***Note:*** *Due to the open ended way that the party can take on the following Elemental Crypts, only two of them are set for Lv15 and two set for Lv16. Your party may take on the Crypts in any order they so wish, following the rules of the adventure, and you may have to add the Weak or Elite template to adjust the encounters to best fit them.*

**Part 1**

The Pyramid Descends - **PCs Lv15**

**The Impenetrable Pyramid:** bolt of lightning, 8d6 electricity (DC 34 basic Reflex save)

**Black Scorpion Gauntlet [Moderate 15, 80 XP]:** x2 Guardian Black Scorpion (lv15 *black scorpion, PB2 p.234*) - Immune to electricity and gains a 50-foot fly speed.

**Part 2**

The Crypt of Air

All spells with the acid or earth trait require a DC 5 flat check in order to cast while in the crypt.

**A1 [Hazard 15; 6 XP]:** Herald of Majesty Trap (lv14 *simple hazard, see below*).

**A2 [Hazard 15; 10 XP]:** Nightmare Vapor Trap (lv16 *simple hazard, see below*).

**A3 [Moderate 15; 80 XP]:** x4 Tainted Chaos Beast (lv13 *elite chernobue, PB2 p.214*) - gains the following action: **Flying Strafe** 2Actions The chernobue Flies up to its Speed and makes two tentacle mouth Strikes at any point during that movement. Each Strike must target a different creature. Each attack takes the normal multiple attack penalty.

**A4 [Hazard 15; 3 XP]:** Greater Dispel Magic Trap (lv12 *simple hazard, see below*), Elemental Storm: 4d6 acid, 4d6 cold, 4d6 electricity, 4d6 fire (DC 33 basic Reflex save)

**A5 [Trivial 15; 0 XP]:** x3 Vengeful Hellwasps (lv9 *elite hellwasp swarm, PB3 p.133*).

**A6 [Hazard 15; 4 XP]:** Curse of the Netheshuun (lv13 *simple hazard, see below*).

**A9 [Low 15; 60 XP]:** x4 Guardian Thunderbirds (lv12 *elite thunderbird, PB2 p.259*).

**A10 [Severe 15; 120 XP]:** Aabrasha (lv14 *elder lightning elemental, see below*), Whelabaesh (lv14 *elder lightning elemental, see below*), and Shendakut (lv16 *elder sphinx, PB3 p.250*) add Undead trait, negative healing, **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** acid 15; **Items** *greater staff of the black desert (P, Lv16)*

**Part 3**

The Crypt of Water

All spells with the fire trait require a DC 5 flat check in order to cast while in the crypt.

**B1 [Low 15; 60 XP]:** x3 Furies of the Drowned Desert (lv13 *elder mud elemental, see below*); If a creature uses any other type of liquid that isn’t blood or unholy water on the symbol, the stone begins to sweat. After 1 round, the stone and a portion of the pyramid’s face are instantly transformed into water and crash down with tremendous force on everything within 40 feet of the stone block, dealing 4d12 bludgeoning damage and are knocked prone (DC 34 basic Reflex save). Additionally, creatures that can’t breathe water are sickened 1 for 1 minute (DC 34 Fortitude save). The desert sands absorb much of the water, but deep mud remains and is difficult terrain. Creatures with the earth or water trait heal 10 hit points if they spend 10 minutes resting and are submerged in the mud.

**B2 [Low 15; 60 XP]:** x3 Ferrymen (lv13 *thanadaemon, PB2 p.60*); each are carrying a dose of *greater dust of corpse animation (C, Lv16)*

**B3 [Hazard 15; 16 XP]:** Empowered Freezing Sphere Trap (lv17 *simple hazard, see below*); the ice functions as a large *wall of ice* spell (heightened to 9th-level, DC 36 to counteract), it is instantly destroyed if a spell with the fire trait is used against it, turning all of the ice into misty vapors that function as *brimstone fumes (CRB p.551)*. Any creatures standing on the ice immediately fall 10 feet (taking 5 bludgeoning damage from the fall). If a creature is standing next to a platform, it can attempt a DC 30 Reflex save to Grab an Edge to avoid falling. The fumes dissipate after 2d4 rounds or if the target of a spell with the wind trait.

**B4 [Moderate 15; 100 XP]:** Nailah (lv16 *weak banshee, PB p.34*) and x4 Handmaidens of Nailah (lv11 *weak llorona, BotD p.125*).

**B7 [Hazard 15; 40 XP]:** Polymorph Gas Trap (lv15 *complex hazard, see below*).

**B9 [Moderate 15; 80 XP]:** Keshenepek (lv17 *see below*).

*Going forward, the encounters in this conversion are written with the expectation that the party is now Lv-16 as the AP assumes you will level up while exploring the Elemental Crypts.* *It is chosen now since this is roughly the halfway point.*

**Part 4**

The Crypt of Earth - **PCs Lv16**

All spells with the air or electricity trait require a DC 5 flat check in order to cast while in the crypt.

**C2 [Trivial 16; 30 XP]:** x2 Earthcurse Scarab Swarms (lv13 *elite vicious army ant swarm, Kingmaker p.326*).

**C3 [Trivial 16; 6 XP]:** Genius of Khenpathes (lv15 *environmental hazard, see below*).

**C4 [Trivial 16; 40 XP]:** Hussef Daat (lv14 *see below*) and Chassakim and Poxmi (lv12 *elite hamatula, PB2 p.74*).

**C5 [Varies]:** Bone Golem (lv8 *see below*) - as written, this is a very easy encounter in both editions, though it is likely the Bone Golem will be far too low level to even hit the party in 2nd edition, you could replace the (lv8 bone golem, *see below*) worth 0 XP with a (lv12 fossil golem, PB3 p.116) worth 10 XP; x2 Brass Golems (lv15 *see below*) worth 60 XP; Betebre (lv12 *see below*) and Mentu-Nebef (lv14 *see below*) worth 40 XP.

**C8 [Hazard 16; 40 XP]:** Cobra Strike Trap (lv16 *complex hazard, see below*).

**C9 [Hazard 16; 3 XP]:** Teleport Trap (lv13 *simple hazard, see below*).

**C10 [Low 16; 60 XP]:** Eshen Theba (lv17 *see below*).

**Part 5**

The Crypt of Fire

All spells with the cold or water trait require a DC 5 flat check in order to cast while in the crypt.

The crypt is under the effects of extreme heat, *Core Rulebook p.517* (2d6 fire, minor)

Lava hazard: 20d6 if a creature enters or starts its turn in the lava

**D1 [Hazard 16, 8 XP]:** Balor’s Wrath Trap (lv16 *simple hazard, see below*).

**D2 [Trivial 16, 40 XP]:** x4 Mockeries of Ra (lv12 *tophet*, *see below*). **Adverse Terrain** (*GMG p.47*), you may decide to award additional XP to the party as they must also contend with the lava in this room.; Hazard: *grease* spell (DC 31 Reflex save); DC 33 Perception check to notice the spell

**D3:** *brimstone fumes (CRB p.551*) if water is placed within the furnace

**D4 [Hazard 16, 30 XP]:** Eternal Captives (lv15, *complex haunt, see below*).

**D6 [Hazard 16, 6 XP]:** x2 Sun Flash Traps (lv13 simple *hazard, see below*).

**D7 [Hazard 16, 6 XP]:** A Thousand Suns Trap (lv15 *simple hazard, see below*).

**D9:** *wall of force*, DC 31 Perception check to notice, DC 36 Perception check to notice the gap; counteract: 6th-level *dispel magic;* DC 35 to counteract

**D11 [Low 16, 85 XP]:** x3 Gammen, Khaloq, and Rhu (lv13 *bloodshroud, P#184 p.82*) and Inhetef (lv16 *elite nosferatu overlord, PB3 p.285*) - he also wields a *+2 greater striking wounding bloodthirsty battle axe (P, Lv16)*; **Melee** +30 (sweep), **Damage** 3d8+12 slashing plus 1d6 persistent bleed

*Going forward, the encounters in this conversion are written with the expectation that the party is now Lv-17 as the AP assumes you will level up sometime before facing the Sky Pharaoh.* *It is chosen now since this is the final part in the adventure.*

**Part 6**

The Pharaoh Reborn - **PCs Lv17**

**E1:** Smoke Hazard: *mindfog mist* (*CRB p.553*); Engine Hazard: *brimstone fumes* (*CRB p.551*).

**E3 [Severe 17; 110 XP]:** Ain-Mekh (lv16 *ecorche, BotD p.90*) and x8 Mummified Akhumen (lv13 *bloodshroud, P#184 p.82*).

