**Part 1**

In Defense of Wati - **PCs Lv13**

**A1 [Low 13, 75 XP]:** x5 Voices of the Sun (lv10 *mummified harpy, see below*).

**A2 [Hazard 13, 40 XP]:** Killing Box (lv13 *complex hazard, see below*).

**A5 [Hazard 13, 12 XP]:** Unintended Exit (lv14 *hazard, see below*).

**A7 [Trivial 13, 40 XP]:** Advanced Black Pudding (lv8 *elite black pudding, PB p.255*) and Tar Tomb (lv13 *complex hazard, see below*).

**A8 [Trivial 13, 40 XP to Extreme 13, 160 XP]:** x4 Animal Animus (lv13 *animus diviner, animus soldier, animus spellcaster, or animus striker, see below*). ***Note:*** *If you would rather the party fights all of the animus at once, apply the Weak template to the animus and the encounter becomes* ***Severe 13, 120 XP****. Only four generic types of animus are provided with this conversion, in the AP though, each animus is a copy of a player character. If you are running this, and want an animus closer to the abilities of your players, you can use one of the generic ones provided and swap out feats and equipment (all equipment disappears upon the animus’ death) or build monsters closer to the player’s abilities per the monster building rules found in the Gamemastery Guide.*

**A11 [Hazard 13, 8 XP]:** Sky Pharaoh’s Curse (lv13 *hazard, see below*).

**A13 [Low 13, 60 XP]:** Kor-Ahn-Tuk (lv14 *mummified gorgon, see below*).

**A14 [Trivial 13, 45 XP]:** x3 Advanced Invisible Stalkers (lv10 *weak elemental hurricane, PB p.145*) - the elementals are invisible unless the party activates their trigger, at which point they attack and their invisibility ends.

**A16 [Severe 13, 120 XP]:** Isatemkhebet (lv14 *see below*), x2 Voices of the Sun (lv10 *mummified harpy, see below)*, and x2 Huge Water Elemental (lv10 *weak elemental tsunami, PB p.153*).

***Note:*** *The following sections of the adventure are separated into two parts, but cover the same area that the party can enter at any time. The party should level up to Lv14 at some point while exploring the Slave Trenches, due to the ambiguity as to when that could happen, all encounters are designed around the assumption that the party is already Lv14 - if the party is only Lv13 when they face the encounter, either reduce the number of combatants or increase how much XP the party earns.*

***Mythic Note:*** *Some creatures in the following sections were given ‘Mythic’ levels in the original adventure. As there are not such rules currently in PF2e, they have been given mythic-like abilities that will make them far harder to defeat than otherwise - the XP awarded in each section assumes that the party has found the way to deactivate their mythic abilities, otherwise award the party an extra 80 XP for defeating the mythic creature.*

**Part 2**

Beyond the Crook - **PCs Lv14**

**D [Low 14, 60 XP]:** Kenjutret (lv15 *dread roc, P#166 p.30*) - gains the following Mythic Traits (deactivated in area C6): extra 100 HP, +5 bonus to attacks and damage (limited effects gain +10), **Arcane Innate Spells** DC 34, attack +26; **8th** *discern location*, *mind blank*; **7th** *reverse gravity*, *telekinetic bombardment*

**E [Moderate 14, 80 XP]:** Khai-Utef (lv16 *elder sphinx, PB3 p.250*).

**G [Low 14, 60 XP]:** x2 Ossumental (lv13 *see below*).

**Part 3**

Into the Slave Trenches - **PCs Lv14**

The Lantern Vault

**C1 [Hazard 14, 30 XP]:** Lacerating Light (lv13 *complex hazard, see below*).

**C4 [Trivial 14, 40 XP]:** x4 Graven Guardians of Set (lv10 *divine warden of set, see below*) and x4 Illusion-Masked Pit Trap (lv8 *hazard, see below*).

**C5 [Trivial 14, 36 XP]:** Greenfire Lichen (*mage bane, P#149, p.79*), Inkusehkset (lv13 *advanced geist, see below*), and x3 Sightless Starvation(lv10 *see below)*.

**C6 [Moderate 14, 76 XP]:** x2 Shining Child (lv13 *elite shining child, PB p.292*) and x2 Symbol of Insanity Trap (lv14 *hazard, see below*). The Assassin: Ankou (lv15 *elite ankou, PB2 p.19*).

The Monument Vault

**F1 [Low 14, 60 XP]:** Beken-Tofra (lv15 *elder earth elemental, see below*) - gains the following Mythic Traits (deactivated in area C6): extra 100 HP, +5 bonus to attacks and damage (limited effects gain +10), **Arcane Innate Spells** DC 35, attack +27; **8th** *earthquake*, *falling sky*; **7th** *control sand*, *true target*

**F2 [Hazard 14, 15 XP]:** Spiked Pit Trap (lv11 *complex hazard, see below*).

**F3 [Hazard 14, 8 XP]:** Sculpting Dais (lv14 *hazard, see below*).

**F4 [Trivial 14, 15 XP]:** Hanshepsu (lv11 *see below*).

**F5 [Low 14, 60 XP]:** Ptenoneph (lv15 *ghost sorcerer, see below*) and gains the ability **Thought-Draining Gaze** 2Actions (enchantment, mental, primal, visual) A creature that Ptenoneph can see has their thoughts drained from them (DC 35 Will save).

**Critical Success** The target is unaffected.

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

**Failure** The target is stupefied 1 for 1 minute.

**Critical Failure** The target is stupefied 2 and confused for 1 minute.

**F7 [Low 14, 60 XP]:** x4 Cenovath Swarm (lv11 *weak vicious army ant swarm, Kingmaker p.326*).

**F8 [Low 14, 60 XP]:** x4 Kalnakas (lv11 *mummified gray render, see below*).

Akhumemnet: The Guardian Vault

**H1 [Low 14, 60 XP]:** Sensuret, the Tribe Eater (lv15 *grave spinosaurus, P#166 pg.32*), change the creature’s traits from Animal to Undead, is under the constant effects of a *globe of invulnerability* spell heightened to 7th-level (DC 31 to counteract, +21 to counteract), - gains the following Mythic Traits if activated in area C6: under the effects of a 3rd-level *haste* spell (DC 20 to counteract) and Regeneration 15; can only be destroyed if its figurine is placed on the podium in area **C6**

**H3 [Hazard 14, 6 XP]:** x3 Dispelling Traps (lv10 *hazard, see below*).

**H4 [Hazard 14, 30 XP]:** Telekinetic Enucleation Trap (lv13 *complex hazard, see below*).

**H5 [Low 14, 60 XP**; **Hazard 14, 30 XP]:** x6 Advanced Specters (lv10 *elite dread wraith, PB2 p.298*) and Akhumen-Haunted Item (lv14 *complex hazard, see below*).

**H6 [Trivial 14, 40 XP**; **Hazard 14, 12 XP]:** x2 Living Sandstorm (lv12 *elite elemental avalanche, PB p.147*) and x6 Greater Glyph of Warding (lv10 *hazard, see below*).

**H7 [Low 14, 60 XP]:** Jeshura (lv15 *see below*).

**H9 [Trivial 14, 45 XP]:** x3 Hanshepsu (lv11 *see below*).

**H10 [Low 14, 60 XP]:** x4 Great Ghul (lv11 *ghoul gnawer, P#184 p.23*) - add the Genie and Ghul trait, remove the Ghoul trait.

**H11 [Moderate 14, 80 XP]:** Agazuberi (lv16 *black jinni, see below*).

Tef-Naju’s Bastion

**J1 [Trivial 14, 20 XP]:** x2 Stone Minion (lv10 *elite stone mauler, PB p.147*).

**J2 [Extreme 14, 160 XP]:** Tef-Naju (lv17 *see below*) and Aiveria (lv14 *see below*).

**Concluding the Adventure:** There is no set encounter for the conclusion to this adventure, but suggestions. The following are the suggestions, it is recommended that you give the party at least a few rounds to heal up between fights using spells or potions.

