

MUMMY'S MASK



GODS OF ANCIENT OSIRION

When civilization first sprouted in the fertile delta of the River Sphinx during the Age of Anguish, the native Garundi people brought with them a faith in a pantheon of gods whose worship was already ancient in their ancestral homeland in southern Garund. Many of these deities had the heads of beasts—their appearance hearkened back to an even earlier time when the Garundi worshiped tribal totem animals—but those were just the forms the gods took in their interactions with mortals. Led by the sun god Ra and his successors Osiris and Horus, these deities took an active hand in mortal affairs, ruling their people as kings during the Age Before Ages. Living personifications of the core beliefs of a people clawing their way out of barbarism, the gods watched over their chosen people and the new land they had claimed.

GODS OF ANCIENT OSIRION

Azghaad I, under the guidance of the god-king Nethys, founded the nation of Ancient Osirion at the dawn of the Age of Destiny. Though the people of Osirion adopted the worship of other deities venerated in the Inner Sea region, they kept their faith in the old gods as well, and temples to Nethys, Pharasma, and Sarenrae rose alongside churches of Anubis, Isis, and Ra.

As Ancient Osirion rose to heights of glory during its First and Second Ages, the old gods took less and less of a direct role in daily life. Human pharaohs now sat upon the throne of Osirion, and the Osirian people turned more and more to the worship of foreign deities whose faiths had spread throughout the Inner Sea region. The Age of Enthronement was humanity's time of triumph, so the Ancient Osirian gods retreated to their divine strongholds in the Great Beyond; though they continued to guide and protect Osirion from afar, they turned their attention to a land on a distant world—the Old Kingdom of Kemet.

But during the Keleshite Interregnum, Osirion's foreign overlords launched a dedicated campaign to eradicate the worship of the ancient gods and other trappings of pharaonic rule. Carvings were defaced, statues were toppled, and temples were razed. Belief in the deities of Ancient Osirion declined, but it was never truly wiped out, and the restoration of native Osirian pharaohs

RIVERS SUBDOMAIN

Some of the gods of Ancient Osirion grant access to the following subdomain. Complete rules for subdomains can be found in the *Pathfinder RPG Advanced Player's Guide*.

Associated Domain: Water.

Replacement Power: The following granted power replaces the icicle power of the Water domain.

Current Flow (Su): As a free action, you can increase your speed by 10 feet for 1 round. While swimming, you gain a bonus on Swim checks equal to 1/2 your cleric level (minimum 1). This effect lasts for a number of rounds equal to your Wisdom modifier (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*hydraulic push*^{APG}, 2nd—*slipstream*^{APG}, 5th—*elemental body II*, 6th—*fluid form*^{APG}.



to the throne in the last century has reawakened interest in Osirion's long history, along with renewed faith in the land's ancient divinities. The Ancient Osirian pantheon includes numerous deities and demigods, but the 20 gods detailed on the following pages are those whose faiths are most prominent and widespread in Osirion today.

DEITIES OF ANCIENT OSIRION

Deity	AL	Areas of Concern	Domains	Favored Weapon
Anubis	LN	Burial, the dead, funeral rites, mummification, tombs	Death, Earth, Law, Protection, Repose	Flail
Apep	CE	Chaos, darkness, destruction, snakes	Chaos, Darkness, Destruction, Evil, Scalykind ^{ISWG}	Dagger
Bastet	CN	Cats, pleasure, secrets	Animal, Chaos, Charm, Protection, Trickery	Cat's claws (tekko-kagi ^{UE})
Bes	NG	Households, luck, marriage, protection	Community, Earth, Good, Luck, Protection	Hunga munga ^{UE}
Hathor	CG	Dance, joy, love, music, the sky	Air, Chaos, Charm, Good, Travel	Short sword
Horus	LN	Rulership, the sky, the sun	Air, Animal, Law, Nobility, Sun	Khopesh ^{UE}
Isis	NG	Fertility, magic, motherhood, rebirth	Charm, Community, Good, Healing, Magic	Quarterstaff
Khepri	NG	Freedom, the rising sun, work	Artifice, Good, Liberation, Sun, Trickery	Sling
Maat	LN	Justice, law, order, truth	Knowledge, Law, Protection, Void ^{ISWG} , Weather	Starknife
Neith	NG	Hunting, war, weaving	Animal, Artifice, Good, War, Water	Shortbow
Nephthys	CN	Mourning, night, protection of the dead	Chaos, Charm, Community, Darkness, Protection	Light mace
Osiris	LG	Afterlife, fertility, rebirth, resurrection	Good, Healing, Law, Plant, Repose	Flail
Ptah	N	Architecture, craftsmanship, creation, metalworking	Artifice, Earth, Fire, Knowledge, Travel	Quarterstaff
Ra	LN	Creation, rulership, the sun	Fire, Glory, Law, Nobility, Sun	Spear
Sekhmet	CN	Fire, healing, vengeance, war	Chaos, Destruction, Fire, Healing, War	Battleaxe
Selket	CG	Embalming, healing, scorpions	Chaos, Good, Healing, Protection, Repose	Scorpion whip ^{UE}
Set	NE	Darkness, deserts, murder, storms	Darkness, Death, Evil, Madness, Weather	Spear
Sobek	CN	Crocodiles, fertility, military prowess, rivers	Chaos, Scalykind ^{ISWG} , Strength, War, Water	Falchion
Thoth	LN	Magic, the moon, wisdom, writing	Darkness, Knowledge, Law, Magic, Rune	Sickle
Wadjet	LG	Good serpents, the River Sphinx, wisdom	Good, Law, Protection, Travel, Water	Light mace