**E6 [Hazard 17; 6 XP]:** Tabes’s Last Jest (lv16 *simple hazard, see below*).

**E9 [Low 17; 60 XP]:** x4 Set Guardians (lv14 *see below*) - has ruby eyes and Resistance 15 to fire damage.

**E11 [Trivial 17; 40 XP]:** Dark Plasma Ooze (lv17 *elite crawling slurry, P#174 p.82*).

**E13 [Moderate 17; 90 XP]:** x3 Neshmaal (lv13 *see below*) and Queen Neferuset (lv18 *see below*).

**E14 [Hazard 17; 4 XP]:** Midnight Mold Trap (lv14 *environmental hazard, see below*).

**E16 [Trivial 17; 30 XP]:** Uhnkulat (lv16 *elite hollow serpent, BotD p.114*).

**E18 [Low 17; 60 XP]:** Khenpathes (lv15 *bonepowder ghoul, see below*) and x4 Wise Witches of the Pharaoh (lv13 *elder witchfire, see below*) - their languages are only Ancient Osiriani.

**E19 [Low 17; 60 XP]:** General Tawaret (lv18 *see below*).

**E20 [Hazard 17; 8 XP]:** Trap of Thirst and Forgetting (lv17 *hazard, see below*).

**E21 [Hazard 17; 6 XP]:** Chamber of Curses (lv16 *hazard, see below*).

**E22 [Hazard 17; 8 XP]:** Lightning Spear Trap (lv17 *hazard, see below*).

**E23 [Hazard 17; 4 XP]:** Symbol of Pain (lv15 *hazard, see below*).

**E24 [Extreme 17; 160 XP]:** x4 Shields of Hakotep (lv13 *shield golem, see below*) and Hakotep (lv20 *see below*).

**Story Award**

* If the party gets Shendakut to join them or avoids fighting him, they gain 120 XP.
* The party gains 120 XP for severing the emerald *control pyramid’s* power link.
* The party gains 60 XP if they peacefully deal with the Ferrymen in area **B2**.
* The party gains 120 XP for severing the sapphire *control pyramid’s* power link.
* If the party bypasses the stone block without fighting the scarab swarm in **C2**, they gain 40 XP.
* The party gains 120 XP for severing the topaz *control pyramid’s* power link.
* The party gains 120 XP for severing the ruby *control pyramid’s* power link.
* If the party destroys any of the mummies in **E17**, they gain 10 XP for each mummy they destroy, as if they had defeated the witchfires in **E18**.

**NPCs**

**Betebre** / Creature 12

*Unique* / *N* / *Medium* / *Human* / *Humanoid*

**Perception** +22

**Languages** Ancient Osiriani

**Skills** Acrobatics +24, Arcana +22, Intimidation +23, Occultism +22, Performance +25, Osirian Lore +20

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

**Items** *+1 striking returning dagger*

**AC** 32; **Fort** +19, **Ref** +24, **Will** +22

**HP** 211

**Speed** 25 feet

**Melee** 1Action dagger +25 [+21/+17] (agile, finesse, magical, versatile S), **Damage** 2d4+9 piercing

**Ranged** 1Action dagger +25 [+21/+17] (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 2d4+6 piercing

**Spontaneous Occult Spells** DC 31, attack +23; **5th** *blink charge*, *rip the spirit*, *shadow blast* (x3 slots); **4th** *invisibility*, *modify memory*, *painful vibrations* (x3 slots); **3rd** *bind undead*, *haste*, *shadow projectile* (x3 slots); **2nd** *darkness*, *faerie fire*, *mirror image* (x3 slots); **1st** *command*, *illusory disguise*, *true strike* (x3 slots); **cantrips (5th)** *dancing lights*, *daze*, *detect magic*, *haunting hymn*, *prestidigitation*

**Sneak Attack** Betebre's Strikes deal 3d6 extra precision damage to flat-footed creatures.

**Bone Golem** / Creature 8

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

**Perception** +12; darkvision

**Skills** Athletics +19 (+21 to Grab)

**Str** +5, **Dex** +3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 25; **Fort** +18, **Ref** +15, **Will** +14

**HP** 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)

**Golem Antimagic** harmed by positive (6d6, 2d6 from areas or persistent damage); healed by negative (2d6 HP); slowed by earth

**Vulnerable to Raise** Dead A raise dead spell negates the golem's golem antimagic and its resistance to physical damage for 1 round.

**Speed** 25 feet

**Melee** 1Action bite +20 [+15/+10] (deadly 1d12, magical), **Damage** 2d10+9 bludgeoning

**Melee** 1Action slam +20 [+15/+10] (magical, reach 10 feet), **Damage** 2d6+9 bludgeoning

**Ranged** 1Action bone prison +17 (+12/+7) (magical, thrown 30 feet), **Effect** see Bone Prison

**Bone Prison** A creature hit by a bone prison takes 2d10 bludgeoning damage and must make a DC 24 Reflex saving throw or be captured by the bone prison. If the bone golem uses this attack again, any previous bone prisons collapse into a pile of bones and any captured creature is freed. A bone prison is an object and has hardness 10 and 24 Hit Points. A captured creature can attempt to Escape (DC 26) or attack the prison against an AC of 20.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is grabbed by the bone prison.

**Failure** The creature takes full damage and is grabbed by the bone prison.

**Critical Failure** The creature takes double damage and is restrained by the bone prison.

**Aching Bones** 1Action The bone prison squeezes a captured creature. The target takes 1d10+9 bludgeoning damage (DC 24 basic Fortitude save).

**Bonepowder Ghoul** / Creature 15

*Rare* / *CE* / *Medium* / *Ghoul* / *Undead*

**Perception** +26; darkvision

**Languages** Ancient Osiriani, Draconic, Dwarven, Undercommon

**Skills** Acrobatics +29, Arcana +25, Athletics +26, Deception +27, Diplomacy +27, Intimidation +29, Stealth +29, Survival +26

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

**Dusty Form** The ghoul's normal form is powdered bone in the shape of a ghoul. In this form, it can't make Strikes with its jaws or claws, nor can it manipulate physical objects. Once it has caused creatures to become enfeebled 1, it can use a free action to coalesce into its physical form for 1 minute. It loses its resistance to physical damage and immunity to the prone condition but can interact with physical objects and use its jaws and claws.

**AC** 37; **Fort** +23, **Ref** +29, **Will** +24

**HP** 220 (negative healing); **Immunities** death effects, disease, paralyzed, prone, poison, unconscious; **Resistances** physical 10

**Speed** 25 feet

**Melee** 1Action jaws +29 [+24/+19] (finesse), **Damage** 1d8+9 piercing plus 3d6 negative, drain life, and paralysis

**Melee** 1Action claws +29 [+25/+21] (agile, finesse), **Damage** 3d4+9 piercing plus paralysis

**Innate Occult Spells** DC 35, attack +27; **5th** *rip the spirit*; **4th** *enervation*; **1st** *ray of enfeeblement* (at will); **cantrips (7th)** *chill touch*

**Drain Life** A living creature that takes negative damage from the ghoul's jaws Strike becomes drained 1. Further negative damage dealt by the ghoul's jaws Strike increases the drained condition value by 1, to a maximum of drained 4.