**[Low 14, 60 XP]:** x2 Ossumental (lv13 *see below*).

**[Severe 14, 120 XP]:** x4 Ossumental (lv13 *see below*).

**[Impossible 14, 180 XP]:** x6 Ossumental (lv13 *see below*).

**Story Awards**

* The party earns 40 XP for defeating an animus, for a total of 160 XP.
* The party earns 20 XP for each member of the Sekpatra family they manage to restore to life and survive to the end of Part 1, for a total of 120 XP.
* The party earns 40 XP for disabling the Five- Pointed Sun’s mobility.
* The party earns 60 XP for deciphering the hieroglyphs and learning of the Sky Pharaoh’s rebirth, as well as his imminent plans for a multi-pronged aerial assault on Osirion’s major cities.
* The party earns 80 XP for activating the *great receptacle* for the first time.
* The party earns 120 XP for successfully focusing the Slave Trenches on Hakotep’s Tomb for the first time.
* The party earns 40 XP for navigating the tunnel in H3 for the first time.
* The party earns 20 XP for destroying each focus keystone, a total of 60 XP.

**NPCs**

**Advanced Geist** / Creature 13

*Uncommon* / *CE* / *Medium* / *Incorporeal* / *Undead*

**Perception** +22; darkvision

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

**Skills** Acrobatics +26, Deception +24, Intimidation +26, Religion +22, Stealth +26

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

**AC** 32; **Fort** +18, **Ref** +26, **Will** +22

**HP** 180 (negative healing); **Immunities** death effects, disease, paralyze, poison, unconscious; **Resistances** all damage 15 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Power of the Haunt** If a geist is within 100 feet of a haunt that isn't disabled or destroyed, they gain a +2 status bonus to AC and saving throws and deal an additional 2d6 negative damage with bite Strikes. A creature that succeeds at a DC 20 check to Seek or Recall Knowledge about the geist sees that the tendrils from the geist's cloak grow thicker and more agitated the closer it gets to the haunt.

**Speed** fly 30 feet

**Melee** 1Action bite +26 [+22/+18] (agile, magical), **Damage** 1d12+15 piercing

**Terrifying Laugh** 1Action (divine, emotion, enchantment, fear, mental); **Frequency** once per minute; **Effect** The geist unleashes soul-piercing laughter in a 20-foot emanation, lasting until the beginning of their next turn. Any creature in the area or entering it must succeed at a DC 32 Will save or be overcome with panicked laughter, becoming frightened 2 (or frightened 3 on a critical failure). A creature attempts only one save per Terrifying Laugh, and a creature that succeeds on its saving throw is temporarily immune for 24 hours.

**Wrath of the Haunt** 2Actions (divine, necromancy); **Frequency** once per round; **Requirements** The geist is within 100 feet of an active haunt; **Effect** The haunt feeds necromantic power into the geist, becoming inactive until the end of the geist's next turn and deactivating the power of the haunt aura until the haunt becomes active again. The edges of the geist's cloak transform into whip-like tendrils that lash out at nearby creatures. Any living creature within 10 feet of the geist takes 6d10 slashing damage plus 6d6 negative damage (DC 34 basic Reflex save).

**Animus Diviner** / Creature 13

*Rare* / *NE* / *Medium* / *Humanoid* / *Animus*

**Perception** +27; darkvision

**Languages** Any **Skills** Deception +23, Medicine +24, Religion +28

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

**Animus Being** An animus is the exact duplicate of a single creature that came within 10 feet of an animus mural. The animus’ only desire in life is to find its duplicate, kill them, and replace them. The animus looks exactly like its target, except for having an animal head. All equipment and items on an animus dissolve to dust if the animus is killed.

**Sense Duplicate** (divination, occult, scrying) An animus knows the exact direction and distance of their duplicate (as long as both are on the same plane).

**Items** *+2 greater striking dagger*, holy symbol

**AC** 32; **Fort** +21, **Ref** +22, **Will** +27

**HP** 215

**Speed** 25 feet

**Melee** 1Action dagger +24 [+20/+16] (agile, finesse, versatile S), **Damage** 3d4+6 piercing

**Melee** 1Action animal head +21 [+17/+13] (agile), **Damage** 3d6+8 slashing plus 1d4 persistent bleed

**Ranged** 1Action dagger +24 [+20/+16] (agile, thrown 10 feet, versatile S), **Damage** 3d4+6 piercing

**Divine Prepared Spells** DC 37, attack +29; **7th** *angel form, finger of death, harm* or *heal* (×7); **6th** *blade barrier, necrotize, spiritual weapon*; **5th** *flame strike, spiritual guardian, summon fiend*; **4th** *enhance senses, radiant beam, remove curse*; **3rd** *heroism, searing light, vampiric touch*; **2nd** *augury, dispel magic, remove fear*; **1st** *bane, disrupting weapons, sanctuary*; **cantrips (7th)** *chill touch, daze, guidance, shield, stabilize*

**Hated Duplicate** The animus deals an additional 2d6 mental damage to its duplicate.

**Animus Soldier** / Creature 13

*Rare* / *NE* / *Medium* / *Humanoid* / *Animus*

**Perception** +23; darkvision

**Languages** Any

**Skills** Athletics +27, Deception +24, Intimidation +24

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

**Animus Being** An animus is the exact duplicate of a single creature that came within 10 feet of an animus mural. The animus’ only desire in life is to find its duplicate, kill them, and replace them. The animus looks exactly like its target, except for having an animal head. All equipment and items on an animus dissolve to dust if the animus is killed.

**Sense Duplicate** (divination, occult, scrying) An animus knows the exact direction and distance of their duplicate (as long as both are on the same plane).

**Items** *+2 resilient plate armor*, *+2 greater striking greatsword*

**AC** 37; **Fort** +26, **Ref** +20, **Will** +20

**HP** 235

**Attack of Opportunity** Reaction

**Speed** 20 ft.

**Melee** 1Action greatsword +27 [+22/+17] (versatile p), **Damage** 3d12+13 slashing

**Melee** 1Action animal head +25 [+21/+17] (agile), **Damage** 3d6+13 piercing plus 1d4 persistent bleed

**Hated Duplicate** The animus deals an additional 2d6 mental damage to its duplicate.

**Sudden Charge** 2Actions The animus Strides twice. If they end their movement within melee reach of an enemy, the animus makes a melee Strike against that enemy.

**Animus Spellcaster** / Creature 13

*Rare* / *NE* / *Medium* / *Humanoid* / *Animus*

**Perception** +22; darkvision

**Languages** Any

**Skills** Acrobatics +24, Arcana +27, Deception +23

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

**Animus Being** An animus is the exact duplicate of a single creature that came within 10 feet of an animus mural. The animus’ only desire in life is to find its duplicate, kill them, and replace them. The animus looks exactly like its target, except for having an animal head. All equipment and items on an animus dissolve to dust if the animus is killed.

**Sense Duplicate** (divination, occult, scrying) An animus knows the exact direction and distance of their duplicate (as long as both are on the same plane).

**Items** *+1 striking dagger*, spellbook containing their prepared spells, staff

**AC** 32; **Fort** +21, **Ref** +22, **Will** +26

**HP** 190

**Speed** 25 feet

**Melee** 1Action dagger +21 [+17/+13] (agile, finesse, versatile S), **Damage** 2d4+7 piercing

**Melee** 1Action animal head +20 [+16/+12] (agile), **Damage** 3d6+7 slashing plus 1d4 persistent bleed

**Ranged** 1Action dagger +21 [+17/+13] (agile, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing

**Arcane Prepared Spells** DC 35, attack +27; **7th** *animate dead, control sand, prismatic spray*; **6th** *awaken entropy, chain lightning, necrotize, wall of force*; **5th** *acid storm, dispel magic, forceful hand, invoke spirits*; **4th** *confusion, dimension door, enervation, stoneskin*; **3rd** *bind undead, fear, rouse skeletons, wall of shadow*; **2nd** *darkness, false life, mirror image, see invisibility*; **1st** *animate dead, fear, grease, ray of enfeeblement*; **cantrips (7th)** *chill touch, detect magic, mage hand, read aura, shield*

**School Spells** 2 Focus Points, DC 35, attack +27; **7th** *call of the grave, life siphon*;

**Drain Bonded Item** FreeAction (arcane); **Frequency** once per day; **Requirements** The animus hasn't acted yet on this turn; **Effect** The animus expends the power stored in their staff. This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a spell slot.