MUMMY'S MASK

ANUBIS

GUARDIAN OF THE TOMB

LN god of burial, the dead, funeral rites, mummification, and tombs



Domains Death, Earth, Law, Protection, Repose

Subdomains Ancestors, Defense, Inevitable, Metal, Purity, Souls

Favored Weapon flail

Symbol black jackal head

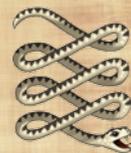
Sacred Animal jackal



APEP

DEVOURER OF THE DAWN

CE god of chaos, darkness, destruction, and snakes



Domains Chaos, Darkness, Destruction, Evil, Scalykind^{ISWG}

Subdomains Catastrophe, Demon, Dragon^{ISG}, Entropy^{ISG}, Fear^{ISG}, Night

Favored Weapon dagger

Symbol coiled serpent

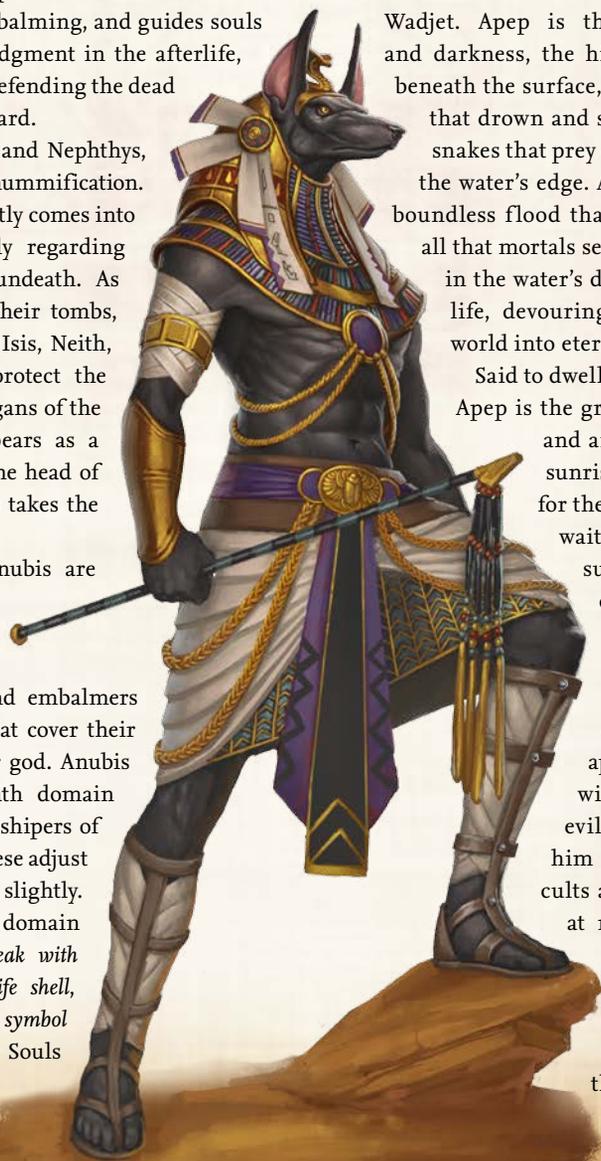
Sacred Animal snake



Virtually every Osirian tomb contains images of the jackal-headed god Anubis, the god of mummification and protector of tombs. He presides over funerals and embalming, and guides souls to Pharasma to await their judgment in the afterlife, punishing tomb robbers and defending the dead on their journeys to the Boneyard.

Anubis is the son of Osiris and Nephthys, and assisted Isis with Osiris's mummification. Like his father, Anubis frequently comes into conflict with Set, particularly regarding that god's association with undeath. As a guardian of the dead and their tombs, Anubis frequently works with Isis, Neith, Nephthys, and Selket, who protect the canopic jars containing the organs of the deceased. Anubis usually appears as a man with jet-black skin and the head of a jackal, though he sometimes takes the entire form of a jackal.

Clerics and paladins of Anubis are dedicated to destroying undead creatures wherever they find them. Anubis is the patron of embalmers, and priests and embalmers typically wear jackal masks that cover their entire heads in honor of their god. Anubis grants his followers the Death domain and Souls subdomain, but worshipers of Anubis who choose either of these adjust the granted domain spells slightly. Those who choose the Death domain replace *animate dead* with *speak with dead*, *create undead* with *antilife shell*, and *create greater undead* with *symbol of death*. Those who choose the Souls subdomain replace *animate dead* with *speak with dead*.



Born in the waters of primeval chaos before creation, the malevolent serpent Apep stands in sharp contrast to the more benevolent serpent goddess Wadjet. Apep is the personification of chaos and darkness, the hidden dangers that lurk just beneath the surface, the deadly whorls and eddies that drown and swallow, and the hungry river snakes that prey on those who venture too near the water's edge. Apep is the raging rapids, the boundless flood that inundates and sweeps away all that mortals seek to build. He is the darkness in the water's depths that swallows light and life, devouring the sun and plunging the world into eternal night.

Said to dwell in the Tenth Region of Night, Apep is the great enemy of the sun god Ra, and ancient Osirians believed each sunrise was but a temporary victory, for the Devourer of the Dawn always waits to seize and consume the sun again and again, until one day the sun shall rise no more and all shall be ended. Apep is a great golden serpent miles long, and his crushing coils encircle the world. He also appears as a fearsome dragon with night-black scales, and evil dragons of Osirion venerate him in this form. Apep's human cults are secretive, usually meeting at night or under the cloak of darkness. These evil sects keep themselves hidden from the public eye lest they attract the wrath of those who follow the more benevolent and helpful gods.

GODS OF ANCIENT OSIRION

BASTET

THE SLY ENCHANTRESS

CN goddess of cats, pleasure, and secrets

Domains Animal, Chaos, Charm, Protection, Trickery

Subdomains Deception, Defense, Fur, Lust, Protean, Thievery

Favored Weapon cat's claws (tekko-kagi^{UE})

Symbol golden cat

Sacred Animal cat



BES

THE GUARDIAN FOOL

NG god of households, luck, marriage, and protection

Domains Community, Earth, Good, Luck, Protection

Subdomains Agathion, Caves, Defense, Family, Home, Imagination^{SG}

Favored Weapon hunga munga^{UE}

Symbol bearded dwarf face

Sacred Animal lion



Bastet was a popular deity in Ancient Osirion, worshiped as a goddess of cats and a deity of celebration, pleasure, and secrets. While her sister Hathor is a goddess of love, Bastet is one of desire and sensuality. She also guards against contagious diseases, evil spirits, and snakes, and is associated with protective ointments and perfumes. A beautiful woman with the head of a cat, Bastet is often depicted holding a rattle-like sistrum—a musical instrument associated with her worship—and a small shield called an aegis, usually decorated with the head of a lion, as a symbol of her protective role.