**Ghoul Fever** (disease); **Saving Throw** Fortitude DC 33; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 4d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 4d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

**Gravedust** 2Actions (necromancy, negative, occult) The ghoul expels grave dust in a 40-foot cone, dealing 12d6 negative damage to all creatures (DC 33 Fortitude save). The ghoul can't use Gravedust again for 1d4 rounds.

**Critical Success** The target is unaffected.

**Success** The target takes half damage and is enfeebled 1 for 1 round.

**Failure** The target takes full damage, is enfeebled 1 for 1 minute, and must save against Ghoul Fever.

**Critical Failure** The target takes double damage, is permanently enfeebled 1, and must save against Ghoul Fever but uses the outcome for one degree of success worse than the result of its save.

**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul’s attack must succeed at a DC 33 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**Brass Golem** / Creature 15

*Uncommon* / *N* / *Huge* / *Construct* / *Fire* / *Golem* / *Mindless*

**Perception** +24; darkvision

**Skills** Athletics +32

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

**AC** 37; **Fort** +27, **Ref** +22, **Will** +24

**HP** 225; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

**Death Throes** (arcane, fire, evocation) When a brass golem is destroyed, its body explodes in a burst of fire, dealing 6d10 fire damage to creatures in a 30-foot emanation (DC 35 basic Reflex save).

**Golem Antimagic** harmed by air (6d10, 2d8 from areas and persistent damage); healed by fire (area 2d8 HP); slowed by cold

**Vulnerable to Hydraulic Push** Casting *hydraulic push* affects the golem normally and deactivates its Breath Weapon for 1d4 rounds.

**Speed** 30 feet

**Melee** 1Action fist +31 [+26/+21] (magical, reach 10 feet), **Damage** 3d10+15 bludgeoning plus 2d6 fire

**Breath Weapon** 2Actions (arcane, fire, evocation) The brass golem exhales a scorching wind of heat that deals 16d6 fire damage in a 30-foot cone (DC 35 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

**Lingering Heat** (arcane, fire, evocation) When the brass golem scores a critical hit with a fist Strike, the target also takes 3d6 persistent fire damage.

**Elder Lightning Elemental** / Creature 14

*Uncommon* / *N* / *Huge* / *Electricity* / *Elemental*

**Perception** +24; darkvision

**Languages** Auran

**Skills** Acrobatics +28, Stealth +26

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

**AC** 36; **Fort** +23, **Ref** +28, **Will** +22

**HP** 200; **Immunities** bleed, electricity, paralyzed, poison, sleep

**Speed** fly 100 feet

**Melee** 1Action slam +28 [+24/+20] (agile, electricity, finesse, reach 15 feet), **Damage** 1d8+14 bludgeoning plus 2d8 electricity and Electrified Metal

**Ranged** 1Action lightning bolt +28 [+23/+18] (electricity, range increment 50 feet), **Damage** 4d12 electricity plus Electrified Metal

**Arc Lightning** 2Actions (move, electricity, primal, transmutation) The elemental transforms into lightning that arcs to a large piece of metal within 150 feet, such as a suit of metal armor or a metal weapon. The elemental then returns to its normal form in a space adjacent to the metal. This movement doesn't trigger reactions. If the piece of metal is being worn or held, then the wielder takes 3d12 electricity damage (DC 34 basic Reflex save).

**Electrified Metal** If the target of the elemental's Strike is wearing metal armor or wielding a metal weapon, the target takes 2d6 persistent electricity damage. The creature can remove the armor or drop the weapon, ending the persistent damage early.

**Elder Mud Elemental** / Creature 13

*Uncommon* / *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 38 on Deception checks to pass as a pool of mud and can make a fist Strike against a creature that walks onto the pool of mud as a reaction.

**Elder Witchfire** / Creature 13

*Rare* / *CE* / *Medium* / *Incorporeal* / *Spirit* / *Undead*

**Perception** +23; darkvision

**Languages** Aklo, Common, Necril

**Skills** Acrobatics +23, Deception +25, Intimidation +27, Occultism +23, Stealth +25

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

**Coven** The witchfire adds *nightmare*, *phantasmal killer*, *phantasmal calamity*, and *summon entity* to their coven's spells. A coven can contain one or more witchfires, but it must also include at least one living creature capable of forming a coven; four witchfires cannot form a coven.

**AC** 35; **Fort** +19, **Ref** +27, **Will** +23

**HP** 195 (negative healing); **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 15 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Opportune Witchflame** Reaction A creature makes a melee Strike against or touches the witchfire; Effect The witchfire makes a witchflame caress Strike against the triggering creature.

**Speed** fly 40 feet

**Melee** 1Action witchflame caress +27 [+23/+19] (agile, evil, finesse, magical), **Damage** 3d8 fire plus 3d8 negative and witchflame

**Ranged** 1Action witchflame bolt +27 [+23/+19] (evil, magical, range 100 feet), **Damage** 3d6 fire plus 3d6 negative and witchflame

**Occult Innate Spells** DC 34; **7th** *visions of danger*; **6th** *phantasmal calamity*, *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **cantrips (7th)** *dancing lights*, *ghost sound*

**Witchflame** (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 30 Will save.

**Critical Success** The creature is unaffected and is temporarily immune to witchflame for 1 hour.

**Success** The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 10 to fire for 1 round.

**Failure** As success, but the effect is permanent until removed.

**Critical Failure** As failure, but the creature gains weakness 15 to fire.

**Witchflame Kindling** 2Actions (fire, necromancy, occult); **Requirements** A creature within 30 feet of the witchfire burns with witchflame; **Effect** The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 7d6 fire damage and 7d6 negative damage to that creature (DC 34 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.

**Eshen Theba** / Creature 17

*Unique* / *LE* / *Medium* / *Devil* / *Fiend*

**Perception** +32; greater darkvision, *true seeing*

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

**Skills** Acrobatics +33, Arcana +29, Athletics +30, Deception +34, Diplomacy +32, Intimidation +32, Religion +30, Stealth +33

**Str** +5, **Dex** +8, **Con** +5, **Int** +6, **Wis** +7, **Cha** +9

**Items** *major ring of electricity resistance* (P, Lv14)

**AC** 41; **Fort** +26, **Ref** +29, **Will** +32; +1 status to all saves vs. magic

**HP** 295; **Immunities** fire; **Resistances** physical 12 (except silver); **Weaknesses** good 12

**Reflexive Grab** Reaction **Trigger** A creature leaves a square within Eshen's reach using a move action or attempts a melee Strike against Eshen; **Effect** Eshen lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause Eshen to automatically fail the Athletics check.

**Speed** 35 feet, climb 35 feet

**Melee** 1Action claw +33 [+29/+25] (agile, evil, finesse, magical), **Damage** 3d8+15 slashing plus 1d6 evil

**Melee** 1Action tentacle +33 [+28/+23] (evil, finesse, magical, reach 10 feet), **Damage** 3d12+15 bludgeoning plus 1d6 evil and Grab

**Divine Innate Spells** DC 40, attack +32; **9th** *dispel magic*, *dominate*; **8th** *charm*; **5th** *black tentacles*, *dimension door*, *illusory object* (at will); **4th** *charm* (×3), *dimension door* (at will); **3rd** *enthrall* (at will); **2nd** *flaming sphere*; **Constant (9th)** *true seeing*

**Bloodline Spells** 3 Focus Points, DC 40, attack +32; **9th** *diabolic edict*, *embrace the pit*, *hellfire plume*;

**Rituals** DC 40; **8th** *infernal pact* (erinyes only)

**Blood Magic** When Eshen casts a bloodline spell, hellfire scorches a target or fills Eshen's tongue with lies. Either a target takes 9 fire damage (if the spell already deals initial fire damage, combine this with the spell’s initial damage before determining weaknesses and resistances), or Eshen gains a +1 status bonus to Deception checks for 1 round.