**Hated Duplicate** The animus deals an additional 2d6 mental damage to its duplicate.

**Animus Striker** / Creature 13

*Rare* / *NE* / *Medium* / *Humanoid* / *Animus*

**Perception** +25; darkvision

**Languages** Any

**Skills** Acrobatics +25, Deception +24, Intimidation +24, Stealth +27, Thievery +27

**Str** +5, **Dex** +8, **Con** +4, **Int** +5, **Wis** +6, **Cha** +7

**Animus Being** An animus is the exact duplicate of a single creature that came within 10 feet of an animus mural. The animus’ only desire in life is to find its duplicate, kill them, and replace them. The animus looks exactly like its target, except for having an animal head. All equipment and items on an animus dissolve to dust if the animus is killed.

**Sense Duplicate** (divination, occult, scrying) An animus knows the exact direction and distance of their duplicate (as long as both are on the same plane).

**Items** *+1 resilient leather armor*, *+2 greater striking rapier*, *+2 striking shortbow*

**AC** 34; **Fort** +20, **Ref** +28, **Will** +24

**HP** 215

**Speed** 30 feet

**Melee** 1Action rapier +25 [+20/+15] (deadly 2d8, disarm, finesse), **Damage** 3d6+11 piercing

**Melee** 1Action animal head +20 [+16/+12] (agile), **Damage** 3d6+11 slashing plus 1d4 persistent bleed

**Ranged** 1Action shortbow +25 [+20/+15] (deadly 1d10, range increment 60 feet, reload 0), **Damage** 2d6+6 piercing

**Hated Duplicate** The animus deals an additional 2d6 mental damage to its duplicate.

**Sneak Attack** The animus deals an additional 3d6 precision damage plus 3d6 persistent bleed damage to flat-footed creatures.

**Aiveria** / Creature 14

*Unique* / *N* / *Medium* / *Elemental* / *Earth*

**Perception** +24; darkvision, tremorsense (imprecise) 60 feet

**Languages** Common, Terran

**Skills** Acrobatics +25, Arcana +23, Diplomacy +26, Performance +28, Stealth +25

**Str** +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +4, **Cha** +8

**Items** *+2 striking falchion*

**AC** 35; **Fort** +27, **Ref** +25, **Will** +22

**HP** 235; **Immunities** earth

**Speed** 25 feet, burrow 25 feet; stone glide

**Melee** 1Action falchion +31 [+26/+21] (forceful, magical, sweep), **Damage** 2d10+16 slashing

**Ranged** 1Action rock +27 [+22/+17] (magical, propulsive, range increment 30 feet), **Damage** 3d12+12 bludgeoning

**Arcane Innate Spells** DC 34; **6th** *flesh to stone*, *transmute rock and mud*; **5th** *wall of stone*; **4th** *stone shape* (at will);

**Occult Spontaneous Spells** DC 34, attack +26; **6th** *dominate*, *feeblemind*, *teleport* (x3 slots); **5th** *blink charge*, *repelling pulse*, *soothe* (x3 slots); **4th** *confusion*, *dimension door*, *suggestion* (x3 slots); **3rd** *fear*, *haste*, *soothe* (x3 slots); **2nd** *deafness*, *invisibility*, *mirror image* (x3 slots); **1st** *fear*, *soothe*, *true strike* (x3 slots); **cantrips (7th)** *detect magic*, *mage hand*, *message*, *prestidigitation*, *shield*

**Composition Spells** 1 Focus Point, DC 34, attack +26; **6th** *inspire heroics*; **cantrips (6th)** *inspire defense*, *song of strength*

**Stone Glide** Aiveria can Burrow through crystal, dirt, metal, and stone at her full burrow Speed, leaving no tunnels or signs of her passing.

**Black Jinni** / Creature 16

*Rare* / *CE* / *Large* / *Air* / *Elemental* / *Genie*

**Perception** +27; darkvision, detect magic, sand sight

**Languages** Ancient Osiriani, Aquan, Auran, lgnan, Terran

**Skills** Acrobatics +29, Deception +28, Intimidation +28, Religion +25, Stealth +31 (+33 to Hide in storms or clouds)

**Str** +6, **Dex** +9, **Con** +5, **Int** +3, **Wis** +5, **Cha** +8

**Items** *+2 greater striking scimitar*

**AC** 37; **Fort** +25, **Ref** +31, **Will** +27

**HP** 275; **Immunities** electricity; **Resistances** fire 15; **Weaknesses** good 15

**Sand Cloud** (aura, conjuration, electricity, primal) 10 feet. The black jinn is surrounded by electrically-charged sand and is concealed. The aura can be dispersed by strong wind. If wind disperses the aura, it returns automatically at the start of the black jinn's turn. A creature that starts its turn in the aura takes 1d6 electricity damage.

**Sand Sight** The black jinn ignores the concealed condition from dust and sand.

**Speed** 25 feet, fly 40 feet

**Melee** 1Action scimitar +32 [+27/+22] (forceful, magical, reach 10 feet, sweep), **Damage** 3d6+13 slashing plus 2d6 electricity and 2d6 evil

**Melee** 1Action shocking touch +31 [+27/+23] (agile, electricity, finesse, magical, reach 10 feet), **Damage** 3d10 electricity plus 2d6 evil and 2d6 persistent electricity

**Ranged** 1Action lightning spear +31 [+26/+21] (electricity, magical, range increment 30 feet), **Damage** 3d8 piercing plus 2d6 electricity and 2d6 evil

**Innate Arcane Spells** DC 36, attack +28; **7th** *cloudkill*, *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only); **6th** *chain lightning*; **4th** *creation*, *gaseous form*; **3rd** *illusory creature*, *illusory object*; **2nd** *enhance victuals* (at will), *invisibility* (at will; self only), *obscuring mist* (at will); **Constant** (4th) *detect magic*

**Create Spawn** (arcane, necromancy) If a creature with the humanoid or genie trait dies after being reduced to 0 HP by Shocking Touch, the victim rises as an undead in 1d4 rounds. Humanoids rise as a zombie while genies rise as ghuls.

**Divine Warden of Set** / Creature 10

*Uncommon* / *N* / *Large* / *Construct* / *Mindless*

**Perception** +18; darkvision

**Skills** Athletics +20

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

**Items** *+1 striking spear*

**AC** 30; **Fort** +22, **Ref** +16, **Will** +18

**HP** 135; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious

**Divine Destruction** (divine, necromancy) When the divine warden is reduced to 0 HP, it erupts with divine energy in a 30-foot emanation, dealing 10d6 negative damage. Each creature in the area must attempt a DC 26 Will save with the following outcomes.

**Critical Success** The creature takes half damage.

**Success** The creature takes full damage.

**Failure** The creature takes full damage and becomes temporarily cursed by the patron deity. The creature becomes enfeebled 1 and stupefied 1 for 1 day; this is a curse effect that uses the Will save DC as the counteract DC

**Critical Failure** As failure, except the creature becomes enfeebled 2 and stupefied 2

**Faith Bound** (abjuration, divine) The divine warden can't attack a creature that openly wears or displays Set's religious symbol unless that creature uses a hostile action against the divine warden first.

**Speed** 25 feet

**Melee** 1Action fist +22 [+17/+12] (magical, reach 10 feet), **Damage** 2d12+13 bludgeoning plus Grab

**Melee** 1Action spear +23 [+18/+13] (magical, reach 10 feet), **Damage** 2d6+13 piercing

**Ranged** 1Action spear +23 [+18/+13] (magical, thrown 20 feet), **Damage** 2d6+13 piercing

**Divine Innate Spells** DC 26, attack +18; 5th *divine lance* (evil only);

**Divine Domain Spells** 2 Focus Points, DC 26, attack +18; **5th** *bottle the storm*, *charged javelin*, *cloak of shadow*, *darkened eyes*;

**Faithful Weapon** A divine warden always wields its patron diety's favored weapon, in this case a *+1 striking spear*.

**Instrument of Faith** The divine warden is a beacon for Set's faith. A cleric of Set can channel a heal spell through a divine warden of Set they can see within 60 feet. The cleric determines any targets or area for the spell as if they were standing in the divine warden's space.