Bastet is the daughter of Ra, and the sister of Hathor, Maat, and Sekhmet. Normally indolent and relaxed, Bastet can be fierce when roused to anger, and she has often faced off against the great serpent Apep on behalf of Ra. A promiscuous goddess, Bastet has no mate, but numerous stories detail her liaisons with other deities.

Bastet is a popular goddess among bards and women of all classes, and she is the patron of spies, rogues, and thieves. Most of her clerics are women, though men are welcome in the priesthood, and both genders work as sacred prostitutes in Bastet's temples, which host elaborate festivals, replete with dancing, drinking, and revelry. Devotees of Bastet often keep cats as pets, and these sacred animals are reverently mummified and buried alongside their masters upon death.



As the guardian of marriage and a protector of households, Bes had a wide appeal through all levels of Osirian society, and most houses, rich or poor, had a statue or carving of Bes to watch over the family and household. An amiable and inclusive deity, Bes encompasses all types of families under his protection, and is both a god of childbirth and a defender of children. He is the guardian of sleep, protecting against evil spirits and all manner of dangerous beasts, from scorpions and snakes to lions and crocodiles.

Bes appears as an ugly, bandy-legged dwarf, with a large head, big eyes, a full beard, and an open mouth with a comically protruding tongue. He wears a headdress of ostrich feathers and a lion skin cloak. In contrast to the other gods of Ancient Osirion, who were usually shown in profile, Bes was always depicted facing forward. Bes is friendly with most of the other Ancient Osirian gods, but always keeps a watchful eye out for Apep and Set and their servants.

Bes has few temples and ordained priests, but his joviality makes him popular among bards, professional performers, and serving boys and girls, who also view him as a patron of music, dance, and sexual pleasure, and such worshipers frequently wear small tattoos of Bes for protection and luck. Pregnant women and new mothers also pray to him to watch over their children. Though Bes has few proper temples, simple shrines to the Guardian Fool can be found in many Osirian cities, particularly in entertainment districts.

MUMMY'S MASK

HATHOR

MISTRESS OF JUBILATION

CG goddess of dance, joy, love, music, and the sky

Domains Air, Chaos, Charm, Good, Travel

Subdomains Azata, Cloud, Exploration, Love, Revelry^{SG}, Trade

Favored Weapon short sword

Symbol solar disk with horns

Sacred Animal cow



HORUS

THE DISTANT FALCON

LN god of rulership, the sky, and the sun

Domains Air, Animal, Law, Nobility, Sun

Subdomains Day, Feather, Inevitable, Leadership, Light, Wind

Favored Weapon khopesh^{UE}

Symbol eye of Horus

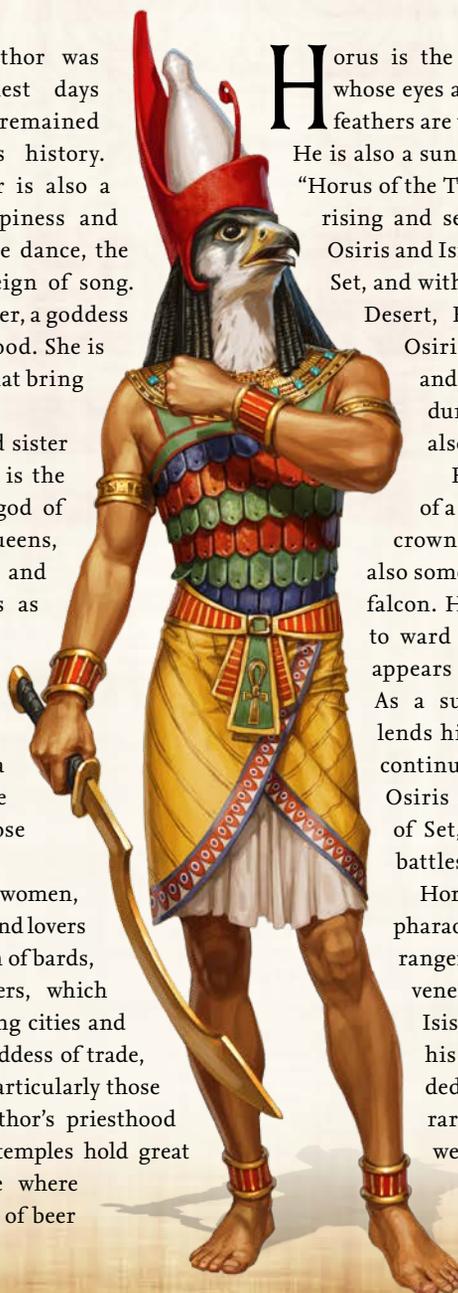
Sacred Animal falcon



The cow-headed goddess Hathor was worshiped from the earliest days of Ancient Osirion, and remained a popular deity throughout its history. A divinity of air and sky, Hathor is also a goddess of beauty and love, happiness and merriment. She is the queen of the dance, the mistress of music, and the sovereign of song. Hathor is a wife, a mother, and a lover, a goddess of fertility, sexuality, and motherhood. She is also a goddess of trade and goods that bring wealth from foreign lands.

Hathor is the daughter of Ra, and sister to Bastet, Maat, and Sekhmet. She is the consort of Horus, and as he is a god of kings, so is she a goddess of queens, though she is venerated by royalty and commoners alike. Hathor appears as a voluptuous cow-headed woman with the solar disk of her father Ra between her horns and carrying a sistrum. Sometimes she is depicted as a human woman with a horned headdress. More rarely, she is depicted as a great wild cow whose milk nourishes the living.