**Change Shape** 1Action (concentrate, divine, polymorph, transmutation) Eshen adopts the appearance of any Small or Medium humanoid. This doesn't change their Speed or the attack and damage modifiers of their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

**Indispensable Savvy** Reaction **Frequency** once per day; **Trigger** Eshen attempts a skill check but hasn't rolled yet; **Effect** Eshen demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time Eshen uses this ability or until 24 hours have passed, whichever happens first.

**Tentacle Encage** 1Action (attack); **Requirements** Eshen has a Medium or smaller creature grabbed; **Effect** Eshen transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 30), except the encaged creature is not at risk of suffocation, and Eshen can bring the encaged creature with them when they cast dimension door. Eshen can have only one creature encaged at a time.

**General Tawaret** / Creature 18

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

**Perception** +29; darkvision

**Languages** Ancient Osiriani, Tekritanin

**Skills** Athletics +35, Intimidation +32, Religion +29, Driving Lore +28, Warfare Lore +30

**Str** +9, **Dex** +7, **Con** +6, **Int** +2, **Wis** +5, **Cha** +6

**Items** *+2 greater resilient full plate*, *+2 greater striking keen shock greatsword*, *belt of regeneration*, *+2 greater striking composite longbow*, x2 *javelins of lightning*, *greater starshot arrow*, *lightning rod shot*, *moderate black tendril shot*, *chariot of the conqueror* (see below)

**AC** 42; **Fort** +34, **Ref** +31, **Will** +29

**HP** 335 (negative healing, rejuvenation); **Immunities** cold, death, disease, paralyzed, poison, unconscious

**Attack of Opportunity** Reaction

**Sacrilegious Aura** (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, General Tawaret automatically attempts to counteract it, with a +26 counteract modifier.

**Speed** 25 feet

**Melee** 1Action greatsword +35 [+30/+25] (electricity, magical, versatile P), **Damage** 3d12+17 slashing plus 1d6 electricity and keen

**Ranged** 1Action longbow +33 [+28/+23] (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+12 piercing

**Devastating Blast** 2Actions (arcane, cold, evocation) General Tawaret unleashes a 30-foot cone of energy. Creatures in the area take 10d12 cold damage (DC 40 basic Reflex save). General Tawaret can use this ability once every 1d4 rounds.

**Graveknight's Curse** This curse affects anyone who wears a graveknight’s armor for at least 1 hour. **Saving Throw** DC 42 Will save; **Onset** 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and cannot remove the armor (1 day); **Stage 3** dies and transforms into the armor’s graveknight.

**Weapon Master** General Tawaret has access to the critical specialization effects of any weapons she wields.

**Hakotep** / Creature 20

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

**Perception** +36; darkvision

**Languages** Ancient Osiriani, Auran

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

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

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

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

**HP** 375 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 15, electricity 20, fire 15

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

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

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

**Speed** 25 feet, fly 50 feet

**Melee** 1Action fist +37 [+33/+29] (agile), **Damage** 2d10+15 bludgeoning plus insidious mummy rot

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

**Arcane Spontaneous Spells** DC 47, attack +39; **10th** *element embodied*, *indestructibility* (2 slots); **9th** *implosion*, *massacre*, *meteor swarm*, *storm of vengeance* (4 slots); **8th** *earthquake*, *horrid wilting*, *polar ray*, *prismatic wall* (4 slots); **7th** *energy aegis*, *fiery body*, *mask of terror*, *volcanic eruption* (4 slots); **6th** *chain lightning*, *elemental confluence*, *repulsion*, *true seeing* (4 slots); **5th** *cone of cold*, *elemental form*, *lightning storm*, *wall of stone* (4 slots); **4th** *fly*, *freedom of movement*, *soft landing*, *weapon storm* (4 slots); **3rd** *elemental annihilation wave*, *fireball* (electricity), *lightning bolt*, *slow* (4 slots); **2nd** *deafness*, *obscuring mist*, *resist energy*, *summon elemental* (4 slots); **1st** *buffeting winds*, *burning hands* (electricity), *magic missile*, *shocking grasp* (4 slots); **cantrips (10th)** *detect magic*, *electric arc*, *prestidigitation*, *produce flame* (electricity), *read aura*

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

**Blood Magic** Elemental energy surrounds Hakotep or a target. Either he gains a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 damage per spell level. The damage is electricity. If the spell already deals that type of damage, combine it with the spell’s initial damage before determining weaknesses and resistances.

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

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

**Sandstorm Wrath** 2Action (concentrate, divine, evocation, fire) Hakotep exhales a 60-foot cone of superheated sand that deals 6d10 fire and 6d10 slashing damage (DC 43 basic Reflex save). Hakotep can’t use Sandstorm Wrath again for 1d4 rounds.

**Hussef Daat** / Creature 14

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

**Perception** +23; darkvision

**Languages** Ancient Osiriani, Giant, lgnan, Infernal, Undercommon

**Skills** Acrobatics +26, Arcana +25, Intimidation +24 (+26 to Demoralize), Stealth +26

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

**Contract Bound** Hussef Daat has made a contract with a pit fiend, granting him fiendish power. If Hussef Daat dies, his soul is dragged to Hell and belongs to the pit fiend he made the contract with.

**Items** *+1 resilient leather*, *+2 striking flaming shortsword*, *+1 striking whip*

**AC** 36; **Fort** +24, **Ref** +27, **Will** +22; +1 status to all saves vs. magic

**HP** 250; **Resistances** fire 9

**Speed** 25 feet

**Melee** 1Action shortsword +30 [+26/+22] (agile, finesse, versatile S), **Damage** 2d6+10 piercing plus 1d6 fire

**Melee** 1Action whip +29 [+24/+19] (disarm, finesse, nonlethal, reach, trip), **Damage** 2d4+10 slashing

**Arcane Prepared Spells** DC 33, attack +25; **6th** *disintegrate*, *dominate*; **5th** *black tentacles*, *wall of ice*; **3rd** *haste*, *true strike*; **cantrips (6th)** *acid splash*, *detect magic*, *read aura*, *shield*, *telekinetic projectile*

**Divine Innate Spells** DC 33, attack +25; **6th** *devil form*, *fireball* (×3); **4th** *invisibility* (×3); **cantrips (6th)** *produce flame*

**Conflux Spells** 1 Focus Point, DC 33, attack +25; **6th** *dimensional assault*;

**Spellstrike** 2Actions **Frequency** Until recharged; **Effect** Hussef Daat 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. Hussef Daat 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 Hussef Daat's multiple attack penalty, but don't apply the penalty until after he has completed the Spellstrike.

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

**Sneak Attack** Hussef Daat deals an additional 3d6 precision damage to flat-footed creatures.

**Keshenepek** / Creature 17

*Unique* / *LE* / *Large* / *Fiend* / *Amphibious* / *Div*

**Perception** +29; greater darkvision

**Languages** Ancient Osiriani, Aquan, Common, Daemonic; telepathy 100 feet

**Skills** Arcana +29, Athletics +30 (+32 to Swim), Deception +30, Intimidation +32, Religion +29, Stealth +29, Survival +29

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

**AC** 39; **Fort** +31, **Ref** +25, **Will** +29; +1 status to all saves vs. magic

**HP** 410; **Weaknesses** cold iron 15, good 15

**Bell Vulnerability** Ghawwas find tolling bells insufferable, the sound filling them with rage. If a creature spends at least an action to ring a bell, Keshenepek takes 4d6 mental damage. Keshenepek gains a +1 status bonus to attack and damage rolls against the target ringing the bell until the end of Keshenepek's next turn.

**Rough Hide** Ghawwas have rough hides studded with jagged barbs and spiny protrusions. A creature that hits Keshenepek with an unarmed Strike or a non-reach melee Strike takes 1d6 slashing damage.