**Elder Earth Elemental** / Creature 15

*Uncommon* / *N* / *Huge* / *Elemental* / *Earth*

**Perception** +23; darkvision, tremorsense (imprecise) 120 feet

**Languages** Terran

**Skills** Athletics +32, Stealth +25

**Str** +9, **Dex** +2, **Con** +8, **Int** +3, **Wis** +4, **Cha** +2

**AC** 35; **Fort** +29, **Ref** +23, **Will** +25

**HP** 340; **Immunities** bleed, paralyzed, poison, sleep

**Trap Weapon** Any creature that Strikes the elemental with a melee weapon that deals piercing or slashing damage must attempt a DC 35 Reflex save. On a failure, the creature is disarmed of its weapon, which becomes lodged in the elemental's body. A creature must take an action with the manipulate trait and succeed at a DC 35 Athletics check to retrieve a lodged weapon. On a critical failure, the weapon can not be retrieved unless the elemental is destroyed.

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

**Melee** 1Action slam +30 [+25/+20] (reach 15 feet), **Damage** 3d12+16 bludgeoning

**Ranged** 1Action rock +30 [+25/+20] (brutal, range increment 80 feet), **Damage** 3d12+9 bludgeoning

**Earth Master** A creature that is on the ground and on the same surface as the elemental is flat-footed to the elemental's attacks.

**Stunning Pummel** A creature hit by two consecutive slam Strikes by the elemental becomes stunned 1.

**Trample** 3Actions Large or smaller, slam, DC 36

**Ghost Sorcerer** / Creature 15

*CE* / *Medium* / *Undead* / *Ghost* / *Incorporeal* / *Spirit*

**Perception** +23; darkvision

**Languages** Auran, Common, Terran

**Skills** Arcana +27, Intimidation +27, Nature +29, Stealth +25

**Str** -5, **Dex** +4, **Con** +0, **Int** +6, **Wis** +4, **Cha** +8

**Site Bound** A typical ghost can stray only a short distance from where it was killed or the place it haunts. A typical limit is 120 feet. Some ghosts are instead bound to a room, building, item, or creature that was special to it rather than a location.

**AC** 35; **Fort** +23, **Ref** +25, **Will** +27

**HP** 210 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When a ghost is destroyed, it re-forms after 2d4 days within the location it’s bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

**Speed** fly 25 feet

**Melee** 1Action ghostly hand +27 [+23/+19] (agile, finesse, magical), **Damage** 3d8+15 negative

**Arcane Innate Spells** DC 35, attack +27; **8th** *horrid wilting*, *power word stun*; **7th** *telekinetic bombardment*, *warp mind*; **6th** *chain lightning*, *dominate*; **5th** *cone of cold*, *hallucination*; **4th** *phantasmal killer*, *suggestion*; **3rd** *blindness*, *dispel magic*, *nondetection*; **2nd** *telekinetic maneuver* (×2); **1st** *ray of enfeeblement* (×2); **cantrips (8th)** *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

**Frightful Moan** 1Action (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 35 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

**Telekinetic Assault** 2Actions (divine, evocation) The ghost cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 8d6 bludgeoning damage, subject to a basic Reflex save (DC 35).

**Hanshepsus** / Creature 11

*Uncommon* / *N* / *Medium* / *Construct* / *Golem*

**Perception** +20; darkvision

**Languages** Ancient Osiriani

**Skills** Athletics +22, Stealth +21

**Str** +7, **Dex** +6, **Con** +5, **Int** +0, **Wis** +3, **Cha** +0

**AC** 31; **Fort** +24, **Ref** +21, **Will** +18

**HP** 180; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, magic (see below), necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)

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

**Vulnerable to Transmute Rock and Mud** A *transmute rock and mud* negates the hanshepsu's golem antimagic and its resistance to physical damage for 1 round.

**Speed** 25 feet

**Melee** 1Action mace +25 [+20/+15] (magical, shove), **Damage** 2d6+15 bludgeoning

**Ranged** 1Action venom spit (cobra only) +23 [+18/+13] (poison, range increment 30 feet), **Damage** 2d4+11 poison plus 1d6 persistent poison

**Bounded Mace** (arcane, evocation, magical) The hanshepsu is built with a mace and can not be disarmed unless it is destroyed. Its mace is a +1 striking mace while the hanshepsu is alive, but becomes non-magical when it is destroyed.

**Morphic Head** 1Action (transmutation); **Frequency** Once per turn; **Effect** The hanshepsu can transform its head from one animal form to another. Each animal head grants the hanshepsu a different ability. While the hanshepsu is slowed, it can't change its animal head or use its ability.

*- Cat:* The hanshepsu gains a +1 status bonus to AC and can long jump and high jump as a single action.

- *Cobra:* The hanshepsu can use the Spit Venom attack.

- *Crocodile:* The hanshepsu's mace grows teeth and deals an extra 1d6 piercing damage.

- *Hawk:* The hanshepsu gains a +1 status bonus to Perception checks.

- *Hippopotamus:* The hanshepsu's resistance to physical damage increases to 14.

- *Ibis:* The hanshepsu gains *feather fall* and *fly* as innate arcane spells and can cast *feather fall* at will and *fly* once per day.

- *Scarab:* The hanshepsu's resistance to physical damage includes adamantine.

- *Scorpion:* The hanshepsu gains a 20-foot Climb speed and its mace gains the Agile trait.

- *Set Beast:* The hanshepsu's mace deals an extra 1d6 negative damage.

- *Solar Disk:* The hanshepsu's head becomes a non-animal form, that of a solar disk. It becomes immobilized and regenerates 5 hit points per hour.

- *Vulture:* The hanshepsu's mace inflicts bubonic plague, the DC is increased to DC 30.

**Isatemkhebet** / Creature 14

*Unique* / *LE* / *Medium* / *Undead* / *Mummy*

**Perception** +24; darkvision

**Languages** Ancient Osiriani, Auran, Necril

**Skills** Athletics +28, Intimidation +25, Osirion Lore +23

**Str** +8, **Dex** +5, **Con** +7, **Int** +3, **Wis** +4, **Cha** +7

**Items** *Skyplate armor (see loot)*, *+2 greater striking khopesh*, moderate sturdy shield

**AC** 37 (39 with Shield Raised); **Fort** +28, **Ref** +24, **Will** +23

**HP** 250 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** electricity 15; **Weaknesses** acid 9

**Attack of Opportunity** Reaction

**Shield Block** Reaction Hardness 13, HP 104, BT 52

**Speed** 25 feet

**Melee** 1Action khopesh +32 [+27/+22] (magical, trip), **Damage** 3d8+15 slashing

**Skyplate Armor Spells** DC 34; **4th** *air walk*;

**Aura of Command** 1Action (auditory, concentrate, emotion, fear, incapacitation, mental); **Frequency** Once per turn; **Requirements** Statue in area A4 of the Five-Pointed Sun is intact; **Effect** Isatemkhebet issues a command to a creature (DC 33 Will save) within 60 feet, suggesting a course of action for the target to take that sounds reasonable.

**Critical Success** The target is temporarily immune to Isatemkhebet's Aura of Command for 24 hours.

**Success** The target is unaffected.

**Failure** The target immediately follows the order given for the next minute or until it completes the order. If the order is self-destructive or has obvious negative effects, the target is unaffected.

**Critical Failure** As failure, but the base duration is 1 hour.

**Power Attack** 2Actions (5d8+15 slashing)

**Jeshura** / Creature 15

*Unique* / *LE* / *Medium* / *Fiend* / *Div*

**Perception** +25; greater darkvision

**Languages** Abyssal, Ancient Osiriani, Celestial, Infernal; telepathy 100 feet

**Skills** Acrobatics +27, Arcana +25, Deception +30, Diplomacy +30, Intimidation +28, Religion +27, Society +25, Stealth +26

**Str** +5, **Dex** +7, **Con** +5, **Int** +4, **Wis** +6, **Cha** +9

**Items** *+2 greater striking composite longbow*, *greater starshot arrow*

**AC** 36; **Fort** +24, **Ref** +26, **Will** +27; +1 status to all saves vs. magic

**HP** 255; **Immunities** disease; **Weaknesses** cold iron 10, good 10

**Hatred of Red** Jeshura, and pairakas, hate the color red. She won't wear the color or willingly enter any place painted red. Given a choice, she will attack a creature wearing red first. If barred from expressing her displeasure toward the color by force or some magical effect, she takes 2d6 mental damage at the end of her turn.

