symbol of Areshkegal

**AC** 29; **Fort** +19, **Ref** +21, **Will** +15

**HP** 170

**Runic Resistance** Reaction (arcane, abjuration); **Trigger** The maftet takes damage from a Strike or spell effect; **Effect** The maftet's protective runic tattoos glow, granting them resistance 7 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until the maftet uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, the maftet chooses which type to resist.

**Speed** 30 feet, fly 40 feet

**Melee** 1Action scimitar +25 [+20/+15] (forceful, magical, sweep), **Damage** 2d6+14 slashing

**Arcane Innate Spells** DC 28 ; **1st** *sanctuary* (×3), *true strike*; **cantrips (5th)** *sigil*

**Occult Innate Spells** DC 25 , **3rd** *fear*, *haste*; **2nd** *invisibility* (×2);

**Paired Strike** 2Actions **Requirements** The maftet is wielding two scimitars; **Effect** The maftet makes two Strikes against the same target, one with each of their scimitars. The maftet combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating the maftet's multiple attack penalty.

**Powerful Scimitars** (arcane, evocation) Any non-magical scimitar becomes a *+1 striking scimitar* while a maftet wields it.

**Raptor Dive** 3Actions **Requirements** The maftet is flying at least 10 feet above the target; **Effect** The maftet Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.

**Disciples of the Forgotten Pharaoh** / Creature 9

*LE* / *Medium* / *Humanoid* / *Human*

**Perception** +17

**Languages** Ancient Osiriani, Common, Osiriani

**Skills** Acrobatics +19, Athletics +17 (+19 to Climb), Religion +17, Stealth +19, Osirion Lore +15

**Str** +4, **Dex** +6, **Con** +3, **Int** +2, **Wis** +4, **Cha** +3

**Items** *lesser healing potion* and gold funerary mask worth 1 gp

**AC** 29; **Fort** +14, **Ref** +21, **Will** +17

**HP** 156

**Troth of the Forgotten Pharaoh** FreeAction When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 8d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 28 basic Reflex save). This reduces the cultist's body to ash but does not affect worn equipment. A cultist can also activate this sigil as a free action on its turn, killing the cultist instantly.

**Speed** 30 feet

**Melee** 1Action fist +19 [+15/+11] (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d8+10 bludgeoning

**Flurry of Blows** 1Action (flourish) The cultist makes two Strikes with their fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

**Gorgon's Fist** 1Action (incapacitation, press) The cultist makes a melee Strike against a creature it has previously hit on this turn. If the Strike hits, the creature takes damage and must attempt a DC 25 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature is stunned 1.

**Failure** The creature is stunned 2.

**Critical Failure** The creature is stunned 3.

**Dust Scorpion** / Creature 9

*N* / *Huge* / *Animal*

**Perception** +19; darkvision, tremorsense (imprecise) 60 feet

**Skills** Athletics +20, Stealth +18 (+20 in Sand)

**Str** +7, **Dex** +3, **Con** +4, **Int** -5, **Wis** +4, **Cha** -4

**Sudden Strike** When the dusk scorpion rolls initiative using Stealth, they become Quickened until the end of their turn. It can use this extra action to Stride or Strike.

**AC** 30; **Fort** +21, **Ref** +16, **Will** +17

**HP** 144

**Speed** 45 feet

**Melee** 1Action pincer +20 [+16/+12] (agile, reach 15 feet), **Damage** 2d10+13 slashing plus Grab

**Melee** 1Action stinger +20 [+15/+10] (reach 15 feet), **Damage** 2d6+13 piercing plus dust scorpion venom

**Constrict** 1Action 1d10+10 bludgeoning, DC 28

**Dust Scorpion Venom** (poison); **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and enfeebled 2 (1 round); **Stage 2** 3d8 poison damage, enfeebled 2, and fatigued (1 round); **Stage 3** 5d8 poison damage, enfeebled 3, and fatigued (1 round)

**Elder Mud Elemental** / Creature 13

*N* / *Huge* / *Elemental* / *Earth* / *Water*

**Perception** +22; darkvision, tremorsense (imprecise) 90 feet

**Languages** Terran

**Skills** Athletics +27, Stealth +18

**Str** +8, **Dex** +3, **Con** +5, **Int** -1, **Wis** +3, **Cha** -1

**AC** 30; **Fort** +26, **Ref** +18, **Will** +22

**HP** 288; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 16

**Speed** 25 feet, burrow 15 feet, swim 25 feet; earth glide

**Melee** 1Action fist +27 [+22/+17] (reach 20 feet), **Damage** 3d10+12 bludgeoning plus Grab

**Earth Glide** The elder mud elemental can Burrow through any earthen matter, including rock. When it does so, the elder mud elemental moves at its full burrow Speed, leaving no tunnels or signs of its passing.

**Engulf** 2Actions DC 33, 4d10 bludgeoning, Escape DC 33, Rupture 30

**Mud Pool** 1Action (concentrate) Until it next acts, the elder mud elemental appears to be an ordinary pool of mud. It has an automatic result of 20 on Deception checks to pass as a pool of muddle and can make a fist Strike against a creature that walks onto the pool of mud as a reaction.