Hathor is a patron and protector of women, and is worshiped by mothers, wives, and lovers of all ages. She also serves as a patron of bards, dancers, musicians, and performers, which makes her a popular deity in thriving cities and their playhouses. In her role as a goddess of trade, Hathor is also a patron of miners, particularly those who mine for precious stones. Hathor's priesthood is predominantly female, and her temples hold great festivals full of music and dance where worshippers consume large amounts of beer and wine and revel for days on end.



Horus is the god of the sky, the celestial falcon whose eyes are the sun and moon, whose speckled feathers are the stars, and whose wings are the sky. He is also a sun god, and in the form of Horakhty, or "Horus of the Two Horizons," he is a deity of both the rising and setting suns. The posthumous son of Osiris and Isis, Horus faced off against the usurper Set, and with his victory over the Lord of the Dark Desert, Horus became the rightful heir of Osiris. Horus took his father's place as king and ruled Osirion with his consort Hathor during the Age of Anguish, becoming also a god of kings and pharaonic rule.

Horus appears as a man with the head of a falcon wearing the traditional double crown of pharaohs called the *pschent*. He is also sometimes represented as a great celestial falcon. His symbol, the eye of Horus, is used to ward off evil, and the symbol commonly appears on protective amulets and trinkets. As a sun deity and god of kings, Horus lends his support to Ra, and aids him in his continuous battles against Apep. An ally of Osiris and Isis, Horus is a steadfast enemy of Set, and the two have fought countless battles over the ages.

Horus is worshiped by kings and pharaohs, as well as by hunters, paladins, rangers, and warriors. He is sometimes venerated as part of a triad with Osiris and Isis, or as one-half of a royal couple with his consort Hathor, but there are temples dedicated solely to Horus as well. Though rare in this age, Horus' clergy gets along well with the faithful of Abadar, as both churches value leadership and law. Temples to Horus are still found in the larger cities of Osirion.

GODS OF ANCIENT OSIRION

ISIS

QUEEN OF MIRACLES

NG goddess of fertility, magic, motherhood, and rebirth

Domains Charm, Community, Good, Healing, Magic

Subdomains Agathion, Arcane, Divine, Family, Love, Resurrection

Favored Weapon quarterstaff

Symbol knot of Isis

Sacred Animal kite



KHEPRI

THE HUMBLE HAND

NG god of freedom, the rising sun, and work

Domains Artifice, Good, Liberation, Sun, Trickery

Subdomains Agathion, Day, Deception, Freedom, Revolution, Toil

Favored Weapon sling

Symbol blue scarab

Sacred Animal scarab beetle



When Set killed his brother Osiris, it was their sister Isis who recovered Osiris's body, and using her magic, conceived a son, Horus, with her dead husband. Enraged, Set then dismembered Osiris's corpse and scattered the remains, but Isis gathered up all of the pieces of her husband's body and with a magic spell resurrected Osiris.

Isis ruled as queen alongside Osiris during the Age of Legend, and like him, she is a fertility and nature goddess, viewed as the ideal mother and wife. She is a goddess of rebirth and resurrection, and the protector of the canopic jar that holds the deceased's liver. She is also a deity of magic, both arcane and divine. Isis appears as a beautiful human woman with winged arms, wearing a crown shaped like a throne. She is the loyal wife and partner of Osiris, and is fiercely protective of her son Horus. Isis is close to her sister Nephthys, but is a sworn enemy of her brother Set.

Isis is worshiped by sorcerers, wizards, and witches as a patron of magic, but also by mothers, wives, and druids in her role as a goddess of fertility. The vast majority of her clerics are women, but men and women both are initiated into her mystery cults to learn her secret and sacred rites.



Perhaps the most popular of the old gods among the common folk of Osirion is Khepri, who takes the form of a scarab or dung beetle. Khepri is the god of the rising sun in the eastern horizon, and the scarab rolling a ball of dung across the ground is seen as a symbol of Khepri pushing the sun across the sky. As the sun rises in the morning, so do the peasants who work all day with little reward, and Khepri is their divine embodiment, promising freedom from toil and reward for their labor in the afterlife. He is also a mischievous prankster, breaking up the tedium of the long days with his antics and poking fun at those who consider themselves the commoners' betters.

Khepri is typically represented as a scarab beetle, or as a man with a scarab beetle for a head. As a solar deity, Khepri works closely with Ra and Horus, is friendly with Hathor, and is opposed to Apep and Set and their evil machinations. As a trickster, Khepri is close friends with Bes, and he relishes the distaste that his strange appearance, his pungent aroma, and all that he represents elicit in more refined and civilized gods such as Bastet, Maat, and Thoth.

Khepri seldom has dedicated temples, but as the patron of peasants, his priests can be found anywhere the common folk labor. Temporary shrines to the scarab god often spring up next to fields or at building sites, where workers make small offerings of a bite of their food or a sip of their beer, and ask Khepri to grant them an easy and productive day of work.

MUMMY'S MASK

MAAT

THE FEATHER OF TRUTH

LN goddess of justice, law, order, and truth

Domains Knowledge, Law, Protection, Void^{ISWG},
Weather

Subdomains Inevitable, Judgment^{ISG}, Purity,
Seasons, Stars^{ISG}, Thought

Favored Weapon starknife

Symbol blue ostrich feather

Sacred Animal leopard



NEITH

RULER OF ARROWS

NG goddess of hunting, war, and weaving

Domains Animal, Artifice, Good, War,
Water

Subdomains Agathion, Construct,
Feather, Fur, Oceans, Tactics

Favored Weapon shortbow

Symbol a shield and two crossed arrows

Sacred Animal bee



When the universe was created, it was given an innate harmony, and the goddess Maat is the guardian of this cosmic order. She is a deity of balance, justice, law, and truth, and is responsible for the uniform movement of the celestial bodies through the sky and the ordered procession of seasons. Ancient Osirians believed that the legitimacy and efficacy of a pharaoh's reign were dependent on upholding the concepts embodied by Maat, and to prevent the universe from dissolving into chaos, this order must be constantly renewed and preserved by both humans and the gods.