**Speed** 25 feet, fly 35 feet

**Melee** 1Action claw +28 [+24/+20] (agile, evil, finesse, magical), **Damage** 2d10+12 slashing plus 2d6 evil and bubonic plague

**Ranged** 1Action longbow +30 [+25/+20] (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+9 piercing plus 2d6 evil and bubonic plague

**Divine Innate Spells** DC 36, attack +28; **8th** *charm* (at will), *dimension door* (at will), *misdirection* (at will; self only), *outcast's curse* (at will), *suggestion* (at will); **cantrips (8th)** *detect magic*

**Ritual Spells** DC 36, **1st** *div pact*;

**Arcane Spontaneous Spells** DC 36, attack +28; **5th** *black tentacles*, *cloudkill*, *false vision* (x3 slots); **4th** *confusion*, *dispel magic*, *freedom of movement*, *variable gravity* (x4 slots); **3rd** *fear*, *fireball*, *organsight*, *slow* (x4 slots); **2nd** *darkness*, *glitterdust*, *mirror image*, *web* (x4 slots); **1st** *burning hands*, *fear*, *ray of enfeeblement*, *true strike* (x4 slots); **cantrips (8th)** *acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*

**Bubonic Plague** (disease) A creature can't remove the fatigued condition while infected; **Saving Throw** DC 34 Fortitude; Onset 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and take 1d6 persistent bleed damage every 1d20 minutes (1 day)

**Change Shape** 1Action (divine, polymorph, transmutation, concentrate) Jeshura can take the appearance of any Small or Medium humanoid or animal. This doesn't change her Speed or her attack and damage modifiers with the Strikes, but it might change the damage type her strikes deal.

**Tormenting Dreams** 2Actions (divine, emotion, enchantment, mental); Frequency once per day; Effect Jeshura torments a sleeping creature within 100 feet with visions of betrayals by loved ones and friends. The target must attempt a DC 36 Will save, with the effects of the nightmare spell.

**Mummified Grey Render** / Creature 11

*Rare* / *NE* / *Large* / *Mummy* / *Undead*

**Perception** +18; darkvision, low-light vision, scent (imprecise) 60 feet

**Languages** Ancient Osiriani

**Skills** Athletics +25 (+27 to Grab)

**Str** +8, **Dex** +2, **Con** +7, **Int** -4, **Wis** +3, **Cha** +2

**AC** 29; **Fort** +24, **Ref** +17, **Will** +18

**HP** 250 (negative healing); **Immunities** death effects, disease, paralyzed, petrification, poison, unconscious; **Weaknesses** electricity 7

**Ferocity** Reaction

**Speed** 20 feet

**Melee** 1Action bite +23 [+18/+13] (reach 10 feet), **Damage** 3d12+15 piercing

**Melee** 1Action claws +23 [+19/+15] (agile, reach 10 feet), **Damage** 3d8+15 slashing plus Grab

**Bleeding Critical** When the gray render scores a critical hit, the target takes 1d6 persistent bleed damage.

**Rend** 1Action claw

**Vicious Rend** Reaction **Trigger** The gray render uses Rend; **Effect** The target's armor takes damage equal to the damage from Rend. The target can attempt a DC 31 basic Reflex save, negating the armor damage on a successful save.

**Mummified Gorgon** / Creature 14

*Rare* / *NE* / *Large* / *Undead* / *Mummy*

**Perception** +27; darkvision, scent (imprecise) 30 feet

**Skills** Athletics +29

**Str** +9, **Dex** +4, **Con** +8, **Int** -4, **Wis** +5, **Cha** +4

**AC** 36; **Fort** +28, **Ref** +22, **Will** +25

**HP** 255 (negative healing); **Immunities** death effects, disease, paralyzed, petrification, poison, unconscious; **Weaknesses** acid 9

**Bladed Defense** Any creature that hits the gorgon with an unarmed Strike or with a melee weapon while within 5 feet takes 2d6 slashing damage.

**Speed** 20 feet

**Melee** 1Action horn +29 [+24/+19], **Damage** 3d12+15 piercing

**Melee** 1Action hoof +27 [+22/+17], **Damage** 3d6+15 bludgeoning

**Breath Weapon** 2Actions (earth, incapacitation, primal, transmutation) The gorgon breathes a 60-foot cone of green gas. Each creature in the area must attempt a DC 35 Fortitude save. The gorgon can't use Breath Weapon again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature's body hardens and stiffens, causing it to become slowed 1 for 1 round.

**Failure** The creature becomes petrified for 1 minute. It can attempt a new save at the end of each of its turns.

**Critical Failure** The creature becomes petrified permanently.

**Powerful Charge** 2Actions The gorgon Strides twice, then makes a horn Strike. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 4d12+17.

**Trample** 3Actions Medium or smaller, hoof, DC 35

**Mummified Harpy** / Creature 10

*Uncommon* / *NE* / *Medium* / *Mummy* / *Undead*

**Perception** +18; darkvision

**Languages** Ancient Osiriani, Necril

**Skills** Acrobatics +21, Deception +23, Intimidation +21, Performance +21, Stealth +19, Thievery +19

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

**Items** *minor sturdy shield*, *+1 composite longbow* with 20 arrows, *+1 striking khopesh*, fang key

**AC** 29 (+31 with Shield Raised); **Fort** +17, **Ref** +21, **Will** +18

**HP** 205 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 7

**Shield Block** Reaction Hardness 8, HP 64 (BT 32)

**Speed** 15 ft., fly 55 ft.

**Melee** 1Action khopesh +23 [+18/+13] (trip), **Damage** 2d8+10 slashing

**Melee** 1Action talon +22 [+18/+14] (agile, finesse), **Damage** 2d6+5 slashing plus 1d4 persistent bleed

**Ranged** 1Action longbow +22 [+17/+12] (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing

**Captivating Song** 1Action (auditory, concentrate, enchantment, incapacitation, mental, primal) The mummified harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 29 Will save to avoid becoming captivated by the mummified harpy’s song. The effect lasts for 1 round, but if the mummified harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer to the mummified harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the mummified harpy, it stays still and doesn’t act. If attacked by the mummified harpy, the creature is freed from captivation at the end of the mummified harpy’s turn.

**Critical Failure** As failure, but if attacked by the mummified harpy, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the mummified harpy’s turn.

**Sneak Attack** The mummified harpy deals 2d6 extra precision damage to flat-footed creatures.

**Ossumental** / Creature 13

*Rare* / *NE* / *Large* / *Undead*

**Perception** +23; darkvision

**Languages** Ancient Osiriani

**Skills** Arcana +18, Athletics +25, Deception +23, Intimidation +23, Stealth +24

**Str** +8, **Dex** +5, **Con** +7, **Int** -1, **Wis** +4, **Cha** +6

**Elemental Nature** An ossumental is part air, earth, fire, or water (choose one). Depending on its type, it gains one of the following benefits:

**Air** The ossumental gains the air trait and can speak auran.

**Earth** The ossumental gains the earth trait and tremorsense (imprecise) 90 feet, it can speak terran.

**Fire** The ossumental gains the fire trait and can speak ignan.

**Water** The ossumental gains the water trait and it can speak aquan.

**AC** 34; **Fort** +26, **Ref** +20, **Will** +23

**HP** 230 (negative healing); **Immunities** death effects, disease, paralyze, poison, unconscious

**Speed** 25 feet, burrow 25 feet (earth only), fly 50 feet (air only), swim 25 feet (water only)

**Melee** 1Action slam +27 [+22/+17] (reach 10 feet), **Damage** 2d8+15 slashing plus 2d6 negative

**Discorporate** 1Action (concentrate) Until the next time it acts, the ossumental appears to be a pile of loose bones. It has an automatic result of 43 on Deception checks and DCs to pass as a pile of bones.

**Breath Weapon** 2Actions (conjuration, occult, teleportation) The ossumental breathes a blast of energy that deals 13d6 in a 40-foot cone (DC 34 basic Reflex save), the damage type is based on the ossumental's elemental trait, and the breath weapon gains that corresponding trait. The ossumental can teleport to any unoccupied area affected by the breath weapon. It can't use Breath Weapon again for 1d4 rounds.