**Giant Emperor Scorpion** / Creature 12

*N* / *Gargantuan* / *Animal*

**Perception** +23; darkvision, tremorsense (imprecise) 90 feet

**Skills** Athletics +26, Stealth +22 (+24 to Hide in sand or soil)

**Str** +8, **Dex** +4, **Con** +5, **Int** -5, **Wis** +5, **Cha** -4

**AC** 34; **Fort** +25, **Ref** +20, **Will** +21

**HP** 215

**Speed** 50 feet, climb 15 feet, burrow 10 feet

**Melee** 1Action pincer +26 [+22/+18] (agile, reach 30 feet), **Damage** 3d10+12 slashing plus Grab

**Melee** 1Action stinger +26 [+21/+16] (reach 30 feet), **Damage** 3d6+12 piercing plus giant emperor scorpion venom

**Giant Emperor Scorpion Venom** (poison); **Saving Throw** DC 31 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d10 poison damage and enfeebled 2 (1 round); **Stage 2** 3d10 poison damage, enfeebled 2, and slowed 1 (1 round); **Stage 3** 4d10 poison damage, enfeebled 4, and slowed 2 (1 round)

**Greater Constrict** 1Action 2d10+10 bludgeoning, DC 31

**Pounce** 1Action The giant emperor scorpion Strides and makes a Strike at the end of that movement. If the giant emperor scorpion began this action hidden, it remains hidden until after this ability's Strike.

**Heqet** / Creature 13

*Unique* / *CE* / *Medium* / *Undead* / *Zombie*

**Perception** +24; darkvision

**Languages** Abyssal, Common, Necril, Osirian

**Skills** Athletics +23, Occultism +22, Religion +26, Stealth +24, Osirion Lore +22

**Str** +6, **Dex** +5, **Con** +4, **Int** +3, **Wis** +9, **Cha** +4

**Items** silver religious symbol of Areshkegal

**AC** 32; **Fort** +19, **Ref** +22, **Will** +28

**HP** 192 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 12, slashing 12

**Speed** 25 feet

**Melee** 1Action fist +21 [+16/+11], **Damage** 1d8+8 bludgeoning

**Divine Prepared Spells** DC 36, attack +28 ; **7th** *harm* (×5); *eclipse burst*, *finger of death*; **6th** *blade barrier*, *spirit blast*, *vampiric exsanguination*; **5th** *command*, *repelling pulse*, *summon fiend*; **4th** *bloodspray curse*, *divine wrath*, *freedom of movement*; **3rd** *chilling darkness*, *circle of protection*, *fear*; **2nd** *blood vendetta*, *see invisibility*, *silence*; **1st** *animate dead*, *command*, *ray of enfeeblement*; **cantrips (7th)** *chill touch*, *detect magic*, *guidance*, *read aura*, *shield*

**Cleric Domain Spells** DC 36 , 2 focus points, **7th** *disperse into air*, *pushing gust*;

**Command Zombie** 1Action (concentrate, divine, incapacitation, nercomancy) Heqet intones blasphemous words to gain control over a zombie they can see within 100 feet. A zombie that is mindless and not under someone else's control falls under their control automatically; otherwise, the zombie or its controller can attempt a DC 36 Will save to avoid it being controlled (whichever has the higher modifier). The target zombie is temporarily immune for 24 hours if successful. The attempt fails if the zombie is the same level as Heqet or higher.

The zombie remains controlled by Heqet until either is destroyed. Heqet can control up to 18 zombies at a time. If Heqet would control a number of zombies over this limit, they choose which to release.

**Create Zombie** (concentrate, divine, evil, necromancy) Heqet can create lesser zombies with a 1-hour ritual. During this time, Heqet chants and performs an unholy dance over the corpses they intend to animate. Unlike normal rituals, this doesn't require a skill check or Cost. At the end of this hour, Heqet can create one 11th- or 12th-level zombie, or two zombies of level 10 or lower. These are automatically under Heqet's control and count toward the limit of Command Zombie. Any zombies created by Heqet still count toward the XP budget of an encounter normally.

**Shamble Forth!** 1Action (concentrate, divine, necromancy); **Frequency** once per round; **Effect** Each zombie controlled by Heqet Strides 5 feet (or Burrows, Climbs, Flies, or Swims 5 feet if it has the corresponding movement type).

**Kixexa** / Creature 11

*Unique* / *LE* / *Large* / *Elemental* / *Fire* / *Genie*

**Perception** +18; darkvision, *detect magic*

**Languages** Common, Draconic, lgnan, Osirian

**Skills** Acrobatics +21, Arcana +19, Crafting +19, Deception +22, Intimidation +22, Nature +19, Stealth +21, Osirian Lore +19

**Str** +6, **Dex** +4, **Con** +5, **Int** +2, **Wis** +3, **Cha** +7

**Items** jewelry worth a total of 100 gp

**AC** 29; **Fort** +22, **Ref** +19, **Will** +20

**HP** 150; **Immunities** fire; **Weaknesses** cold 12

**Speed** 25 feet, fly 35 feet

**Melee** 1Action fist +23 [+19/+15] (agile, magical, reach 10 feet), **Damage** 1d4+6 bludgeoning plus 3d6 fire

**Primal Spontaneous Spells** DC 32, attack +24; **6th** *chain lightning*, *fireball*, *repulsion*; **5th** *banishment*, *elemental form*, *flammable fumes*, *stormburst*; **4th** *fire shield*, *freedom of movement*, *stoneskin*, *wall of fire*; **3rd** *blazing dive*, *elemental annihilation wave*, *fireball*, *haste*; **2nd** *continual flame*, *darkness*, *resist energy*, *scorching ray*; **1st** *burning hands*, *fear*, *fleet step*, *pass without trace*; **cantrips (6th)** *gouging claw*, *electric arc*, *prestidigitation*, *read aura*, *sigil*

**Arcane Innate Spells** DC 32, attack +24; **7th** *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only); **5th** *illusory object*; **4th** *gaseous form*, *invisibility* (×2); **cantrips (6th)** *produce flame* **Constant** *detect magic*

**Burning Grasp** (fire) When Kixexa grabs a creature, that creature takes 3d6 fire damage, and takes 3d6 fire damage at the end of each of its turns as long as it remains grabbed.