**Speed** 25 feet, swim 50 feet

**Melee** 1Action claws +32 [+28/+24] (agile, evil, magical), **Damage** 3d6+16 slashing plus 1d6 evil and Grab

**Melee** 1Action jaws +32 [+27/+22] (evil, magical), **Damage** 3d10+16 slashing plus 1d6 evil

**Melee** 1Action sting +32 [+27/+22], **Damage** 4d4+16 piercing plus 1d6 evil and ghawwas venom

**Divine Innate Spells** DC 35, attack +27; **5th** *control water* (at will), *mariner's curse* (at will); **4th** *dimension door* (at will), *hallucinatory terrain*; **3rd** *stinking cloud*; **2nd** *darkness* (at will), *quench*; **cantrips (8th)** *detect magic*

**Ritual Spells** DC 35, 1st div pact;

**Boiling Sea** 2Actions Keshenepek causes the waters in a 20-foot emanation around it to boil, dealing 8d6 fire damage (basic DC 37 Fortitude save) to all creatures in the same body of water.

**Ghawwas Venom** (poison); **Saving Throw** Fortitude DC 37; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round); **Stage 2** 6d6 poison damage and enfeebled 2 (1 round)

**Rage** 1Action As the barbarian class ability; AC 38, +25 Hit Points, +7 melee damage, gain Resistance piercing 11 and slashing 11

**Mentu-Nebef** / Creature 14

*Unique* / *N* / *Medium* / *Human* / *Humanoid*

**Perception** +27

**Languages** Ancient Osiriani

**Skills** Acrobatics +26, Arcana +24, Athletics +22, Deception +26 (+28 to Feint), Intimidation +26, Occultism +24, Stealth +28, Thievery +28, Osirion Lore +22

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

**Items** *+1 resilient leather armor*, *+1 striking wounding spiked chain*

**AC** 37; **Fort** +22, **Ref** +29, **Will** +24

**HP** 220

**Speed** 30 feet

**Melee** 1Action spiked chain +26 [+21/+16] (disarm, finesse, trip), **Damage** 2d8+10 slashing plus 1d6 persistent bleed

**Debilitating Sneak Attack** Mentu-Nebef deals an additional 5d6 precision damage to flat-footed creatures and the creature is enfeebled 1 until the end of Mentu-Nebef's next turn.

**Skirmish Strike** 1Action **Frequency** once per turn; **Effect** Mentu-Nebef either Steps and then Strikes, or Strikes and then Steps.

**Twirling Chain Feint** 1Action Mentu-Nebef targets two creatures that are adjacent to each other and makes a Deception check to Feint against them, comparing the result against both of their Perception DC.

**Neshmaal** / Creature 13

*Uncommon* / *CE* / *Large* / *Aberration* / *Incorporeal*

**Perception** +22; darkvision

**Languages** Aklo; telepathy 100 feet

**Skills** Acrobatics +27, Intimidation +23, Occultism +20, Stealth +25, Survival +24

**Str** +0, **Dex** +8, **Con** +5, **Int** -1, **Wis** +3, **Cha** +6

**AC** 35; **Fort** +22, **Ref** +25, **Will** +20

**HP** 215; **Immunities** cold, disease, poison, precision; **Resistances** all 8 (except force, ghost touch, or sonic; double resistance vs. non-magical); **Weaknesses** sonic 16

**Frightful Presence** (aura, emotion, fear, mental) 20 feet, DC 33

**Speed** fly 40 feet

**Melee** 1Action tendril +27 [+23/+19] (agile, finesse, reach 10 feet), **Damage** 3d8+7 bludgeoning plus 1d6 cold

**Occult Innate Spells** DC 33; **6th** *dominate*; **4th** *confusion* (×3); **Constant (5th)** *endure elements*

**Kiss of the Void** If the neshmaal successfully Strikes a single creature with two tendril attacks on its turn, the target takes an extra 4d6 cold damage.

**Queen Neferuset** / Creature 18

*Unique* / *CE* / *Medium* / *Mummy* / *Undead*

**Perception** +30; darkvision

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

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

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

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

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

**HP** 252 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** electricity 15

**Speed** 20 feet

**Melee** 1Action fist +29 [+25/+21] (agile), **Damage** 2d10+11 bludgeoning plus insidious mummy rot

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

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

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

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

**Insidious Mummy Rot** (curse, disease, divine, necromancy) This disease and any damage from it can’t be healed until this curse is removed. A creature killed by insidious mummy rot turns to sand and can’t be resurrected except by a 9th-level *resurrect* ritual or similar magic. **Saving Throw** DC 37 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 15d6 negative damage and stupefied 2 (1 day)

**Set Guardian** / Creature 14

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

**Perception** +22; darkvision

**Skills** Athletics +28

**Str** +8, **Dex** -1, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

**Items** x2 gemstones for eyes that are worth 200 gp each, *+1 striking spear*

**AC** 36; **Fort** +27, **Ref** +21, **Will** +22

**HP** 200; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** Unholy Weaknesses

**Elemental Conduit** A Set Guardian gains Resistance 15 to a type of damage based on the gemstones set in its eyes; Emerald: electricity, Ruby: fire, Sapphire: cold, Topaz: acid.

**Unholy Weaknesses** The Set Guardian gains the Undead trait and Neutral Evil alignment when it is the target of effects that deal extra damage against undead creatures, like the searing light spell. If the Set Guardian is within the area of effect of a heal spell, it doesn't take damage but still must succeed on the Fortitude save or become slowed 1 for 1 round (or slowed 1 for 1 minute on a critical failure).

**Speed** 30 feet

**Melee** 1Action slam +28 [+23/+18] (magical, reach 10 feet), **Damage** 3d10+15 bludgeoning plus Grab

**Melee** 1Action spear +29 [+24/+19], **Damage** 2d6+15 piercing

**Ranged** 1Action spear +29 [+24/+19] (thrown 20 feet), **Damage** 2d6+15 piercing

**Faithful Weapon** *+1 striking spear*

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

**Mighty Blows** The Set Guardian's attacks are especially powerful and it scores a critical hit on a 19 on the die as long as that result is a success. This ability has no effect on a 19 if the result would be a failure.

**Trumpet of Doom** 2Actions (arcane, incapacitation, sonic) A blast of sound trumpets from the Set Guardian, dealing 6d12 sonic damage to each creature in a 30-foot emanation (DC 33 Fortitude save). It can’t use Trumpet of Doom again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is stunned 1.

**Failure** The creature takes full damage and is stunned 2.

**Critical Failure** The creature takes double damage and is stunned 3.

**Shield Golem** / Creature 13

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

**Perception** +19; darkvision

**Skills** Athletics +28

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

**AC** 33; **Fort** +26, **Ref** +20, **Will** +22

**HP** 235; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

**Berserk** A severely damaged shield golem has a chance of going berserk. If it has 50 or fewer Hit Points at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

**Golem Antimagic** harmed by cold and water (6d10, 3d6 from areas or persistent damage); healed by acid (area 4d6 HP); slowed by earth

**Vulnerable to Disintegrate** A disintegrate spell affects the golem but deals half the normal amount of damage and causes the golem to become slowed 2 for 1 round.

**Quicken** FreeAction (divine, transmutation); **Frequency** Once per day. **Trigger** The shield golem’s turn begins. It can’t trigger this free action on the first turn of combat. **Effect** The shield golem becomes quickened for 1 minute.

**Speed** 20 feet

**Melee** 1Action fist +28 [+23/+18] (magical, reach 10 feet), **Damage** 3d8+14 bludgeoning plus cursed wound

**Berserk Slam** 1Action **Requirement** The golem is berserk. **Effect** The shield golem Strikes with its fist at a –1 circumstance penalty. If it hits, it deals an additional 1d8 damage and knocks the target prone.

**Cursed Wound** (divine, curse, necromancy) A creature hit by the shield golem’s fist must succeed at a DC 32 Fortitude save or be cursed until healed to its maximum HP. The cursed creature can’t regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 32 counteract check or the healing has no effect. The golem’s counteract level is equal to its creature level.