**Storm of Arms** 2Actions The ossumental makes up to four slam Strikes, each against a different target. These attacks count toward the ossumental's multiple attack penalty, but the multiple attack penalty doesn't increase until after the ossumental makes all these attacks.

**Tef-Naju** / Creature 17

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

**Perception** +27; darkvision, detect magic, tremorsense (imprecise) 60 feet

**Languages** Ancient Osiriani, Aquan, Auran, lgnan, Terran; telepathy 100 feet

**Skills** Acrobatics +27, Arcana +31, Athletics +34, Crafting +29, Diplomacy +27, Intimidation +29, Nature +25, Society +29, Stealth +27

**Str** +9, **Dex** +2, **Con** +7, **Int** +8, **Wis** +4, **Cha** +4

**Bound to the Trenches** Tef-Naju is bound to the slave trenches as its guardian. He can not be released until he fulfills the requirements of his contract.

**Items** *+2 resilient breastplate*, *axe of the imperative*

**AC** 40; **Fort** +31, **Ref** +26, **Will** +28

**HP** 310; **Resistances** electricity 19

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

**Melee** 1Action battle axe +34 [+29/+24] (keen, magical, reach 10 feet, sweep), **Damage** 3d8+20 slashing

**Melee** 1Action fist +32 [+28/+24] (agile, magical, nonlethal, reach 10 feet), **Damage** 3d4+20 bludgeoning plus Push 10 feet and shove into stone

**Arcane Innate Spells** DC 35, attack +27; **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); **Constant (9th)** *detect magic*

**Arcane Prepared Spells** DC 39, attack +31; **9th** *disjunction*, *shocking grasp*; **8th** *earthquake*, *polar ray*; **cantrips (9th)** *detect magic*, *prestidigitation*, *read aura*, *sigil*, *telekinetic projectile*

**Conflux Spells** 2 Focus Points, DC 39, attack +31; **9th** *hasted assault*, *thunderous strike*;

**Earth Glide** Tef-Naju can Burrow through dirt and stone at his full burrow Speed, leaving no tunnels or signs of his passing.

**Shove into Stone** (arcane, earth, transmutation) When Tef-Naju Pushes a creature into a stone barrier, the target must succeed at a DC 35 Reflex save or become merged with the barrier (as meld with stone). The victim can attempt to Escape (DC 35).

**Spellstrike** 2Actions **Frequency** Until recharged; **Effect** Tef-Naju Casts a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell do not occur immediately but are imbued into the attack instead. Tef-Naju makes a melee Strike. The spell is coupled with the attack, using the attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for Tef-Naju 's multiple attack penalty, but don't apply the penalty until after he has completed the Spellstrike.

After Tef-Naju uses Spellstrike, he can't do so again until he recharges his Spellstrike as a single action, which has the concentrate trait. Tef-Naju also recharges his Spellstrike when he casts a conflux spell.

**Traps**

**Akhumen** / Hazard 14

*Curse* / *Haunt*

**Complexity** Complex

**Stealth** DC 39 (master) to notice the presence of restless spirits

**Description** Six life-sized statues of men and women hold within them spiteful spirits that attempt to haunt equipment and serve Hakotep in death.

**Disable** DC 39 Occultism (master) to ward off the spirits, or *remove curse* (7th level, DC 39 counteract) to counteract a haunted item; **Bypass** Intelligent items and artifacts can not be haunted by one of the Akhumen

**Statue** **AC** 33, **Hardness** 20, **HP** 90 (BT 45); if a statue is destroyed, it loses the ability to haunt items and its possessing spirit is immediately released as an Advanced Specter (lv10 *elite dread wraith, PB2 p.298*).

**Restrictions** The Akhumen can only exert their control while a creature is within The Guardian Vault, if the items are removed, the curse is suppressed until the item returns.

**Haunt Item** Reaction; **Trigger** A creature walks into the room; **Effect** One of the six statues targets an item that a creature has, haunting it (DC 37 Will save).

**Critical Success** As a success, but the duration is 24 hours.

**Success** The target is temporarily immune to the Akhumen’s Haunt Item ability for 1 hour.

**Failure** The item is haunted by the Akhumen, see the Akhumen-Haunted Item below. While the item is haunted, the creature wielding the item is taken over by the Akhumen. Once per hour, the creature can reattempt the saving throw, regaining control over their own body on a success, but must continue to repeat the saving throw until they critically succeed, they no longer wield or carry the item, or exit the Guardian Vault where the effect is suppressed. If they fail, their body is retaken over by the Akhumen.

**Critical Failure** As a failure, but when the creature attempts to retake their body once per hour, they treat the result of their saving throw as one degree worse.

**Duatseti** This petite woman has a shaved head and is clad in robes and a pectoral necklace that indicate her high standing in the church of Set; **Items** spears, religious items, and objects with powers associated with darkness, storms, and the desert; **Personality** She takes on the role of an obsessed priestess of Set and attempts to convert or sacrifice those who are not under the control of an Akhumen; **Power** Duatseti can cast an occult *ill omen* spell three times per day (DC 37 Will save); **Drawback** The carrier of the item is stupefied 1.

**Harkhofre** A squat, ugly man with short arms and legs; **Items** magical armor; **Personality** He is stoic and taciturn, but swiftly punishes those he deems are not following the commands of the Akhumen; **Power** Harkhofre can cast an occult *slow* spell three times per day (DC 37 Fortitude save); **Drawback** The carrier of the item is drained 1.

**Iphenkaphri** A beautiful and talented singer with flowing robes and a curved dagger in one hand; **Items** magical clothing and jewelry; **Personality** She acts in a haughty and condescending manner, treating any who aren’t an Akhumen as little more than slaves or pets; **Power** Iphenkaphri can cast an occult *suggestion* spell three times per day; **Drawback** The carrier of the item is stupefied 1.

**Nebtutawy** Unattractive and heavily scarred, Nebtutawy was the most brutal and destructive of the Akhumen, and often served as the group's executioner or thug; **Items** melee weapons; **Personality** Speaks as often in grunts and howls of animal rage as she does in words, often attacking those not under the control of an Akhumen; **Power** Nebtutawy can cast an occult *bane* spell three times per day; **Drawback** The carrier of the item is enfeebled 1.

**Sifrukhenmen** Tall and thin, he holds a longbow in one hand and gazes alertly toward an unknown target; **Items** ranged weapons and light melee weapons; **Personality** Takes on a soft-spoken cruelty laced with dark, mean-spirited sense of humor and enjoys tricking and laying and sabotaging those not under the control of an Akhumen; **Power** Sifrukhenmen can cast an occult *blindness* spell heightened to 5th-level three times per day; **Drawback** The carrier of the item is clumsy 1.

**Thutnesret** An elderly Osirian man clad in regal finery, he has deep wrinkles in his face and a glint of cruelty honed by age in his eyes; **Items** wands, staves, and similar spell-completion items; **Personality** He acts cold and calculating and devoid of emotion, treating those not under the control of an Akhumen as potential stock for cruel magical experiments; **Power** Thutnesret can cast an occult *dispel magic* spell heightened to 5th-level three times per day; **Drawback** The carrier of the item is stupefied 1.

**Destruction** A character that puts on, or is forcibly placed on them, the associated funerary mask for the Akhumen who haunts one of their items, drives the spirit out and destroys it.

**Akhumen-Haunted Item** / Item 14

An item targeted and haunted by an Akhumen becomes an intelligent magic item with the following shared traits. These abilities only function within the Guardian Vault and are suppressed while outside of it. The item gains the purpose of serving and protecting Hakotep the Sky Pharaoh.

* The item gains the Neutral Evil alignment and imposes the doomed 1 condition on any creature who wields it and is not Neutral Evil. This condition is removed while the wielder is under the control of the Akhumen.
* **Perception** +19; precise vision 30 feet, imprecise hearing 30 feet
* **Communication** speech (Ancient Osiriani)
* **Skills** Intimidation +26, Occultism +21, Osirion Lore +19
* Int +1, Wis +3, Cha +8
* **Will** +21
* The item gains the Power and Drawback of the Akhumen who haunts the item. The item can use its power when it wants, with access to 3 actions that it can take on its wielder's turn. The Drawback is suppressed if the wielder is Neutral Evil or under the control of the Akhumen.