Maat is the daughter of Ra, sister of Bastet, Hathor, and Sekhmet, and the wife of Thoth. Maat presides over the councils of the gods, being impartial, honest, and fair, and she assists Pharaoh in the judgment of souls as they pass on into the afterlife. As the upholder of cosmic order, Maat is opposed to both Set and Apep, who work to bring about chaos and entropy. Maat usually appears as a woman with a blue ostrich feather on her head. She is often depicted with winged arms, holding an ankh and a was scepter, symbols of life and power, respectively. Her sacred animal is the leopard, because the pattern on its coat represents the stars in the night sky. Paladins often worship Maat as the embodiment of justice, and monks and oracles revere the cosmic truth she embodies.



Neith is a goddess of war and hunting, but also of domestic arts such as weaving. She stands guard over the bodies of fallen soldiers and is responsible for teaching humanity how to make the weapons of war. From her loom, she also weaves bandages and shrouds for wounded or slain warriors, and in this aspect she is venerated as a funerary goddess. Neith is the protector of the stomach, and guards the canopic jar that holds this organ. A divinity of creation, Neith is said to weave the world on her loom every day, though Ptah and Ra are more usually venerated as creators.

Neith is also a water deity, and as Wadjet is the embodiment of the River Sphinx, Neith is goddess of the oceans that surround Osirion. While on a long hunt in the desert, Neith encountered Set, and their liaison resulted in the birth of a son, the crocodile god Sobek. Neith is respected for her wisdom, and on many occasions has served as a mediator between Horus and Set. Neith appears as a woman wearing a red deshret crown. She is occasionally depicted wearing armor, and always carries a bow and arrows.

Hunters, rangers, sailors, smiths, soldiers, and warriors all worship Neith as their patron. Clerics of Neith are usually skilled smiths or weavers, or both, and like their goddess, they do not marry.

GODS OF ANCIENT OSIRION

NEPHTHYS

MISTRESS OF THE MANSION

CN goddess of mourning, night, and protection of the dead



Domains Chaos, Charm, Community, Darkness, Protection

Subdomains Cooperation⁵⁶, Defense, Lust, Night, Protean, Purity

Favored Weapon light mace

Symbol a basket atop a palace

Sacred Animal kite



OSIRIS

LORD OF THE LIVING

LG god of afterlife, fertility, rebirth, and resurrection



Domains Good, Healing, Law, Plant, Repose

Subdomains Ancestors, Archon, Growth, Restoration, Resurrection, Souls

Favored Weapon flail

Symbol crook and flail

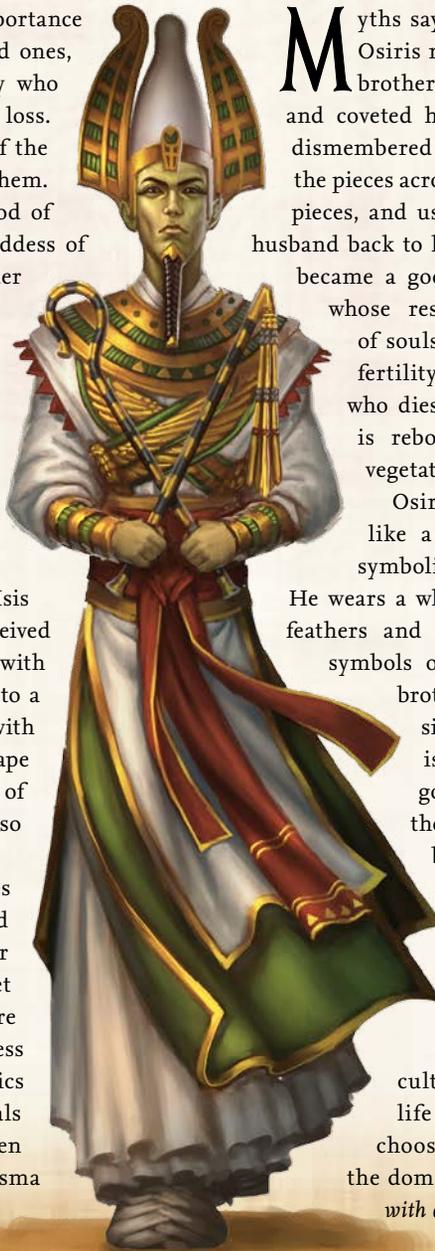
Sacred Animal ram



The ancient Osirians placed great importance on the safety of their deceased loved ones, and Nephthys was a funerary deity who protected the dead and mourned their loss. In particular, Nephthys is the guardian of the lungs and the canopic jar that contains them. As her husband and brother Set is the god of darkness and deserts, Nephthys is the goddess of night and the edge of the desert, the border between civilization and wilderness.

Nephthys is the sister of Isis and Osiris and the sister-wife of Set. Following Osiris's murder at the hands of Set, Nephthys grieved along with Isis, and helped her sister gather the scattered pieces of Osiris's dismembered body. She also nursed and protected the young Horus. Although she is Set's wife, Nephthys does not normally support her husband, instead siding with Isis and Osiris in most conflicts. Having conceived no children with Set, Nephthys plied Osiris with wine and seduced him, later giving birth to a son, Anubis. Nephthys appears as a woman with winged arms wearing a headdress in the shape of a basket atop a tower—a representation of the hieroglyphic symbol of her name, and also her holy symbol.

Nephthys does not usually have temples of her own, though she is often represented in churches of Anubis, Isis, and Osiris, or more rarely, alongside her husband Set in his temples. These small shrines are available for worshipers to leave their goddess small offerings and offer her prayers. Clerics of Nephthys assist other priests at funerals and work as professional mourners, even working closely with the church of Pharasma when needed.



Myths say that during the Age of Legend, Osiris ruled Osirion as its king. But his brother Set was jealous of Osiris's power and coveted his throne, so Set killed Osiris, dismembered his brother's body, and scattered the pieces across the world. Isis gathered up the pieces, and using her magic, she brought her husband back to life. Now free from death, Osiris became a god of death and life after death, whose resurrection mirrors the rebirth of souls in the afterlife. Osiris is also a fertility god, a deity of nature and growth who dies each year with the harvest and is reborn again in the spring when vegetation sprouts again.

