

MUMMY'S MASK



BESTIARY

The full moon bathed the desert in a cool shade of pale blue, but the day's heat still radiated from the rocky ground. We began making camp amid the fallen stones of what one of our clients claimed was once a temple dedicated to the Ancient Osiriani god Apep. One of my fellow guards dislodged a stone while inspecting the ruins for safety, and unearthed a well-used passageway. A trio of skeletons clad in ancient armor clattered out from the formerly hidden passage, followed seconds later by a great winged beast with a jackal's head. The creature spit curses at us as it tore into the other caravan guards. Though I peppered the beast with arrows and lived to tell this tale, some of my fellows weren't so lucky."

—Shema Patesi, mercenary

BESTIARY

This volume of the Mummy's Mask Adventure Path features a bestiary of feline-headed tomb guardians, dangerous animated plants, strange desert worms with a connection to the seasonal floods, and a new jackal-headed sphinx.

HAZARDS, HORRORS, AND HELPERS

The random encounter table presented here features a number of typical threats the PCs could encounter in Osirion's Parched Dunes. During the course of the adventure, the PCs explore a wide swath of desert. There they encounter specific creatures as they traverse the hex map, but in some cases random encounters are needed. Throughout the adventure, when required to determine the results of a random encounter, use the Parched Dunes Encounters table for a suitable result. In addition, the bestiary in *Pathfinder Adventure Path #81: Shifting Sands* contains an additional random encounter table for the Parched Dunes, but the encounter results on that table are of lower-level threats.

Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or simply choose a more fitting encounter. Depending on where the PCs are when the random encounter begins, some of the monsters on the table might be too large to fit in the encounter area. In this case, reroll the result to find a more appropriate encounter.

GMs who wish to learn more about Osirion or those looking for other encounter ideas or desert hazards should check out *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

Mummified Riddler (CR 9): Majestic creatures, sphinxes rarely pursue undeath voluntarily, but some are killed by foul necromancers and transformed into undead abominations. This is the case for Menenba, a now-mummified gynosphinx (*Pathfinder RPG Bestiary 4* 196). Lairing in a cave in the Parched Dunes, she no longer politely invites exchanges of knowledge, and instead prowls the desert, destroying whatever living creatures she comes across. Though she's now a cruel and dangerous undead beast, she can still provide aid to parties that spare destroying her. If the PCs manage to keep Menenba from attacking and instead engage her in conversation (a frustrating task), she shares information about the Cult of the Forgotten Pharaoh and gives a general idea of where it might now be located.

Trapped Explorer (CR 10): Lurking among the ruins of an old temple is a tophet (*Pathfinder RPG Bestiary 3* 271) crafted to look like a rotund pharaoh. The PCs aren't the only adventurers to stumble across this dangerous construct. An Ouat monk named Tumakrah (use the statistics for a steadfast defender on page 100 of *Pathfinder RPG NPC Codex*

PARCHED DUNES ENCOUNTERS

d%	Result	Avg. CR	Source
01-03	1d4 dragonnes	9	<i>Bestiary 3</i> 104
04-07	1d8 hieracosphinxes	9	<i>Bestiary 3</i> 253
08-11	Mummified riddler	9	See below
12-14	1d4 behirs	10	<i>Bestiary 34</i>
15-17	1d4 bone golems	10	<i>Bestiary 3</i> 133
18-22	1d4 destrachans	10	<i>Bestiary 2</i> 83
23-26	1d8 giant adult ant lions	10	<i>Bestiary 3</i> 17
27-31	1d8 maftets	10	<i>Bestiary 3</i> 188
32-35	1 rukh	10	<i>Bestiary 4</i> 228
36-38	Trapped explorer	10	See below
39-43	1d8 wardens of the Forgotten Pharaoh	10	See page 15
44-46	1d8 hellcats	11	<i>Bestiary 2</i> 153
47-50	1 seps	11	<i>Bestiary 4</i> 237
51-55	1d8 desert drakes	12	<i>Bestiary 3</i> 105
56-60	1d6 desert giants	12	<i>Bestiary 3</i> 128
61-64	1d8 festering spirits	12	<i>Bestiary 4</i> 98
65-69	1d8 girtablilus	12	<i>Bestiary 3</i> 130
70-73	1d6 yrthaks	12	<i>Bestiary 2</i> 290
74-77	1d4 carnivorous crystals	13	<i>Bestiary 3</i> 45
78-81	1d4 elder air elementals	13	<i>Bestiary 120</i>
82-85	1d8 greater earth elementals	13	<i>Bestiary 122</i>
86-89	1d12 leukodaemons	14	<i>Bestiary 2</i> 68
90-95	Sinister warrior	14	See below
96-98	1d8 shira divs	14	<i>Bestiary 3</i> 90
99-100	1 black scorpion	15	<i>Bestiary 2</i> 240

100) came through the area as he was mapping the Parched Dunes and was swallowed by the tophet. If the PCs defeat the construct and free Tumakrah, he offers them his *sandals of the lightest step* (*Pathfinder RPG Ultimate Equipment* 232) in appreciation for freeing him and saving his life. If questioned on the whereabouts of the Sightless Sphinx, Tumakrah apologizes that he is unfamiliar with the monument, but can possibly warn the PCs of other nearby threats.