**Dispelling Trap** / Hazard 10

*Abjuration* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 33 (master)

**Description** Three glyphs are set up in the ocher tunnels that dispel protective magic.

**Disable** Thievery DC 31 (master) to erase the rune without triggering the sensor, or *dispel magic* (5th-level; DC 26 to counteract)

**Dispel** Reaction (abjuration, arcane); **Trigger** A creature that is under the effects of a spell steps into a designated square. **Effect** The rune attempts to dispel any magical spells on the creature and casts a *dispel magic* spell heightened to 5th-level (+21 to counteract).

**Greater Glyph of Warding** / Hazard 10

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 33 (master)

**Description** A glyph is placed on each door leading into the individual crypts. Each of these contains a different spell as detailed below.

**Disable** Thievery DC 31 (master) to erase the rune without triggering the sensor, or *dispel magic* (5th level; counteract DC 26); **Bypass** A character under the control of an Akhumen-Haunted item is immune to the effects of these traps.

**H6a** Reaction (abjuration, arcane, curse); **Trigger** A living creature opens the crypt. **Effect** The rune curses the triggering creature, casting a 5th-level *bandit’s doom* (DC 31 Will save).

**H6b** Reaction (arcane, death, emotion, fear, illusion, mental); **Trigger** A living creature opens the crypt. **Effect** The rune causes an illusory killer to attack the triggering creature, casting a *phantasmal killer* spell heightened to 5th-level (DC 31 Will save).

**H6c** Reaction (arcane, evocation, fire); **Trigger** A living creature opens the crypt. **Effect** The rune detonates a column of fire centered on the triggering creature’s square. This is a 5th-level *flame strike* spell that deals 8d6 fire damage (DC 31 basic Reflex save).

**H6d** Reaction (arcane, evocation, force); **Trigger** A living creature opens the crypt. **Effect** The rune summons a 6th-level *blade barrier* spell (DC 31 basic Reflex save) that extends in a straight line in the direction of the crypt to the triggering creature.

**H6e** Reaction (arcane, necromancy, negative); **Trigger** A living creature opens the crypt. **Effect** The rune afflicts the triggering creature with negative energy, casting a *harm* spell heightened to 5th-level (DC 31 basic Will save).

**H6f** Reaction (arcane, necromancy, poison); **Trigger** A living creature opens the crypt. **Effect** The rune inflicts a deadly poison on the triggering creature and casts a 5th-level *wyvern sting* spell (DC 31 Fortitude save).

**Killing Box** / Hazard 13

*Complex* / *Necromancy* / *Magical* / *Trap*

**Complexity** Complex

**Stealth** +28 (expert)

**Description** This hallway has magical runes that cause two walls of negative energy that prevent living creatures from fleeing as acidic fog pours into the hallway.

**Disable** DC 35 Thievery (expert) twice to scratch out the runes, or *dispel magic* (7th-level; DC 35 to counteract) to dispel the runes; **Bypass** The acidic fog and anti-life walls only rise 10 feet up, while the ceiling is 20 feet high. Flying creatures can fly over and bypass the walls and fog. In addition, there is a password that the inhabitants know that temporarily suppresses the activation runes.

**Anti-Life Walls** Reaction (necromancy, negative); **Trigger** A creature steps into the area indicated by T on the map; **Effect** Invisible necrotic walls seal off both ends of the corridor up to 10-feet tall. Any living creature that is standing where they appear or attempts to move through them must succeed on a DC 35 Fortitude save. Non-living creatures can pass through these walls and are unaffected. The trap then rolls initiative.

**Critical Success** The creature is unaffected.

**Success** The creature becomes drained 1 and requires 10 feet of extra movement to pass through the wall.

**Failure** The creature is drained 2 and requires 25 feet of extra movement to pass through the wall.

**Critical Failure** The creature is drained 4 and can not pass through the wall.

**Routine** (1 action) The trap uses 1 action to expel acidic fog into the hall and heavily obscures the area. Each creature in the hallway takes 2d10+11 acid damage (DC 35 basic Fortitude save).

**Duration** The anti-life walls remain for 17 minutes and the acidic fog for 17 rounds.

**Reset** The trap automatically resets after 30 minutes.

**Lacerating Light** / Hazard 13

*Complex* / *Evocation* / *Force* / *Light* / *Magical* / Trap

**Complexity** Complex

**Stealth** +23 to notice tiny hieroglyphs carved on the ceiling that have the phrase, written in Ancient Osiriani, “Only in Set’s embrace can the blade of Ra be stilled”

**Description** A portion of this hallway is covered in glowing runes that spray out beams of white light that slices and cuts.

**Disable** DC 37 Thievery (expert) to erase to erase the magical sensor, or *dispel magic* (7th level; counteract DC 35) to dispel the trap; **Bypass** Magical darkness suppresses the trap

**Lacerating Lights** Reaction; **Trigger** A creature spends 1 round in the marked area of the hallway; **Effect** Beams of white light lance out and deals 7d8 force damage (DC 35 basic Reflex save). Creatures that are adjacent to a safe square that is unaffected by the trap treat the result of their save as one degree of success better. The trap then rolls initiative.

**Routine** (1 action) The trap uses 1 action to rotate and spin the lances of light. Each creature in the hall must attempt a DC 35 basic Reflex save with the same results as Lacerating Lights.

**Duration** 15 minutes

**Reset** The trap automatically resets.

**Illusion-Masked Pit Trap** / Hazard 8

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 29

**Description** Horizontal illusory walls cover open pits that are 10 feet square and 50 feet deep.

**Disable** *dispel magic* (4th level; counteract DC 23); **Bypass** DC 27 Perception check to Seek and disbelieve the illusion

**Pitfall** Reaction; **Trigger** A creature walks onto the trapdoor. **Effect** The triggering creature falls in and takes falling damage (typically 25 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

**Reset** Creatures can still fall into the trap, but the illusion must be recast to hide the pits.

**Sculpting Dais** / Hazard 14

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 38 (master)

**Description** This dais was used to render subjects immobile so that sculptors in the room had access to a reference.

**Disable** Thievery DC 36 (master) or Crafting DC 32 (expert) to disassemble the sculpting dais; or *dispel magic* (7th level; counteract DC 34) to counteract the trap before it can cast it’s magic

**Petrify** Reaction (arcane, transmutation); **Trigger** A creature ends its turn on the dais, **Frequency** The dais can take this reaction any number of times in a round, but can only use it once per creature; **Effect** The dais casts an arcane *flesh to stone* spell heightened to 7th-level on a creature on the dais (DC 34 Fortitude save).

**Reset** The trap automatically resets after every casting of the spell.

**Sightless Starvation** / Haunt 10

*Haunt*

**Complexity** Simple

**Stealth** DC 26 Stealth (expert) to notice the creeping green radiance writhing amid the glowing lichens

**Description** The spirits of the slaves who perished here, driven mad by the effects of consuming greenfire lichen before dying of thirst, are forced to suffer in undeath here.

**Disable** DC 30 Religion (trained) to ease the spirit’s sorrows

**Radiance** Reaction (enchantment, incapacitated, mental, visual); **Trigger** A living creature is within 20 feet of the haunt; **Effect** A blinding green radiance fills a 20-foot burst centered on the haunt and all creatures in the area must make a DC 31 Fortitude save.

**Critical Success** The target is unaffected.

**Success** The target is blinded until its next turn and dazzled for 1 minute.

**Failure** The target is blinded for 1 minute and must make a DC 31 Will save, on a failure, it is compelled to eat the Greenfire Lichen (*mage bane, P#149, p.79*) using all of its actions on its next turn.

**Critical Failure** As a failure, but the target is blinded permanently as it claws out its own eyes.

**Reset** 12 hours

**Destruction** Once the geist has been destroyed, the slaves’ bones must be gathered up and left to bask in the first rays of the next sunrise. It takes 30 minutes for a party to gather up the bones.

**Sky Pharaoh’s Curse** / Hazard 13

*Curse* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 37 (master)

**Description** The statue of Hakotep bears a powerful curse against the enemies of the Sky Pharaoh, any who would unite against him.