Osiris always appears wrapped up like a mummy, but with green skin symbolizing his role as a god of fertility. He wears a white atef crown with two ostrich feathers and carries a crook and flail, the symbols of pharaonic rule. Osiris is the brother of Nephthys and Set. His sister Isis is also his wife, and he is the father of Horus. As a death god, Osiris is tightly aligned with the likes of Pharasma and Anubis, but his brother Set remains his sworn enemy.

Clerics, druids, and paladins make up the bulk of Osiris's priesthood. Many mystery cults are also dedicated to Osiris; the initiates of these cults are said to learn the secrets of life and death. Clerics of Osiris who choose the Souls subdomain replace the domain spell *animate dead* with *speak with dead* instead.

MUMMY'S MASK

PTAH

LORD OF ETERNITY

N god of architecture, craftsmanship, creation, and metalworking

Domains Artifice, Earth, Fire, Knowledge, Travel

Subdomains Ash, Construct, Metal, Smoke, Thought, Trade

Favored Weapon quarterstaff

Symbol staff composed of the ankh, djed, and was

Sacred Animal bull



RA

KING OF THE HEAVENS

LN god of creation, rulership, and the sun

Domains Fire, Glory, Law, Nobility, Sun

Subdomains Day, Heroism, Honor, Inevitable, Leadership, Light

Favored Weapon spear

Symbol solar disk

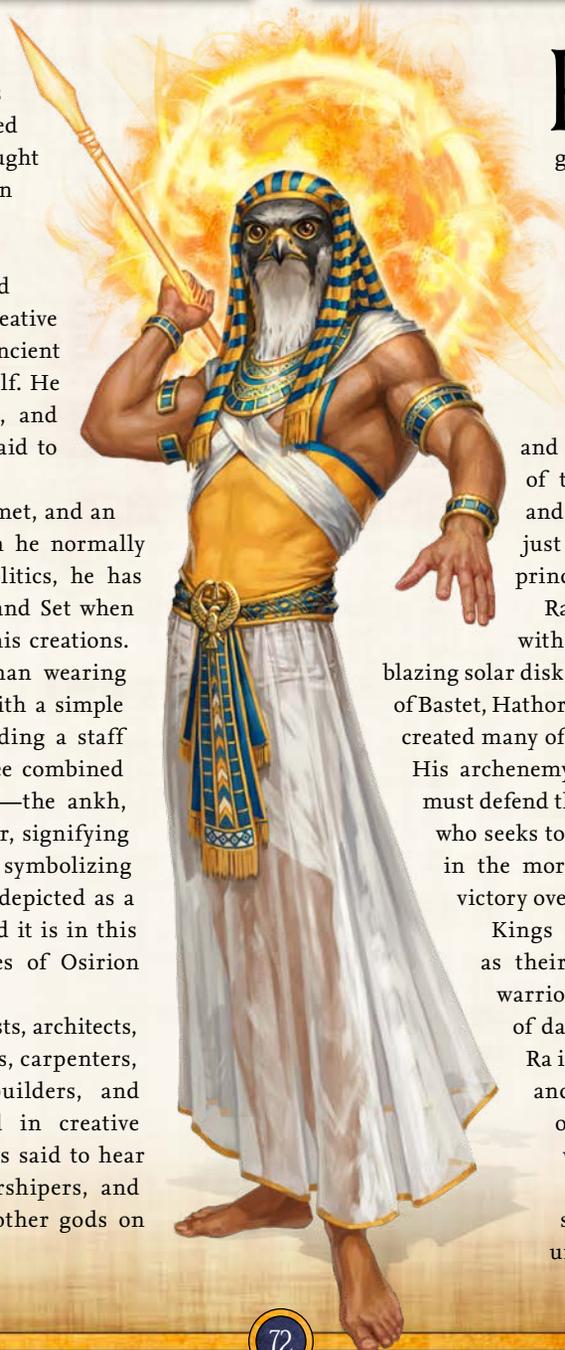
Sacred Animal falcon



According to ancient Osirian mythology, Ptah is the demiurge who created the universe through his thought and creative word. He is the artisan of the gods, a deity of creation and the arts, of architecture, invention, metalworking, and sculpture. Such is Ptah's creative power that alone among the ancient Osirian gods, he created himself. He is the fire beneath the earth, and earthquakes and tremors are said to be signs of his disfavor.

Ptah is the husband of Sekhmet, and an ally of Ra and Maat. Although he normally remains aloof from divine politics, he has come into conflict with Apep and Set when those gods attempt to destroy his creations. Ptah normally appears as a man wearing the wrappings of a mummy, with a simple skullcap on his head, and holding a staff in his hands composed of three combined symbols of his creative power—the ankh, representing life; the djed pillar, signifying stability; and the was scepter, symbolizing power. At other times, Ptah is depicted as a naked and deformed dwarf, and it is in this form that the Pahmet dwarves of Osirion venerate him.

Ptah is the patron of alchemists, architects, artisans, artists, bards, builders, carpenters, masons, metalworkers, shipbuilders, and anyone else who is involved in creative endeavors. Additionally, Ptah is said to hear the prayers of all mortal worshipers, and he often intercedes with the other gods on behalf of humanity.



Ra is the god of the sun, particularly the midday sun, and travels on a great solar barge through the heavens. He created most of the ancient Osirian gods and ruled as their king during the Age of Creation. The ancient Osirians believed they were created from Ra's tears, and like the sun, Ra watches over all the earth and his creations. Ra is the ruler of the heavens, a deity of kings and royalty. He represents fair and just rule in accordance with the principles of honor and truth.

Ra is depicted as a powerful man with the head of a falcon and a blazing solar disk above his head. He is the father of Bastet, Hathor, Maat, and Sekhmet, though he created many of the other Osirian gods as well. His archenemy is Apep, and every night Ra must defend the sun against the great serpent who seeks to consume it. That the sun rises in the morning is seen as proof of Ra's victory over the Devourer of the Dawn.