**Change Size** 2Actions (arcane, concentrate, polymorph, transmutation); **Frequency** Once per day. **Effect** Kixexa changes a creature’s size. This works as a 4th-level enlarge or shrink spell but can target an unwilling creature (DC 32 Fortitude save negates).

**Combat Grab** 1Action **Requirements** Kixexa has one hand free. **Effect** Kixexa makes a melee Strike while keeping one hand free. If the Strike hits, the target is grabbed in Kixexa’s free hand.

**Overwhelming Energy** 1Action Kixexa alters her spells to overcome resistances. If the next action she uses is to Cast a Spell, the spell ignores the target's resistance to acid, cold, electricity, fire, or sonic damage up to resistance 11. A creature’s immunities are unaffected.

**Lady Sophronia** / Creature 12

*Unique* / *LG* / *Medium* / *Undead* / *Ghost* / *Incorporeal* / *Spirit*

**Perception** +21; darkvision

**Languages** Celestial, Common, Osiriani

**Skills** Acrobatics +22, Diplomacy +23, Medicine +21, Religion +21, Stealth +20

**Str** -5, **Dex** +4, **Con** +0, **Int** +4, **Wis** +5, **Cha** +7

**Site Bound** A typical ghost can stray only a short distance from where it was killed or the place it haunts. Lady Sophronia is bound to areas K18 - K24.

**Items** *+1 striking ghost touch longsword*

**AC** 30; **Fort** +18, **Ref** +22, **Will** +25

**HP** 165 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 12 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Attack of Opportunity** Reaction

**Rejuvenation** (divine, necromancy) When Lady Sophronia is destroyed, she re-forms after 2d4 days within area K24 that she is bound to, fully healed. She can be permanently destroyed if Ninureset is defeated.

**Speed** fly 25 feet

**Melee** 1Action longsword +26 [+21/+16], **Damage** 2d8+14 negative

**Devotion Spells** 2 Focus Points, DC 29; **6th** *champion's sacrifice*, *lay on hands*;

**Smite Evil** 1Action Lady Sophronia selects a foe she can see. Until the start of her next turn, her longsword Strikes deal an extra 6 good damage against that foe. If the foe attacks one of her allies, the duration extends to the end of that foe's next turn. If the foe continues to attack her allies each turn, the duration continues to extend.

**Orchamus** / Creature 10

*Unique* / *N* / *Large* / *Beast*

**Perception** +21; darkvision, tremorsense (imprecise) 60 feet

**Languages** Common, Girtablilu, Osiriani

**Skills** Athletics +23, Crafting +17, Intimidation +20, Nature +19, Religion +17, Stealth +19, Survival +19, Osirion Lore +17

**Str** +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +5, **Cha** +4

**Items** *+1 striking glaive*, leather armor

**AC** 31; **Fort** +23, **Ref** +19, **Will** +19

**HP** 221

**Hunting Stalker** Reaction The girtablilu keeps pace with its enemies. When a foe within the girtablilu moves, the girtablilu Strides up to its speed, following the foe and keeping it in reach throughout its movement until it stops moving or the girtablilu has moved its full Speed.

**Speed** 40 feet

**Melee** 1Action glaive +24 [+19/+14] (deadly d8, forceful, reach), **Damage** 2d8+15 slashing

**Melee** 1Action pincer +23 [+19/+15] (agile), **Damage** 2d8+13 piercing plus Grab

**Melee** 1Action stringer +23 [+18/+13] (reach 10 feet), **Damage** 2d6+13 piercing plus girtablilu venom

**Constrict** 1Action 2d8+8 bludgeoning, DC 27

**Desert Stride** A girtablilu ignores natural difficult terrain in the desert.

**Girtablilu Venom** (poison); **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and enfeebled 1 (1 round); **Stage 2** 4d6 poison damage and enfeebled 1 (1 round); **Stage 3** 4d6 poison damage and enfeebled 2 (1 round)

**Panthereon Golem** / Creature 12

*Rare* / *N* / *Large* / *Construct* / *Golem* / *Mindless*

**Perception** +20; darkvision, *see invisibility*

**Skills** Athletics +25

**Str** +7, **Dex** -1, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

**See Invisibility** A panthereon golem can see invisible creatures and objects as translucent shapes, and they are concealed to the panthereon golem.

**AC** 33; **Fort** +25, **Ref** +19, **Will** +20

**HP** 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

**Golem Antimagic** harmed by earth (5d10, 2d8 from areas and persistent damage); healed by electricity (area 2d8 HP); slowed by force

**Hasted** Reaction **Trigger** The golem scores a critical hit against a creature; **Effect** The golem is under the effects of a *haste* spell for 1d4 rounds.