**Shield Master** 1Action (arcane, necromancy) The shield golem forms a temporary link between its master and itself. The master takes half damage from all effects that deal Hit Point damage, and the shield guardian takes the remainder of the damage. When the shield guardian takes damage through this link, it doesn't apply any resistances, weaknesses, or other abilities it has to that damage; the shield golem simply takes that amount of damage. The effect ends if the target is ever more than 30 feet away from shield guardian or if the shield guardian spends an action on its turn with the concentrate trait to end the link. If either the shield guardian or the target is reduced to 0 Hit Points, any damage from this effect is resolved and then the effect ends.

**Tophet** / Creature 12

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

**Perception** +20; darkvision

**Skills** Athletics +28

**Str** +8, **Dex** -1, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

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

**HP** 215; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Conductive** If the tophet has a creature swallowed, and is the target of an attack that deals fire damage, half of that fire damage is dealt to the swallowed creature. The tophet remains immune to fire damage.

**Speed** 15 feet

**Melee** 1Action bite +26 [+21/+16] (magical), **Damage** 2d10+14 bludgeoning plus 1d8 fire and Improved Grab

**Melee** 1Action slam +26 [+22/+18] (agile, magical), **Damage** 2d8+14 bludgeoning

**Swallow Whole** 1Action (attack) Medium, no damage (see Conductive), Rupture 20

**Traps**

**A Thousand Suns Trap** / Hazard 15

*Abjuration* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 39 (master)

**Description** A brilliant flash of light explodes when living creatures enter area D7.

**Disable** Thievery DC 39 (master) to erase the rune without triggering its effects, or *dispel magic* (8th-level; counteract DC 32) to counteract the rune; **Bypass** Undead and constructs do not trigger the trap

**Thousand Suns** Reaction (evocation, fire, light, positive); **Trigger** A living creature passes through the center of the chamber; **Effect** The rune unleashes a brilliant flash of light from a rune etched in the ceiling, casting *sunburst* that fills the entire room (DC 36 Reflex save). Additionally, a creature that fails the save takes 2d6 persistent fire damage (4d6 persistent fire damage on a critical failure).

**Balor’s Wrath Trap** / Hazard 16

*Fire* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 42 (master)

**Description** The deep red stone of this block is carved with intricate geometric designs and hieroglyphs that surround a red metallic symbol of a flaming lash set in its surface.

**Disable** Thievery DC 42 (master) to jam the clockwork device or Athletics DC 45 (expert) to hold the stone block in place; **Bypass** An intelligent humanoid with an Intelligence modifier of -4 or greater is sacrificed on the stone platform in front of the door

**Breath Weapon** Reaction; **Trigger** A creature depresses the metal symbol in the block; **Effect** A loud click sounds, like a clockwork device, and two rounds later, the stone block sinks into the floor and a blast of superheated air is expelled from the interior in a 60-foot cone dealing 12d12 fire damage (DC 37 basic Reflex).

**Chamber of Curses** / Hazard 16

*Curse* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 42 (master); or DC 36 Arcana (expert) to Recall Knowledge and identify that the symbols are associated with ancient Osirian curse magic that fell into disuse soon after the kingdom fell under the Keleshite yoke

**Description** The hieroglyphs and paintings on the walls sing the praises of Hakotep’s wars against the Shory, while the writing on the floor primarily speaks of the terrible fate awaiting any who would disturb the Sky Pharaoh’s rest.

**Disable** Thievery DC 44 (master) to scratch out the sigils (three times), or *dispel magic* or *remove curse* (8th-level, DC 36 to counteract) to counteract the sigils;

**Curse** Reaction (curse, necromancy); **Trigger** A living creature walks on the floor of this chamber; **Effect** The target is struck with a curse (DC 39 Will save) that causes a random effect.

**Success** The target is unaffected and temporarily immune to this trap for 24 hours.

**Failure** The target suffers a random curse, roll a d6: (1) clumsy 1, (2) drained 1, (3) enfeebled 1, (4) stupefied 1, (5) rolls twice and uses the lower result on initiative rolls, or (6) gains weakness 7 to electricity. If the target is already cursed and would gain the same curse, reroll for a new curse.

**Critical Failure** As a failure, but clumsy, drained, enfeebled, and stupefied are increased to 2, the target now rolls twice and uses the lower result on skill checks, or the weakness increases to 11.

**Reset** If disabled, the curses reset after 1d4 rounds, otherwise it resets immediately.

**Cobra Strike Trap** / Hazard 16

*Magical* / *Mechanical* / *Trap*

**Complexity** Complex

**Stealth** +35 (master) to notice the tiny dart holes in the wall

**Description** This circular room features a simple hieroglyph of a rearing cobra occupying the center of the floor.

**Disable** Thievery DC 42 (trained) twice on the dart holes in the wall; **Bypass** A creature holding the ushabti that radiates abjuration magic from area C7

**AC** 36, **Fort** +25, **Ref** +25

**Dart Mechanism Hardness** 25 (stone wall that the dart mechanism is behind), **HP** 102 (BT 61); **Immunities** critical hits, object immunities, precision damage

**Cobra Strike** Reaction (attack); **Trigger** A creature traverses the room; **Effect** The chamber echoes with the hiss of a serpent (created by a *ghost sound* effect). The trap then rolls initiative.

**Routine** (1 action) The trap hurls a dart at each creature in the room, making a Strike against each creature. This trap doesn’t take a multiple attack penalty. The trap only has 24 darts before it must be reset.

**Ranged** 1Action cobra dart +32, **Damage** 1d4+9 piercing plus dragon bile (*CRB p.551*).

**Reset** The trap must be manually reloaded with new darts.

**Curse of the Netheshuun** / Hazard 13

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 38 (expert) to realize the room is filled with illusions

**Description** This room is coated in illusions, disguising five statues standing around a bed as robed figures that invite others to speak with the figure on the bed.

**Disable** DC 40 Thievery (master) to quickly silence the figure on the bed, DC 37 Religion (expert) exhume the room of foul spirits, or *dispel magic* (7th-level, DC 32 to counteract) to counteract the illusions in the room

**Gasping Curse** Reaction (arcane, necromancy); **Trigger** A creature parts the curtains, revealing a dreadfully emaciated figure; **Effect** The figure reaches out and says, “Forgive me, my Pharaoh, I have betrayed you!” An explosion of light erupts in the room, dealing 10d10 bludgeoning damage (DC 33 Fortitude save) to all creatures in a 30-foot emanation.

**Critical Success** The target is unaffected.

**Success** The target takes half damage.

**Failure** The target takes full damage and is fatigued for 1 hour.

**Critical Failure** The target takes double damage and is fatigued.

**Reset** The illusions and trap reset after 1 minute.

**Empowered Freezing Sphere Trap** / Hazard 17

*Cold* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 43 (master)

**Description** This false control panel rests in a pool of water.

**Disable** DC 41 Thievery (legendary) to remove the runes, or *dispel magic* (9th-level, DC 38 to counteract) to counteract the rune

**Freeze** Reaction (arcane, cold, evocation); **Trigger** A creature or effect interacts with the pyramid; **Effect** The sphere unleashes a burst of freezing cold that fills the entire room, dealing 12d12 cold damage (DC 43 basic Fortitude save).

**Eternal Captives** / Hazard 15

*Complex* / *Haunt*

**Complexity** Complex

**Stealth** +32 (expert) to notice a faint, shimmering translucence in the abused forms

**Description** Black statues stand along the wall, and at the foot of each statue lies an emaciated human body chained to the statue by their left ankle. The bodies show signs of burns and wounds left behind by a whip. While they might appear to still be alive, it is only an effect of the haunt.