Sinister Warrior (CR 14): Called to Golarion by a powerful sorcerer, this sepid div (*Pathfinder RPG Bestiary 3* 89) chose to stay behind after completing its service. In the weeks that have followed, this div, named Raayani, has stalked the region looking for Usij cultists supposedly secreted throughout the Barrier Wall Mountains. He hopes to find these cultists and have them wait on him hand and foot, savoring the praise he is egotistically assured he will receive from these mortals. He has even created an entourage of a dozen normal human skeletons (*Pathfinder RPG Bestiary 250*) that he animated from a lost tomb to serve him as standard bearers. When encountering the PCs, Raayani demands they submit to him as slaves, and gives them a few seconds to agree to his conditions before he attacks with his rain of debris ability.

MUMMY'S MASK

CYNOSPHINX

A jackal's head draped in a tattered headdress extends from a winged, leonine body.

CYNOSPHINX

CR 6



XP 2,400

NE Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 76 (9d10+27)

Fort +9, **Ref** +7, **Will** +5

Immune disease

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee bite +13 (1d8+7 plus disease and trip), 2 claws +13 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks devour secret lore, disease, pounce, powerful bite, trip

Spell-Like Abilities (CL 9th; concentration +11)

At will—*speak with dead* (DC 15)

3/day—*detect thoughts* (DC 14)

1/day—*animate dead, seek thoughts*^{APG} (DC 15)

STATISTICS

Str 20, **Dex** 13, **Con** 17, **Int** 15, **Wis** 14, **Cha** 14

Base Atk +9; **CMB** +15 (+17 trip); **CMD** 26 (32 vs. trip)

Feats Cleave, Combat Expertise, Flyby Attack, Improved Trip, Power Attack

Skills Fly +4, Intimidate +8, Knowledge (any one) +11, Perception +8, Sense Motive +8, Survival +8

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts and hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Devour Secret Lore (Su) When a cynosphinx reduces a living creature below zero hit points, it steals some of its essence. Treat the cynosphinx as if it were the target of an *aid* spell with a caster level equal to the dying target's Hit Dice. A cynosphinx can only affect a single creature with this effect once in a 24 hour period.

Disease (Ex) *Carriion fever*: Bite—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1 day; *effect* 2 Con damage; *cure* 2 consecutive saves.

Powerful Bite (Ex) A cynosphinx adds 1-1/2 times its Strength bonus to its bite attack.

Cynosphinxes are hoarders of secret knowledge and guardians of abandoned ruins. Those who intrude upon the realm of a cynosphinx and fail to offer a tribute of secret knowledge provoke the beast to savage anger.

Whereas androsphinxes barter information for the sake of achieving enlightenment, cynosphinxes strive to learn secrets to gain power over others. Often, a cynosphinx enters a parley hoping to secretly learn clandestine information with its ability to read its target's thoughts, steering the conversation toward such topics with leading questions. Quick to anger, the cynosphinx kills those it feels are inferior, knowing that it still has the opportunity to converse with the trespasser after its death. If the knowledge it seeks is relayed during clever, amusing conversation, the sphinx rewards the provider with invaluable clues to a desired object or location, or simply safe passage through its territory, though the cynosphinx rarely shares any of its own secrets willingly. A cynosphinx stands 12 feet tall at its powerful shoulders. Built of muscular flesh and sinew, a cynosphinx weighs roughly 1,200 pounds.

ECOLOGY

Rare even among sphinxes, a cynosphinx is a terror of the desert. Were it not for its fixation on secrets, it would be a scourge to all who dwell among the sands. Its canine head grants it a sense of smell superior to that of other sphinxes, giving it the ability to stalk prey in conditions of poor visibility. Though it possesses massive wings, a cynosphinx is an ungainly flier. In addition to hit-and-run attacks from above, one of its favored tactics is to hover over an enemy and whip up a cloud of dust and debris to blind its prey.

Like all sphinxes, a cynosphinx is long-lived, but it has a particularly selfish desire to cling to its lengthy existence, making it a careful combatant who will flee rather than perish. This obsession usually leads a cynosphinx to search out the secrets of longevity and immortality, not just for its own use, but also because it knows the value mortals place on such secrets.

A cynosphinx requires little sustenance and even prefers to feed on carrion, finding rotting flesh more palatable. Because of this, an area with a few hundred gravesites can sustain a cynosphinx for several millennia. Even when a cynosphinx makes a fresh kill, the creature lets it rot for several days before devouring the carcass. Its diet mainly consists of the decaying corpses found abandoned within its lair, with bone marrow being a particular treat. Due to its affinity with the dead, and its obsessive need to learn secrets, a cynosphinx always interacts with its exhumed morsels, speaking with the dead and learning what it can before fully consuming the body. Like a scholar devouring knowledge from a book, a cynosphinx pores over both the physical and intellectual particulars of its strange corpse diet.