**Vulnerable to Shape Stone** A *shape stone* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round.

**Speed** 25 feet

**Melee** 1Action jaws +27 [+22/+17] (magical, deadly d8), **Damage** 2d6+14 piercing plus cursed wound

**Melee** 1Action slam +27 [+22/+17] (magical, reach 10 feet), **Damage** 3d10+14 bludgeoning

**Cursed Wound** (curse, divine, magical, necromancy) A creature is cursed for 1 minute with wounds that refuse to seal. A cursed creature that would receive positive healing must succeed at a DC 11 flat check or receive no healing from the effect.

**Eye Beam** 2Action (divine, fire, visual) The golem shoots a beam of blinding light at a creature within 60 feet, dealing 3d8 fire damage and makes a DC 29 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is dazzled for 1 round.

**Failure** The creature takes full damage and is blinded for 1 round and dazzled for 1  
 minute.

**Critical Failure** The creature takes double damage and is blinded for 1 minute. After the  
 1 minute, the target must attempt the saving throw again or be permanently  
 blinded. This effect has the incapacitation trait.

**Picasi** / Creature 10

*Unique* / *LN* / *Large* / *Elemental* / *Earth* / *Genie*

**Perception** +19; darkvision, detect magic, tremorsense (imprecise) 60 feet

**Languages** Common, Osiriani, Terran

**Skills** Acrobatics +19, Athletics +23, Crafting +17, Deception +18, Nature +19, Society +17, Stealth +19, Gem Lore +19, Engineering Lore +17

**Str** +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4

**AC** 31; **Fort** +21, **Ref** +15, **Will** +19; +1 against Enchantments

**HP** 170; **Resistances** electricity 13

**Speed** 20 feet, burrow 45 feet, climb 20 feet; earth glide

**Melee** 1Action fist +25 [+21/+17] (agile, magical, reach 10 feet), **Damage** 2d6+10 bludgeoning plus Push 10 feet and shove into stone

**Arcane Innate Spells** DC 28 ; **7th** *plane shift* (to Astral Plane, Elemental Planes, or Material Plane only); **5th** *veil* (self only), *wall of stone*; **4th** *shape stone* (at will); **2nd** *glitterdust* (×2); **cantrips (5th)** *detect magic*

**Earth Glide** Picasi can Burrow through dirt and stone at her full burrow Speed, leaving no tunnels or signs of her passing.

**Earthen Pummel** 2Actions Picasi Strides up to two times in a straight line. She can make a single Strike against a creature at the end of this movement. On a success, the target is pushed 20 feet instead of 10 feet.

**Flurry of Blows** 1Action (flourish) Picasi makes two Strikes with her fists. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

**Shove into Stone** (arcane, earth, transmutation) When Picasi Pushes a creature into a stone barrier, the target must succeed at a DC 27 Reflex save or become merged with the barrier (as meld with stone). The victim can attempt to Escape (DC 31).

**Rathos** / Creature 12

*Unique* / *NE* / *Medium* / *Humanoid* / *Human*

**Perception** +19

**Languages** Common, Osiriani

**Skills** Athletics +24, Intimidation +21

**Str** +8, **Dex** +4, **Con** +7, **Int** +2, **Wis** +1, **Cha** +1

**Items** *+2 resilient moderate dread half plate*

**AC** 30; **Fort** +25, **Ref** +20, **Will** +19; +1 status against fear

**HP** 275; **Resistances** acid 8, cold 8, electricity 8, fire 8, sonic 8

**Baleful Gaze** (aura, necromancy, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 29 Fortitude save. If it fails, it becomes drained 1. The creature is then temporarily immune to the gaze for 1 minute.

**Troth of the Forgotten Pharaoh** FreeAction When Rathos dies, a burst of arcane energy explodes from a cartouche carved into his body, dealing 13d6 fire damage to each creature in a 5-foot burst centered on Rathos (DC 29 basic Reflex save). This reduces the Rathos' body to ash but does not affect worn equipment. Rathos can also activate this sigil as a free action on its turn, killing Rathos instantly.

**Speed** 25 feet

**Melee** 1Action jaws +26 [+21/+16], **Damage** 2d12+15 piercing plus 1d6 persistent bleed

**Melee** 1Action slam +26 [+22/+18] (agile), **Damage** 2d6+15 bludgeoning

**Agonized Wail** 2Actions (auditory, emotion, fear, mental) Rathos emits an agonized wail and creatures in a 60-foot emanation must make a DC 29 Will save. Rathos can't use Agonized Wail again for 1d4 rounds.

**Critical Success** The target is unaffected and is temporarily immune to this Agonized  
 Wail for 24 hours.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Royal Naga** / Creature 11

*Rare* / *LN* / *Huge* / *Aberration*

**Perception** +24; darkvision, *see invisibility*

**Languages** Celestial, Common, Infernal

**Skills** Arcana +19, Athletics +21 (+23 to Jump), Deception +21, Diplomacy +19, Stealth +17, Ruins Lore +23 (applies only to their specific region)

**Str** +6, **Dex** +4, **Con** +5, **Int** +4, **Wis** +5, **Cha** +6

**See Invisibility** A royal naga can see invisible creatures and objects as translucent shapes, and they are concealed to the royal naga.

**AC** 32; **Fort** +20, **Ref** +19, **Will** +24

**HP** 195

**Dual Gaze** (arcane, aura, necromancy, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 31 Fortitude save. The royal naga has two gaze effects, but only one can be active at a time. It can swap between the two gaze effects, or deactivate or activate this aura, by using a single action, which has the concentrate trait.