**Disable** DC 40 Thievery (master) to Pick a Lock and undo the shackles of a slave, or DC 43 Religion (expert) to weaken the haunt; four success in different corners of the room are required to disable it

**AC** 34, **Fort** +23, **Ref** +23, **Will** +32

**Shackles Hardness** 15; **Shackles HP** 6 (BT 3); **Group Shackles HP** 100 (BT 50); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** bludgeoning 15

**Stirrings of Pain** Reaction; **Trigger** A living creature enters area D4 and stays in D4 and D5 for at least 7 rounds; **Effect** The bodies begin to stir and call out for water and food, for their freedom, for lost children and loves, or for their throats to be slit and end their suffering at last. The haunt rolls initiative.

**Routine** (1 action) The cries of the shackled slaves echo together, causing madness within its cacophony. Each living creature in area D4 and D5 are targeted by an occult *warp mind* spell (DC 36 Will save).

Each shackle disabled or destroyed reduces the haunt’s Group Shackle hit points, once reduced to 0, the haunt ends. The haunt also ends after 7 rounds of being active.

**Reset** The haunt automatically resets after 1 hour.

**Destruction** The bodies of the long-dead slaves must be given a proper burial in the desert outside the pyramid.

**Genius of Khenpathes** / Hazard 15

*Environmental* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** 31 (expert) to realize the gelatin is dangerous

**Description** The red, gelatin-like substance fills the halls surrounding a central room. It was created by Hakotep’s chief alchemist, Khenpathes.

**Disable** DC 43 Arcana (master) to Recall Knowledge or DC 38 Alchemical Lore to identify the gelatin and know to use acid to destroy it

**AC** 10, **Fort** +35, **Ref** +23

**HP** 160 (BT 80); **Immunities** critical hits, object immunities, precision damage

**Acidic Gelatin** Any creature that hits the gelatin with an unarmed Strikes takes 2d6 acid damage plus 1d6 persistent acid, and a weapon that hits the gelatin takes 2d6 acid damage plus 1d6 persistent acid.

**Gelatin Wobble** Reaction; **Trigger** The gelatin is hit by an effect; **Effect** The gelatin reacts based on what type of damage the effect would deal:

**Acid** If the gelatin is dealt acid damage, it begins to melt away. If the gelatin takes at least 10 acid damage from a single source of damage, three connected 5-foot cubes of gelatin melt away.

**Cold** If the gelatin takes a cumulative 50 cold damage, the entire wall of gelatin freezes. This doesn’t remove the barrier and any creature that digs into the frozen substance still is exposed to its Acidic Gelatin. The gelatin thaws after thirty minutes.

**Electricity** If the gelatin takes any amount of electricity damage, it amplifies the charge and then causes a surge of electricity to shoot out of a random doorway. This targets the nearest creature with an arcane *chain lightning* spell heightened to 7th-level (DC 38 Reflex save).

**Fire** If the gelatin takes 20 fire damage to a single section, a 5-foot cube of gelatin dissolves into a 30-foot burst cloud of poisonous vapors that functions as *breathtaking vapor (TV p.67)*. The cloud dissipates after 3 rounds. This destroys a 5-foot cube of gelatin.

**Sonic** If the gelatin takes 20 sonic damage, a 5-foot cube of gelatin explodes outward in a 10-foot burst that deals 4d10 acid damage (DC 38 basic Reflex save). This destroys a 5-foot cube of gelatin.

**Greater Dispel Magic Trap** / Hazard 12

Abjuration / Magical / Trap

**Complexity** Simple

**Stealth** DC 36 (master)

**Description** A 10-foot-deep section of the shaft between the balconies at areas A5 and A7, at a height of 140 to 150 feet.

**Disable** Thievery DC 33 (master) to erase the rune without triggering the sensor, or *dispel magic* (6th-level; counteract DC 28); **Bypass** Undead and constructs do not trigger the trap

**Dispel Flight** Reaction (abjuration, arcane); **Trigger** A creature that is under the effects of magical flight passes through the area; **Effect** The rune attempts to dispel any magical spells or magical effects on the flying creature (including spells like *air walk*, *fly*, *feather fall*, *gaseous form*, or *winged boots*) and casts a *dispel magic* spell heightened to 6th-level (+24 to counteract). A creature can attempt to Grab an Edge on the balcony they just left (DC 33 Reflex save). A creature that falls takes 70 bludgeoning damage from the fall.

**Herald of Majesty Trap** / Hazard 14

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 38 (expert) to find a way to bypass the block without answering the question

**Description** A large, dark block of stone polished to a mirror-like finish blocks entry into the pyramid's interior.

**Disable** DC 38 Thievery (master) requires two checks (the first to trick the block into thinking you entered the corrected sequence, immediately followed by a second to deactivate the trap, failure causes the trap to activate), or *dispel magic* (7th-level, DC 35 to counteract) to counteract the trap but the stone block must still be moved out of the way either by entering the correct sequence, tricking the block, or DC 41 Athletics (expert) to shove the block out of the way

**Shout** Reaction (evocation, occult, sonic); **Trigger** The stone block moves from its position; **Effect** The sound of a magical horn roars and deals 10d10 sonic damage to all creatures in a 60-foot burst (DC 34 Fortitude save).

**Critical Success** The target is unaffected.

**Success** The target takes half damage and is deafened for 1 round.

**Failure** The target takes full damage and is deafened for 1 minute.

**Critical Failure** The target takes double damage and is deafened for 1 hour.

**Lightning Spear Trap** / Hazard 17

*Electricity* / *Magical* / *Trap*

**Compexity** Complex

**Stealth** +33 (master)

**Description** Each of the four statues are holding a spear in their hands, disguised to appear as *+2 greater striking greater disrupting spears*, though they are not.

**Disable** DC 43 Thievery (master) to pull a spear out without the statue noticing (must be done four times), or *dispel magic* (9th-level, DC 38 to counteract) four times (once on each of the four statues); **Bypass** All four spears must be pulled out at the same time, requiring four creatures to all make DC 32 Acrobatics checks, if a single creature fails, it activates the trap though only the spears still in the hands of the statues take part in the trap

**Electric Arc** Reaction (arcane, electricity, evocation); **Trigger** A spear is pulled out of a statue’s hands, but not all four at the same time; **Effect** The metal tip of every spear crackles with electricity and an arcane *lightning bolt* spell heightened to 5th-level shoots from each spear held in a statue’s hands in a line towards the nearest creature (DC 38 basic Reflex save). The trap then rolls initiative.

**Routine** (1 action) Each spear shoots an arcane *lightning bolt* spell heightened to 5th-level in a line towards the nearest creature (DC 38 basic Reflex save). This lasts until all of the spears have been removed or after 4 rounds have passed.

**Midnight Mold Trap** / Hazard 15

*Environmental*

**Complexity** Simple

**Stealth** DC 40 (master) to notice mold growing along the lid, DC 35 (expert) if the creature is an alchemist

**Description** This jar has an octopoid head and contains the ashes of Neferisis.

**Disable** DC 35 Survival (master) to carefully remove the mold

**Billowing Cloud** (Reaction) (fungus, inhaled, poison); **Trigger** The jar is opened; **Effect** All creatures in a 20-foot burst is exposed to midnight mold (DC 35 Fortitude save).

**Midnight Mold** / Item 15

*Consumable* / *Fungus* / *Inhaled* / *Poison*

**Price** 1,000 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** OneAction (interact)

This rare mold sprays its spores when it is exposed to air.

**Saving Throw** DC 35 Fortitude save; **Stage 1** drained 1 and stupefied 1 (1 day); **Stage 2** drained 2 and stupefied 2 (1 day); **Stage 3** drained 3 and stupefied 3 (2 days); **Stage 4** drained 4 and stupefied 4 (2 days); **Stage 5** the victim’s lungs explode, killing the victim instantly, and sprays spores in a 10-foot burst, potentially infecting other creatures

**Nightmare Vapor Trap** / Hazard 16

*Environmental* / *Inhaled*

**Complexity** Simple

**Stealth** DC 45 (master) to notice a faint odor of mint and roses within the *obscuring mist* spell, DC 40 (expert) if the creature has scent or is an alchemist

**Description** The tunnel is shrouded in a thick mist that limits vision.

**Disable** DC 42 Survival (master) to create proper gear to pass through the vapors for each creature; **Bypass** A spell with the air trait dispels the cloudy vapors for 1 round before the hall quickly fills up again

**Poison** Reaction (alchemical, inhaled, poison); **Trigger** A creature moves through the vapor; **Effect** The target is exposed to nightmare vapor (*CRB p.553*) (DC 36 Fortitude save).