Kings and pharaohs worship Ra as their patron, as do paladins and warriors battling against the forces of darkness. As the god of the sun, Ra is also venerated by commoners and farmers. Ra's temples are open to the sky and decorated with obelisks representing petrified sun's rays, and services are held in daylight under Ra's watchful eye.

GODS OF ANCIENT OSIRION

SEKHMET

LADY OF SLAUGHTER

CN goddess of fire, healing, vengeance, and war

Domains Chaos, Destruction, Fire, Healing, War

Subdomains Ash, Blood, Protean, Rage, Restoration, Revelry^{5G}

Favored Weapon battleaxe

Symbol seven arrows

Sacred Animal lion



SELKET

MISTRESS OF THE BEAUTIFUL HOUSE

CG goddess of embalming, healing, and scorpions

Domains Chaos, Good, Healing, Protection, Repose

Subdomains Ancestors, Azata, Defense, Purity, Restoration, Souls

Favored Weapon scorpion whip^{UE}

Symbol red scorpion

Sacred Animal scorpion



When the sun god Ra grew old, his human subjects rebelled against him, so he sent his daughter Sekhmet to punish them. Going further than was planned, Sekhmet took on the task with such fury that Ra feared she would exterminate the human race. In order to save humanity and end the destruction, Ra filled jugs with a mixture of beer and pomegranate juice and scattered them across the battlefield. Thinking the red liquid was human blood, Sekhmet greedily consumed every drop she could find, quickly becoming so drunk that she was unable to continue the slaughter.

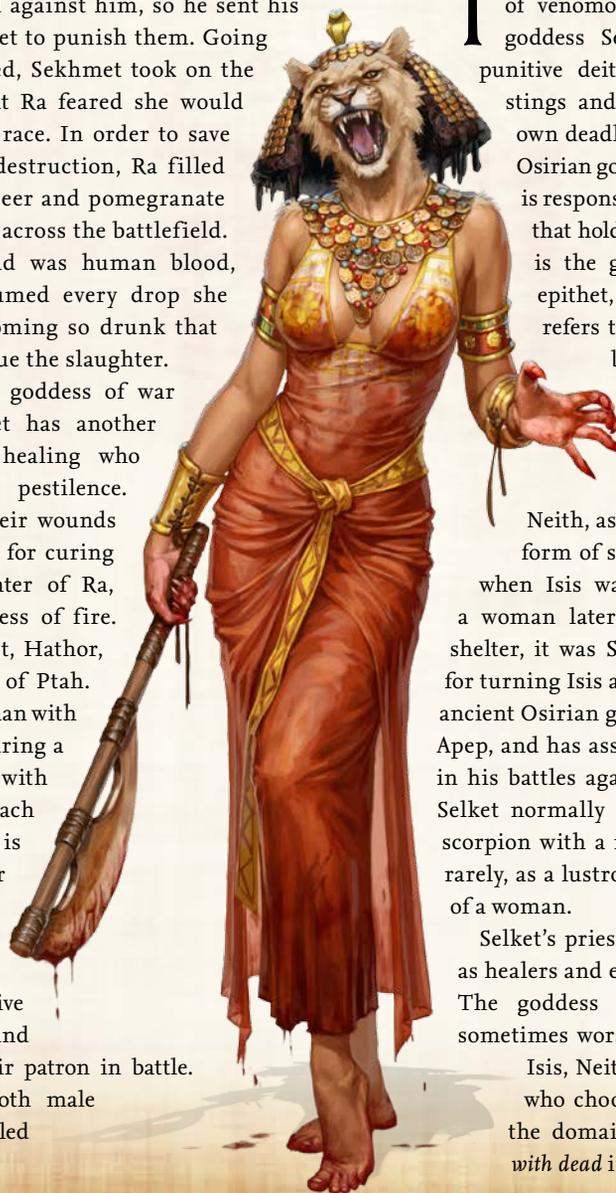
Although primarily a goddess of war and vengeance, Sekhmet has another side as a goddess of healing who wards off plagues and pestilence. She heals warriors of their wounds and is especially revered for curing fractures. As the daughter of Ra, Sekhmet is also a goddess of fire. She is the sister of Bastet, Hathor, and Maat, and the wife of Ptah. Sekhmet appears as a woman with the head of a lioness, wearing a long dress soaked red with blood and rosettes over each breast. Occasionally she is depicted with the solar disk of her father Ra atop her head.

Barbarians revere Sekhmet for her destructive rages, and fighters and magi worship her as their patron in battle. Sekhmet's priests are both male and female, and are skilled warriors as well as healers.

The deserts of Osirion contain many species of venomous scorpions, and the scorpion goddess Selket is both a protective and punitive deity, healing venomous bites and stings and afflicting the wicked with her own deadly sting. Like many of the ancient Osirian gods, she is a funerary deity, and she is responsible for protecting the canopic jar that holds the deceased's intestines. Selket is the goddess of embalming, and her epithet, Mistress of the Beautiful House, refers to the embalming pavilion where bodies are prepared for burial.

Along with Isis, Neith, and Nephthys, Selket assists Anubis in protecting the dead. She is often paired with Neith, as Isis is with Nephthys, and in the form of seven scorpions, she guarded Isis when Isis was pregnant with Horus. When a woman later refused the expectant mother shelter, it was Selket who punished the woman for turning Isis away. Selket also guards the other ancient Osirian gods against the poisonous bite of Apep, and has assisted Ra on numerous occasions in his battles against the Devourer of the Dawn. Selket normally appears as a woman wearing a scorpion with a raised tail on her head, or more rarely, as a lustrous black scorpion with the head of a woman.

Selket's priests are commonly found working as healers and embalmers in towns and villages. The goddess has few temples, but she is sometimes worshiped in the shrines of Anubis, Isis, Neith, or Nephthys. Clerics of Selket who choose the Souls subdomain replace the domain spell *animate dead* with *speak with dead* instead.