- **Blindness** (incapacitation); If the creature fails, it becomes blinded for 1 minute (or permanently blinded on a critical failure).

- **Deafness**; If the creature fails, it becomes deafened for 1 minute (or permanently deafened on a critical failure).

**Speed** 25 feet

**Melee** 1Action fangs +23 [+19/+15] (agile, reach 10 feet), **Damage** 2d6+10 piercing plus 1d6 persistent bleed

**Arcane Spontaneous Spells** DC 31, attack +23; **6th** *baleful polymorph*, *chain lightning*, *dominate* (3 slots); **5th** *cone of cold*, *forceful hand*, *prying eye*, *telekinetic haul* (4 slots); **4th** *blink*, *charm*, *confusion*, *suggestion* (4 slots); **3rd** *enthrall*, *fear*, *paralyze*, *shifting sand* (4 slots); **2nd** *dispel magic*, *invisibility*, *scorching ray*, *touch of idiocy* (4 slots); **1st** *charm*, *magic missile*, *ray of enfeeblement*, *true strike* (4 slots); **cantrips (6th)** *daze*, *detect magic*, *mage hand*, *read aura*, *shield*

**Change Shape** 1Action (arcane, concentrate, polymorph, transmutation) The royal naga can take the appearance of one of any five specific humanoid forms. This doesn’t change its Speed, its dual gaze, or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal. Each of these forms has a unique appearance and the royal naga can only choose between these five forms.

**Storm of Jaws** 2Actions The royal naga makes five Strikes, each against a different target. These attacks count toward the royal naga’s multiple attack penalty, but the multiple attack penalty doesn’t increase until after the royal naga makes all its attacks.

**Rubila** / Creature 13

*Unique* / *N* / *Large* / *Beast*

**Perception** +23; darkvision, tremorsense (imprecise) 60 feet

**Languages** Common, Girtablilu, Osiriani

**Skills** Acrobatics +23, Athletics +27, Deception +24, Diplomacy +24, Stealth +25, Survival +21, Thievery +23, Trap Lore +22, Osirion Lore +18

**Str** +8, **Dex** +6, **Con** +5, **Int** +3, **Wis** +4, **Cha** +5

**Items** *+1 striking corrosive shortsword*

**AC** 33; **Fort** +22, **Ref** +25, **Will** +19

**HP** 235

**Speed** 40 feet

**Melee** 1Action shortsword +27 [+23/+19] (agile, finesse, magical, versatile S), **Damage** 2d6+14 piercing plus 1d6 acid

**Melee** 1Action pincer +27 [+23/+19] (agile), **Damage** 2d8+14 bludgeoning plus Grab

**Melee** 1Action stinger +27 [+22/+17] (reach 10 feet), **Damage** 2d6+14 piercing plus girtablilu venom

**Constrict** 1Action 2d8+8 bludgeoning, DC 31

**Desert Stride** A girtablilu ignores natural difficult terrain in the desert.

**Girtablilu Venom** (poison); **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round); **Stage 2** 5d6 poison damage and enfeebled 1 (1 round); **Stage 3** 5d6 poison damage and enfeebled 2 (1 round)

**Sneak Attack** Rubila's Strikes deal 2d6 extra precision damage to flat-footed creatures.

**Stymphalidies** / Creature 9

*Uncommon* / *N* / *Large* / *Beast*

**Perception** +16; low-light Vision

**Skills** Acrobatics +16, Athletics +17

**Str** +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** +4

**AC** 26; **Fort** +22, **Ref** +18, **Will** +14

**HP** 140; **Immunities** fire; **Resistances** physical 10 (except adamantium); **Weaknesses** sonic 10

**Speed** 10 ft., fly 60 ft.

**Melee** 1Action beak +23 [+18/+13] (deadly d10), **Damage** 2d8+11 piercing

**Melee** 1Action wing razor +23 [+19/+15] (agile), **Damage** 2d4+11 slashing plus 1d4 persistent bleed

**Ranged** 1Action feather razor +20 [+16/+12] (agile, range increment 30 feet, reload 0), **Damage** 2d4+6 slashing plus 1d4 persistent bleed

**Feather Razor** 1Action A stymphalidies’s metallic feathers are razor-sharp and it can beat its wings, flinging feathered shards at its prey. The stymphalidies makes two feather razor Strikes at a single creature, increasing its multiple attack penalty only once after both attacks are made.

**Glare** 2Actions (light, visual); **Requirements** The stymphalidies must be in an area of bright light; **Effect** The stymphalidies ruffles its metallic feathers, blinding all creatures within 30 feet (DC 28 Fortitude save).

**Critical Success** The target is unaffected.

**Success** The target is dazzled for 1 round.

**Failure** The target is blinded for 1 round and dazzled for 1 minute.

**Critical Failure** The target is blinded for 1 minute.

**The Forgotten Pharaoh** / Creature 14

*Unique* / *LE* / *Medium* / *Humanoid* / *Human*

**Perception** +22

**Languages** Ancient Osiriani, Common, Osiriani

**Skills** Acrobatics +24, Arcana +25, Intimidation +29, Religion +26, Osirion Lore +25

**Str** +2, **Dex** +4, **Con** +5, **Int** +3, **Wis** +4, **Cha** +9

**Items** *armband of the golden serpent* (see loot conversion), *falcon crown* (see loot conversion), gold funerary mask worth 15 gp, and a *light brown elemental gem*

**AC** 34; **Fort** +23, **Ref** +24, **Will** +26

**HP** 195; **Immunities** fear

**Protect the Pharaoh!** Reaction (auditory, concentrate, emotion, linguistic, mental, move); **Trigger** The Forgotten Pharaoh is targeted with an attack, and a lower-ranking cultist is adjacent to them; **Effect** The Forgotten Pharaoh orders their cultist to leap in front of the attack. The cultist and the Forgotten Pharaoh swap places, and the cultist becomes the target of the attack.