**Reset** The vapor refills the corridor after 1 round.

**Polymorph Gas Trap** / Hazard 15

*Complex* / *Inhaled* / *Magical* / *Trap*

**Stealth** +30 (expert) to notice the nostrils in the statues where gas can come out

**Description** The two seated statues seem to have been sculpted to accept some kind of headgear, but placing the crown on the wrong head sets off a dangerous trap.

**Disable** Thievery DC 42 (master) to trick the magic on the statues into not operating, or *dispel magic* (8th-level, DC 35 to counteract) on both of the statues

**Pillar Hardness** 25, **Pillar HP** 100 (BT 50); **Immunities** critical hits, object immunities, precision damage

**Crumble** Reaction; **Trigger** The crown is placed on one of the statues (regardless of which); **Effect** A sudden gust of wind blows from the south along with a deep male voice speaking Ancient Osiriani: “Is this wisdom? Have you chosen well? Reap the harvest of your decision, as they did.” Large cracks form across the face of the uncrowned statue, and the crown tumbles from other into the large pool before the dais. The trap then rolls initiative.

**Routine** (2 actions) The trap, on its first turn, superheats its iron pillars in area B6, and it’s second action to release a gas of poison within a 25 foot emanation from the statues, it then loses an action. Every round thereafter, the gas continues to move 25 feet to the north, filling the room until it reaches the iron pillars in area B6 where it stops.

**Burning Pillar** 1Action (fire, magical, primal) A creature that attempts to move through the pillars requires three actions and a successful DC 36 Reflex save or Acrobatics check to Squeeze through the iron pillars. On a critical fail, the creature is restrained and must spend three actions on its next turn to make an Escape (DC 36) check, pushing themselves back to the south side of the pillars.

Every time a creature attempts to move through the pillars, it takes 6d10 fire damage (DC 40 basic Fortitude save). On a failure, a creature is sickened 1 for 1 minute (or sickened 2 on a critical failure).

Other creatures can take the Aid action to assist, but only two can provide the bonus and they must be on opposite sides of the pillars.; **Bypass** The heated pillars can be temporarily suppressed for 1 round by dealing 50 cold damage to two adjacent pillars.

**Poison Gas** 1Action (inhaled, poison) The gas moves 25 feet, any creature that begins its turn in the cloud, and breathes it in, must succeed on a DC 36 Will save or suffer the effects of an arcane *baleful polymorph* spell heightened to 8th-level. If a creature fails their save, they become a harmless baby crocodile.

**Duration** The poison gas remains in the room for 1 hour before it dissipates.

**Sun Flash Trap** / Hazard 13

*Abjuration* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 36 (master)

**Description** A brilliant flash of light explodes when living creatures enter area D6.

**Disable** Thievery DC 36 (expert) to erase the rune without triggering its effects, or *dispel magic* (7th-level; counteract DC 30) to counteract the rune

**Sun Flash** Reaction (evocation, fire, light, positive); **Trigger** A living creature passes through the center of the chamber; **Effect** The rune unleashes a brilliant flash of light from a rune etched in the ceiling, casting *sunburst* that fills the entire room (DC 33 Reflex save).

**Symbol of Pain** / Hazard 15

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 40 (master)

**Description** Those who pass through the tall archway must present a gift before given safe passage.

**Disable** Thievery DC 40 (master) to scratch out the rune, or *dispel magic* (8th-level, counteract DC 36) to counteract the rune; **Bypass** A creature who enters through the tall archway must enter and be presenting a gift (a gem or piece of artwork) worth 500 gp or more, or a creature can enter Hakotep’s throne room by prostrating and crawling through the 2-foot-high archway to the left

**Pain** Reaction (illusion, mental, occult); **Trigger** A creature moves through the right arch without presenting an appropriate gift; **Effect** The target is wracked with intense pain and takes 16d4 mental damage and 8d4 persistent mental damage (DC 36 Will save).

**Critical Success** The target is unaffected.

**Success** The target takes full initial damage but no persistent damage.

**Failure** The target takes full initial and persistent damage, and the target is sickened 1 for up to 1 hour. If the target recovers from being sickened, the persistent damage ends and the spell ends.

**Critical Failure** As failure, but the target is sickened 2.

**Reset** The trap automatically resets when another creature passes under it and they are not presenting an appropriate gift.

**Tabes’s Last Jest** / Hazard 16

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 43 (master)

**Description** The body lies on a linen shawl dyed a brilliant yellow, but beneath is a locked compartment (DC 36 Thivery to Pick a Lock), inside of which lies a golden flute.

**Disable** Thievery DC 40 (master) to grab the flute without activating the trap

**Pit Drop** Rreaction; **Trigger** A creature grabs the golden flute; **Effect** The entire floor of the chamber breaks away, dropping all occupants and masonry into a 20-foot-deep pit that is covered with green slime. All creatures take 10 bludgeoning damage from the fall, and creatures must make a DC 39 basic Reflex save, taking 6d12 bludgeoning damage from the falling masonry. In addition, all creatures are exposed to *green slime (GMG p.78)* every round they spend while in the pit.

**Teleport Trap** / Hazard 13

*Conjuration* / *Magical* / *Trap* / *Teleportation*

**Complexity** Simple

**Stealth** DC 34 (expert) to see the phrase “Abase yourself, mortal" if it can read Ancient Osiriani, automatically notice that the floor radiates conjuration magic if using *detect magic*; DC 31 Arcana check to Recall Knowledge and realize that the solar disk on the floor is a *teleportation circle*

**Description** Glyphs are hidden in an elaborate painting carved into a solar disk on the floor.

**Disable** Thievery DC 44 (master) to scratch out a glyph and destroy the *teleportation circle*, or *dispel magic* (7th-level; counteract DC 32) to counteract the circle; **Bypass** A creature that crawls on one’s knees through the chamber is not teleported

**Teleport** Reaction (arcane, conjuration, teleportation); **Trigger** A creature passes into the chamber; **Effect** The creature is teleported to area C7. If it is unwilling, it can attempt a DC 39 Will save, on a success it is unaffected. If the trap attempts to teleport a creature, Eshen Theba is mentally alerted.

**Reset** The trap resets after 1 round.

**Trap of Thirst and Forgetting** / Hazard 17

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 43 (expert) to feel a strange thirst beginning to take hold

**Description** Three statues stand in the water, identical to the first except that no water flows from their pitchers.

**Disable** Stealth DC 43 (expert) to sneak up to each statue followed by a Thievery DC 46 (master) to break the statue or an Athletics DC 43 (expert) to knock a single statue over, or *dispel magic* (9th-level, DC 38 to counteract) to counteract the magic of a single statue

**Thirst** Reaction (arcane, enchantment, incapacitation, linguistic, mental); **Trigger** A creature enters a space within 10 feet of the statue; **Effect** The statue casts an arcane *suggestion* spell heightened to 9th-level, targeting all creatures within 30 feet (DC 38 Will save). A creature that fails the check finds themselves very thirsty and finds it reasonable to drink the water in this area, doing so immediately.

If a creature drinks the water, they must make a DC 38 Will save. A creature that critically failed its save against the *suggestion* spell takes a -2 status penalty to their save.

**Critical Success** The target is unaffected.

**Success** The target is stupefied 1 for 10 minutes.

**Failure** The target is stupefied 2 for 1 hour.

**Critical Failure** The target is stupefied 2 for 24 hours.