MUMMY'S MASK

SET

LORD OF THE DARK DESERT

NE god of darkness, deserts, murder, and storms

Domains Darkness, Death, Evil, Madness, Weather

Subdomains Daemon, Loss, Murder, Nightmare, Storms, Undead

Favored Weapon spear

Symbol sha head

Sacred Animal sha



SOBEK

THE RAGING TORRENT

CN god of crocodiles, fertility, military prowess, and rivers

Domains Chaos, Scalykind^{15W6}, Strength, War, Water

Subdomains Blood, Ferocity, Protean, Resolve, Rivers, Saurian^{15G}

Favored Weapon falchion

Symbol green crocodile

Sacred Animal crocodile



Of all the deities of the Ancient Osirian pantheon, none is as hated and reviled as Set. He represents the foreign invader, the desert that encroaches upon the verdant banks of the River Sphinx, the storms that destroy crops and sink ships, and the dead that rise from their graves. He is evil personified, the enemy of all that is good, a god of sickness and disease, confusion and madness, rebellion and strife. He is a usurper, a murderer, and a stealer of souls.

Set is the brother of Isis, Osiris, and Nephthys, who is also his consort. With Neith, Set is the father of Sobek. Set murdered Osiris, mutilated the body and scattered the pieces, and tried to steal his brother's throne, ushering in the Age of Darkness. Set is the enemy of both his brother Osiris and his nephew Horus. Set is opposed to Anubis as well, and the two war over the souls of the Osirian dead—Anubis seeks to guide them safely to the Boneyard, and Set to steal their souls or turn them into undead abominations. Set appears as a lean Osirian man with the head of a sha, or “Set beast” (see page 86).

Kinslayers, murderers, and usurpers all pay homage to Set, but he is also venerated by kings and pharaohs who value the god's cunning, strength, and power. Set is a patron of assassins, rogues, and necromancers, and he is worshiped by barbarians, warriors, and evil druids as well.



The crocodile god Sobek is a god of rivers, marshes, and fertility of both creatures and vegetation. Violent, aggressive, and prone to primal urges, Sobek is also a god of battle, venerated for his ferocity, strength, and military prowess.

Sobek appears as a muscular man with the head of a mighty crocodile, wearing a headdress with tall plumes, curling horns, and a solar disk. He is the son of Neith and Set, and while he occasionally supports his father, Sobek more often stands alone. He has no wife, but he lusts after the war goddess Sekhmet and expends great effort trying to impress her with his strength and potency. Sobek sometimes accompanies Ra on his solar barge, joining the sun god in his nightly battles against Apep.

Kings venerate Sobek as a symbol of pharaonic potency and might. He is a patron of soldiers and armies, and he is worshiped by barbarians, druids, fighters, rangers, and warriors as well. Farmers often give offerings to Sobek so that he will enrich their fields and protect their livelihood. Sobek's temples are almost always situated on riverbanks, and are rarely found more than a few miles from a river. The crocodiles living in the neighboring rivers are exalted by the priesthood and the faithful as the direct offspring of the god, or are even seen as living incarnations of Sobek himself. Most of his temples contain pools holding crocodiles sacred to Sobek, and their regular feeding is incorporated into worship. These honored reptiles are mummified and interred upon their deaths with all the respect and esteem that marks human funerals.

THOTH

LORD OF DIVINE WORDS

LN god of magic, the moon, wisdom, and writing



Domains Darkness, Knowledge, Law, Magic, Rune

Subdomains Arcane, Language, Inevitable, Memory, Moon¹⁵⁶, Wards

Favored Weapon sickle

Symbol scroll with lunar disk and crescent

Sacred Animal ibis



WADJET

THE GREEN EMPRESS

LG goddess of good serpents, the River Sphinx, and wisdom



Domains Good, Law, Protection, Travel, Water

Subdomains Archon, Defense, Exploration, Purity, Rivers, Trade

Favored Weapon light mace

Symbol uraeus

Sacred Animal uraeus



All knowledge and wisdom comes from Thoth, the god of science, mathematics, history, philosophy, religion, and wisdom. He is also god of the moon and magic, particularly arcane magic. Thoth is also the patron of language, literature, and writing, and is said to have invented the hieroglyphs first used by Ancient Osirian scribes and that are still used, in modified form, in the modern Osiriani language. He is the reckoner of years, recording the passage of time and details of all the events of life, from the honorable reigns of kings to the simple daily lives of peasants.

Thoth normally takes the form of a man with the head of an ibis, though occasionally his form is that of a seated baboon or even a man with the head of a baboon. He is the husband of Maat, the goddess of order and truth, and he serves as secretary and counselor to Ra. It was Thoth who gave Isis the magic words she used to resurrect her dead husband Osiris. He is the scribe of the gods, and mediates between them fairly in their disputes.

Thoth is the patron of archivists, scribes, researchers, and scholars, and alchemists, witches, and wizards all worship him as the god of magic and spells. His temples usually include well-stocked libraries and archives, and often include orders of monks who venerate him for his knowledge and wisdom.



The great River Sphinx, the heart of Osirian life in both ancient and modern times, is embodied in the snake goddess Wadjet, who is said to dwell in the papyrus marshes in the river's delta. Wadjet is the patron and protector of Osirion, and she nourishes the kingdom as the River Sphinx sustains the land and its people. A teacher and giver of wisdom, Wadjet is the mother of the uraeuses (*Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* 63), the race of two-headed winged serpents who are her emissaries and spirits of caution, guidance, and protection.

Wadjet appears as a woman with the head of a cobra, with winged arms outspread in a protective pose, or as a winged cobra with a woman's face, raised and ready to strike in defense of her land and people. A protector of kings, Wadjet supports Ra and Horus as deities of rulership, but as the guardian of all Osirion, she works with Khepri to protect the common folk as well.

Wadjet is a patron of pharaohs, and the uraeus is part of the royal regalia of Osirion. Although she has temples in many of Osirion's major cities, countless smaller shrines to Wadjet stand along the banks of the River Sphinx. Oracles are particularly common in Wadjet's priesthood, and the pharaohs of Osirion have long looked to them for insight and counsel.