**Speed** 25 feet

**Melee** 1Action staff +22 [+17/+12] (two-hand d8), **Damage** 1d4+7 bludgeoning

**Arcane Spontaneous Spells** DC 39, attack +31; **7th** *prismatic spray*, *reverse gravity*, *spell turning*, *telekinetic bombardment* (4 slots); **6th** *chain lightning*, *disintegrate*, *dominate*, *feeblemind* (4 slots); **5th** *chromatic wall*, *cone of cold*, *prying eye*, *stagnate time* (4 slots); **4th** *dimension door*, *enervation*, *fly*, *stoneskin* (4 slots); **3rd** *fear*, *fireball*, *haste*, *slow* (4 slots); **2nd** *dispel magic*, *glitterdust*, *invisibility*, *mirror image* (4 slots); **1st** *command*, *magic missile*, *ray of enfeeblement*, *shocking grasp* (4 slots); **cantrips (7th)** *acid splash*, *detect magic*, *light*, *read aura*, *shield*

**Bloodline Spells** 3 Focus Points, DC 39, **7th** *ancestral memories*, *arcane countermeasures*, *extend spell*;

**Thmei** / Creature 13

*Unique* / *LE* / *Medium* / *Humanoid* / *Human*

**Perception** +20

**Languages** Ancient Osiriani, Common, Kelish, Osiriani

**Skills** Diplomacy +25, Medicine +24, Religion +24, Stealth +22, Osirion Lore +22

**Str** +2, **Dex** +5, **Con** +4, **Int** +3, **Wis** +5, **Cha** +8

**Cursed Mystery** When Thmei casts a revelation spell, she gains the drained condition each time, increasing the condition by 1 to a maximum of 3. Thmei reduces this penalty by 1 when she refocuses.

**Items** *potion of invisibility*, a platinum bracelet worth 30 gp, and a ceramic tile marked with the image of an armored warrior for area K18

**AC** 32; **Fort** +23, **Ref** +20, **Will** +26

**HP** 170 (negative healing); **Immunities** disease, sickened; **Resistances** poison 8

**Speed** 25 feet

**Melee** 1Action spear +21 [+16/+11], **Damage** 1d6+5 piercing

**Ranged** 1Action spear +21 [+16/+11] (thrown 20 feet), **Damage** 1d6+5 piercing

**Divine Spontaneous Spells** DC 37, attack +29; **7th** *finger of death*, *harm* (2 slots); **6th** *necrotize*, *righteous might*, *spirit blast* (3 slots); **5th** *command*, *flame strike*, *spiritual guardian* (3 slots); **4th** *divine wrath*, *enervation*, *freedom of movement* (3 slots); **3rd** *harm*, *heroism*, *searing light* (3 slots); **2nd** *death knell*, *silence*, *spiritual weapon* (3 slots); **1st** *command*, *harm*, *sanctuary* (3 slots); **cantrips (7th)** *daze*, *detect magic*, *disrupt undead*, *light*, *read aura*

**Revelation Spells** 3 Focus Points, DC 37, attack +29; **7th** *armor of bones*, *claim undead*, *soul siphon*;

**Userib** / Creature 11

*Unique* / *CE* / *Medium* / *Humanoid*

**Perception** +21; darkvision

**Languages** Common, Sphinx

**Skills** Acrobatics +19, Arcana +18, Athletics +22, Deception +20, Religion +21, Stealth +21, Ruins Lore +18 ((applies only to their home ruins))

**Str** +7, **Dex** +4, **Con** +5, **Int** +1, **Wis** +6, **Cha** +3

**Items** silver religious symbol of Areshkegal, crushed jade worth 25 gp and diamond dust worth 50 gp, scimitar (2)

**AC** 31; **Fort** +20, **Ref** +17, **Will** +25

**HP** 200

**Runic Resistance** Reaction (arcane, abjuration); **Trigger** Userib takes damage from a Strike or spell effect; **Effect** Userib's protective runic tattoos glow, granting him resistance 7 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until Userib uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, Userib chooses which type to resist.

**Speed** 30 feet, fly 40 feet

**Melee** 1Action scimitar +24 [+19/+14] (forceful, magic, sweep), **Damage** 2d6+14 slashing

**Divine Prepared Spells** DC 30, attack +22 ; **6th** *necrotize*, *vampiric exsanguination*; **5th** *flame strike*, *heal*, *repelling pulse*; **4th** *bloodspray curse*, *enervation*, *heal*; **3rd** *fear*, *impending doom*, *vampiric touch*; **2nd** *create food*, *darkness*, *spiritual weapon*; **1st** *bane*, *command*, *fear*; **cantrips (6th)** *chill touch*, *detect magic*, *divine lance* (chaos or evil), *guidance*, *shield*

**Arcane Innate Spells** DC 28, **1st** *sanctuary* (×3), *true strike*; **cantrips (6th)** *sigil*

**Divine Font Spells** DC 30, **6th** *harm* (×4);

**Paired Strike** 2Actions **Requirements** Userib is wielding two scimitars; **Effect** Userib makes two Strikes against the same target, one with each of his scimitars. Userib combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating Userib's multiple attack penalty.