**Disable** DC 33 Occultism (expert) to ward off curses, or *dispel magic* (7th-level; DC 31 to counteract) to counteract the curse; **Bypass** A creature wearing the *Mask of the Forgotten Pharaoh* is immune to this effect and does not trigger the curse

**Sky Pharaoh’s Curse** Reaction (curse, necromancy); **Trigger** A non-evil creature comes within 10 feet of the statue; **Effect** The statue utters “And thus the fate of you who stand united against me shall be to share the same fate as I smite you down­ partake of the shared pain of your foolish alliances!" and places a powerful curse on all creatures within 30 feet of it (DC 35 Will save). This curse links all creatures under the effects of this curse, and it can not be ended without the curse being removed. When any creature within the link would take damage, the creature takes half damage from all effects that deal Hit Point damage, and the other linked creatures take the remainder of the damage, split evenly among them. When a creature takes damage through this link, the creatures don’t apply any resistances, weaknesses, or other abilities it has to that damage; it simply takes that amount of damage.

**Critical Success** The target is unaffected.

**Success** The target is linked to other creatures under the effects of the curse. It only takes the linked damage if it is within 10 feet of another cursed creature and that cursed creature would take Hit Point damage.

**Failure** As a success, but the target only takes the damage if it is within 30 feet of another cursed creature.

**Critical Failure** As a success, but the target only takes damage if it is within 1 mile of another cursed creature.

**Reset** 24 hours

**Spiked Pit Trap** / Hazard 13

*Magical* / *Mechanical* / *Trap*

**Complexity** Complex

**Stealth** creatures automatically notice the pit in the ground; +24 (master) to notice the gravity acting peculiar in the area

**Description** This seemingly simple trap is 100 feet deep with spikes at its base and is only 10 feet across.

**Disable** Thievery DC 35 (expert) to erase the gravity runes, or *dispel magic* (7th level, DC 32 counteract) to counteract the gravity runes; **Bypass** A creature that is flying via magic automatically succeeds on the saving throw.

**Flipped** Reaction (arcane, evocation); **Trigger** A creature attempts to jump or move across the spike pit; **Effect** The gravity in a 10-foot cube over the pit is reversed, as if under the effects of a *reverse gravity* spell. The creature ‘falls’ 10 feet to the ceiling (taking 5 bludgeoning damage from falling). The trap then rolls initiative (+24 Stealth).

**Routine** (1 action) The trap ends the *reverse gravity* spell, and any creatures in the area plummet 110 feet to the bottom of the pit, taking 55 bludgeoning damage from the fall. A creature can attempt to Grab an Edge at the top of the pit (DC 33 Reflex save), arresting their fall after 10 feet. If the creature is unable to stop its fall, it must attempt a DC 33 Reflex save to avoid the spikes at the bottom.

**Critical Success** The target avoids all of the spikes and takes no additional damage.

**Success** The target takes 2d8+8 piercing damage from the spikes.

**Failure** The target takes 4d8+16 piercing damage from the spikes.

**Critical Failure** The target takes 4d8+16 piercing damage from the spikes plus 4d6 bleed damage. While the target is bleeding, they are also sickened 2 from the pain.

**Reset** The trap deactivates after taking its action and automatically resets.

**Symbol of Insanity Trap** / Hazard 14

*Enchantment* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 39 (master)

**Description** Two glyphs have been placed within the room, the first has been placed inside the lid of a chest while the other has been placed on the *life lantern*.

**Disable** Thievery DC 36 (master) to erase the rune without triggering the sensor, or *dispel magic* (7th level; counteract DC 31)

**Warp Mind** Reaction (arcane, emotion, enchantment, incapacitation, mental); **Trigger** A creature opens the chest or touches the *life lantern*. **Effect** The rune attempts to twist the triggering creature’s mind and casts a 7th-level *warp mind* spell (DC 34 Will save).

**Tar Tomb** / Hazard 13

*Magical* / *Trap*

**Complexity** Complex

**Stealth** +27 (master) to notice the aura of magic

**Description** Once designed as a sacred means of irrevocably entombing a worthy supplicant, this room is now a perilous trap. The sarcophagus inside the black vault is empty, but the inner walls of the vault bear a short message in Ancient Osirian just above the entrance: “Here begins my sojourn to Anubis, as I rest in eternity.”

**Disable** Thievery DC 35 (master) to erase the magic sensor, or *dispel magic* (7th-level; DC 33 to counteract) to counteract the magic sensor; **Bypass** A creature walks backwards into the inner vault, specifically takes the Avert Gaze action and looks at the ground, is blinded, or some other method that obscures their vision and prevents them from seeing the words written on the inner walls

**AC** 31, **Fort** +26, **Ref** +20

**Floor Hardness** 22, **Floor HP** 88 (BT 44); **Immunities** critical hits, object immunities, precision damage

**Sojourn** Reaction (conjuration, occult); **Trigger** A creature enters the room and sees the words written within the inner walls of the vault, regardless of whether or not they speak Ancient Osirian; **Effect** The floor inside the vault turns ethereal, dumping all creatures within the vault as well as the empty sarcophagus into a 60-foot-deep pit filled with magically maintained tar, dealing 20 bludgeoning damage from the fall. All creatures sink up to their waist in the tar and the trap rolls initiative.

**Routine** (1 actions) On its initiative, the tar pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation.

A creature in the tar can attempt a DC 33 Athletics check to Swim to either raise itself by one step if it’s submerged to its neck or worse, or to move 5 feet if it’s submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that Swims out of the tar can begin to Climb the walls of the pit (DC 30) and escape the hazard, otherwise it falls back into the tar. Other creatures can Aid the creature, typically by using a rope or similar aid, or attempt to pull the creature out with their own DC 33 Athletics check, with the same results as if the creature attempted the check.

**Reset** The stone floor phases back in 1 round after the trap is activated and is 60 feet above the tar pit. The trap does not reset.

**Telekinetic Enucleation Trap** / Hazard 13

*Magical* / *Trap*

**Complexity** Complex

**Stealth** +27 (expert) to notice the faint signs of blood on the sloped floor

**Description** Each wall of this hall is adorned by a bas-relief showing blindfolded, animal-headed men and women carrying offerings of tribute. The floor slopes downward slightly to the south.

**Disable** Thievery DC 39 (master) to prevent the magical sensor from seeing any creatures, or *dispel magic* (7th level, DC 37 counteract) to counteract the enucleating effect; **Bypass** The creature blinds itself with a blind fold, magic, or closes its eyes

**Foreboding** Reaction; **Trigger** A living creature that can see traverses past a point in area H4a; **Effect** A *magic mouth* spell on a jackal-headed human hieroglyph activates, speaking in Ancient Osiriani: “You are not worthy to gaze upon the magnificent works of the Sky Pharaoh!” The trap then rolls for initiative.

**Routine** (1 action) (necromancy, occult, visual) The trap targets all living creatures that can see and is within 30 feet of the southern end of the hallway, forcibly plucking out eyes (DC 35 Fortitude save).

**Critical Success** The target is unaffected.

**Success** The target takes 1 persistent bleed damage and is dazzled while it takes bleed damage.

**Failure** The target takes 1d6 persistent bleed damage and is blinded while it takes bleed damage.

**Critical Failure** The target takes 2d6 persistent bleed damage and is permanently blinded as the trap pulls out its eyes, dropping the eyes to the ground, and they roll down the sloped floor toward area **H5**.

**Reset** The trap automatically resets.

**Unintended Exit** / Hazard 14

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 40 (expert)

**Description** A false door at the end of the tunnel is a lure. When it is opened, the floor drops out and all creatures in the hallway are quickly allowed to leave the pyramid.

**Disable** Thievery DC 30 (master) to prevent the trap from dropping the hallway

**Unintended Exit** Reaction; **Trigger** The door at the end of the tunnel is opened; **Effect** The hallway drops into a 60-degree slope, turning into a polished chute. All creatures in the hallway must make a DC 36 Reflex save.

**Success** The creature remains on its feet and does not slide down the chute.

**Failure** The target falls prone, slides down the chute, and falls out of the pyramid to the ground 500 feet below, taking falling damage (typically 250 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

**Critical Failure** As a failure, but the creature does not have a chance to use the Grab an Edge reaction to avoid falling.

**Reset** After 1 minute, the chute closes.