**Powerful Scimitars** (arcane, evocation) Any non-magical scimitar becomes a *+1 striking scimitar* while Userib wields it.

**Raptor Dive** 3Actions **Requirements** Userib is flying at least 10 feet above the target; **Effect** Userib Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.

**Wardens of the Forgotten Pharaoh** / Creature 7

*LE* / *Medium* / *Humanoid* / *Human*

**Perception** +15

**Languages** Ancient Osiriani, Common, Osiriani

**Skills** Athletics +15 (+17 to Climb), Intimidation +16, Nature +15, Religion +13, Stealth +15, Survival +15

**Str** +6, **Dex** +4, **Con** +6, **Int** +4, **Wis** +2, **Cha** +3

**Items** composite longbow (20 arrows), buckler, scale mail, *+1 scimitar*, *lesser healing potion*, gold funerary mask worth 1 gp

**AC** 26 (27 with shield raised); **Fort** +17, **Ref** +15, **Will** +13

**HP** 117

**Attack of Opportunity** Reaction

**Troth of the Forgotten Pharaoh** When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 6d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 23 basic Reflex save). This reduces the cultist's body to ash but does not affect worn equipment. A cultist can also activate this sigil as a free action on its turn, killing the cultist instantly.

**Speed** 25 feet

**Melee** 1Action scimitar +18 [+13/+8] (forceful, magical, sweep), **Damage** 1d6 + 10 slashing

**Ranged** 1Action composite longbow +15 [+10/+5] (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8 + 7 piercing

**Empowered by Fear** The cultist Strikes deal 2d6 extra damage to frightened creatures.

**Zealots of the Forgotten Pharaoh** / Creature 7

*LE* / *Medium* / *Humanoid* / *Human*

**Perception** +12

**Languages** Common, Osiriani

**Skills** Acrobatics +14, Athletics +15 (+17 to Climb), Intimidation +15, Survival +12

**Str** +6, **Dex** +3, **Con** +6, **Int** +2, **Wis** +3, **Cha** +4

**Items** *+1 striking warhammer*, *lesser healing potion*, and a gold funerary mask worth 1 gp

**AC** 24; **Fort** +19, **Ref** +12, **Will** +12

**HP** 140

**Troth of the Forgotten Pharaoh** FreeAction When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 6d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 23 basic Reflex save). This reduces the cultist's body to ash but does not affect worn equipment. A cultist can also activate this sigil as a free action on its turn, killing the cultist instantly.

**Speed** 25 feet

**Melee** 1Action warhammer +16 [+11/+6] (shove), **Damage** 2d8+10 bludgeoning

**Elemental Rage** 1Action (Evocation, Primal) As the barbarian class ability Rage; AC 23, +13 Hit Points, +5 electricity damage, gain Resistance piercing 7 and electricity 7

**Sudden Charge** 2Actions The cultist Strides twice. If it ends its movement within melee reach of one creature, it can make a melee Strike against that creature.

**Traps**

**Burst of Arrows Trap** / Hazard 10

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 34 (expert)

**Description** An old trap in the wall that shoots razor-tipped arrows from a wall socket at anyone opening a concealed trap door to areas H8 and H9.

**Disable** Thievery DC 32 (trained) on the trap door or wall socket

**AC** 30, **Fort** +22, **Ref** +11

**Hardness** 18, **HP** 74 (BT 37); **Immunities** critical hits, object immunities, precision damage

**Arrows** Reaction (attack); **Trigger** The trap door is opened; **Effect** The trap shoots razor-tipped arrows in the room, making an attack against all creatures within 20 feet of the trap door, each attack does not increase the trap’s Multi-Attack Penalty.

**Ranged** razor-tipped arrow +26, **Damage** 2d8+8 piercing plus 1d6 persistent bleed

**Reset** The trap must be manually reset.

**Collapsing Sphinx Trap** / Hazard 10

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 32 (expert)

**Description** The glyphs on the doors must be correctly pressed to unlock the doors and allow entrance into the Sightless Sphinx.

**Disable** DC 33 Thievery (master) to disable the glyph trap or *dispel magic* (5th level, counteract DC 26) to counteract the trap, though the doors remain locked.

**Collapsing Sphinx** Reaction (death, emotion, fear, illusion, mental); **Trigger** A creature improperly selects the glyphs on the doors or tries to open the doors without touching the correct sequence of glyphs; **Effect** This trap targets all creatures in the area between the Sphinx’s feet with a *phantasmal killer* spell heightened to 5th-level (DC 29 Will save). Instead of the creatures seeing their individual fears, they instead see the sphinx’s head falling off and crushing them.

**Reset** The trap automatically resets.

**Bypass** A character who succeeds at a DC 24 Perception check notices that the inlaid hieroglyphs are loosely set in the doors. The hieroglyphs are ‘buttons’ to open the doors so long as the correct combination is entered. The hieroglyphs are Ancient Osiriani that depict the 12 planets: Aballon, Castrovel, Golarion, Akiton, Verses, the Diaspora, Eox, Triaxus, Liavara, Bethesda, Apostae, and Aucturn (DC 24 Occultism or Nature check). A character who succeeds at a DC 24 Occultism or Religion check knows that the Sightless Sphinx is a representation of Areshkagal, the demon lord of greed, portals, and riddles.

Once a character knows the above, they can work out which buttons to press to open the door. A DC 28 Occultism or Religion check allows the character to know which planets are associated with Areshkagal’s areas of concern. Eox represents greed, Castrovel represents portals, and Aucturn represents riddles. Pressing those three hieroglyphs bypasses and opens the doors.

**Fiendish Sphinx Trap** / Hazard 8

*Complex* / *Magical* / *Trap*

**Complexity** Complex

**Stealth** +18 (expert)

**Description** A magical sensor between the graven eyes watches for the faithful to prostrate themselves.

**Bypass** Creatures must kneel before the image of the demon lord Areshkagal and approach the door on their hands and knees, worshipers of Areshkagal know this automatically.

**Disable** Acrobatics DC 26 to approach without triggering the trap followed by a Thievery DC 28 (expert) to erase the runes, or *dispel magic* (4th level; counteract DC 23) to counteract the rune

**Summon Monster** Reaction (arcane, conjuration, summon); **Trigger** A creature enters the area and does not prostrate itself; **Effect** This trap summons a Sphinx (lv8 *sphinx, PB p.305*). The creature rolls initiative and remains for 13 rounds, after which the spell ends and the creature disappears. The creature also disappears if someone disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap automatically resets after 10 minutes.

**Fireball Trap** / Hazard 8

*Evocation* / *Fire* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 27 (expert)

**Description** The trap door to area H6 is magically enchanted with a rune of fire.

**Disable** Thievery DC 27 (expert) to erase the rune without triggering its effects, or *dispel magic* (4th level; counteract DC 23) to counteract the rune

**Fireball** Reaction (arcane, evocation, fire); **Trigger** A creature attempts to open or touches the trap door; **Effect** The rune detonates a *fireball* centered in the room. This is a 4th-level *fireball* spell that deals 8d6 fire damage (DC 26 basic Reflex save).

**Holy Word Trap** / Hazard 8

*Evocation* / *Fire* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 27 (expert)

**Description** The door has been blessed from a cleric with a holy word.

**Disable** Thievery DC 27 (expert) to erase the rune without triggering its effects, or *dispel magic* (4th level; counteract DC 23) to counteract the rune

**Holy Word** Reaction (arcane, evocation, fire); **Trigger** A creature opens the door; **Effect** The rune casts a *radiant beam* on all creatures within a 40-foot emanation of the door. This is a 4th-level *radiant beam* spell that deals 5d10 good damage (DC 26 basic Reflex save). Good-aligned creatures are immune to this casting of the spell.

**Scorched Obelisk** / Hazard 9

*Unique* / *Electricity* / *Evocation* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 30 (master)

**Description** A black obelisk that appears harmless but is filled with electricity.

**Disable** Thievery DC 30 (master) to disable the obelisk and potentially transfer the electrical energy to weapons (see Bypass), or *dispel magic* (4th level; counteract DC 23) to counteract the obelisk’s magical energy

**Electrocution** Reaction (electricity, evocation, primal); **Trigger** A creature touches the obelisk; **Effect** The trap shoots a bolt of lighting at the triggering creature, dealing 4d10 electricity damage (DC 31 basic Reflex save). The electricity arcs to up to twelve other creatures within 30 feet of the triggering creature. Each creature can only be targeted once and must have line of effect. Roll the damage only once, and apply it to each target (halving or doubling as appropriate for its saving throw outcome). This lightning does not arc if the original target critically succeeds at its save.

**Bypass** If the obelisk is properly disabled, the obelisk gives the *shock* rune to up to three weapons for 1 week or the *greater shock* rune to one weapon for 1 week. This rune can not be transferred from the original target weapon and does not count against a weapon’s number of property runes.

**Reset** A naturally occurring desert storm resets the obelisk with electrical energy.

**Shocking Chest Trap** / Hazard 9

*Electricity* / *Evocation* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 33 (expert)

**Description** The iron chest is unlocked but warded with an electrical rune.

**Disable** Thievery DC 27 (expert) to scratch out the rune without allowing electricity to flow, or *dispel magic* (4th level; counteract DC 23) to counteract the rune

**Electrocution** Reaction (arcane, electricity, evocation); **Trigger** A creature that touches the chest or opens it; **Effect** The trap shoots a spark of electricity, making an attack against each creature in area E2.

**Ranged** shock +23, **Damage** 2d12 electricity damage, if the target is wearing metal armor or is made of metal, the trap gains a +1 circumstance bonus to its attack roll, and the target also takes 1d4 persistent electricity damage on a hit. On a critical hit, double the initial damage, but not the persistent damage.

**Steel Scorpion Trap** / Hazard 5

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 26

**Description** Similar to an oversized bear trap, this trap looks like an upside-down metal scorpion.

**Disable** Crafting (expert) or Thievery (expert) DC 23 to deactivate the trap

**AC** 19, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

**Scorpion Strike** Reaction (attack); **Trigger** A creature steps into the square with the steel scorpion trap; **Effect** The steel scorpion trap snaps around the triggering creature’s angle, dealing 3d8 bludgeoning damage (basic DC 23 Reflex saving). On a failure, the creature is grabbed and the trap makes a stinger Strike against the triggering creature.

**Melee** stinger +15 (deadly d10), **Damage** 2d4 piercing damage plus *giant scorpion venom (CRB p.551)*

**Reset** The trap must be manually reset and fresh poison applied.