When a cynosphinx it sees fit to mate—usually once its will to live ends—it needs a gynosphinx, just like other sphinxes do. However, due to the cynosphinx's disdain

BESTIARY

for mating, not to mention gynosphinxes' utter disgust toward cynosphinxes, this type of union is rare. In nearly every case, the resulting offspring from such a pairing is a cynosphinx. Gynosphinxes want nothing to do with such offspring, and offer no protest when the cynosphinx takes the progeny away. Before it dies, the new father brings the child to its lair, leaving its progeny a carcass to learn from and feed upon.

HABITAT & SOCIETY

Cynosphinxes dwell among the abandoned burial sites of civilized folk. Due to their obsession with lost secrets and their steady diet of carrion, a cynosphinx's ideal lair is a graveyard, tomb, or necropolis. When a cynosphinx takes up residence at such a site, the otherwise contemplative creature defends its territory with tenacity. However, if a visitor approaches a cynosphinx's territory with the promise of divulging secret lore, the sphinx may grant an audience. In such an instance, if the promise of lore fails to satisfy the cynosphinx, the intruder finds herself quickly under attack. Fortunately, many tombs and necropolises have tight nooks and narrow crannies far too small for a cynosphinx to maneuver in. If a clever traveler offers to explore these regions for the obsessive cynosphinx, she may find this arrangement to be just the bartering chip she needs to leave the sphinx's territory alive.

Solitary by nature, a cynosphinx truly feels comfortable only among the dead, and leaves its lair only for brief, localized patrols or when a longer journey promises to unearth lost knowledge. Cynosphinxes are always male and treat other sphinxes as inferior, save for androsphinxes. Cynosphinxes ignore criosphinxes, subjugate hieracosphinxes, and only associate with gynosphinxes for the purpose of mating—an act cynosphinxes find revolting. If a cynosphinx finds its only recourse to extend its legacy is through mating, this is usually done through blackmailing a gynosphinx or resorting to other forms of coercion or subterfuge. In fact, a cynosphinx would rather discover a means of extending its own lifespan than sire an offspring—as they view even their own progeny as threats to their well-guarded store of knowledge. Toward the androsphinx, the cynosphinx harbors a seething jealousy. Envious of the androsphinx's superior intellect, wisdom, and guile, a cynosphinx will plot to murder any androsphinx it discovers. Cynosphinxes believe they can extract a wealth of knowledge and learn powerful secrets from the carcass of a slaughtered androsphinx using their *Speak with Dead* ability. If a cynosphinx's food supply is abundant, the one category of creatures with whom it will ally is the

undead. It is common for a cynosphinx to take a place at the head of an undead menace or even to serve a greater power such as a graveknight or a lich.

CYNOSPINDEXES AS MOUNTS

Although they have the physical ability to carry a rider, cynosphinxes cannot be trained as mounts. They are intelligent beings who choose for themselves whether to accept a rider. A worthy rider is usually a powerful undead creature of evil alignment with whom the cynosphinx has an obsession, or who has promised eldritch secrets in return for service. Often, a creature petitioning a cynosphinx for this arrangement must provide such knowledge regularly for the cynosphinx to continue to grant its consent as a steed. A cynosphinx is considered a special cohort, not a normal mount.



MUMMY'S MASK

ESTUARINE WORM

As thick and tall as a towering palm tree, this mud-colored worm hisses through a fanged mouth. Atop its head, a small protuberance shines like a star.

ESTUARINE WORM (AHKET FORM) CR 10



XP 9,600

N Huge magical beast (aquatic)

Init +7; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +11

DEFENSE

AC 22, touch 11, flat-footed 19 (+3 Dex, +11 natural, -2 size)

hp 126 (11d10+66)

Fort +13, **Ref** +10, **Will** +6; +4 vs. enchantment

Defensive Abilities willful; **DR** 5/piercing or slashing;

Resist acid 10, fire 10

OFFENSE

Speed 30 ft., burrow 20 ft., swim 20 ft.

Melee bite +20 (2d8+11/19-20 plus grab), tail slap +15 (2d8+5)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d8+11), guiding star (DC 14)

STATISTICS

Str 32, **Dex** 16, **Con** 23, **Int** 1, **Wis** 13, **Cha** 8

Base Atk +11; **CMB** +24; **CMD** 37 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +11, Stealth +8 (+16 in water), Swim +19;

Racial Modifiers +8 Stealth in water

SQ amphibious, seasonal transformation

ECOLOGY

Environment warm marshes and rivers

Organization solitary, pair, or nest (3-6)

Treasure incidental

SPECIAL ABILITIES

Guiding Star (Su) When the estuarine worm is in ahket form, its bioluminescence attracts weak-minded creatures. Any creature within 120 feet that attempts to move during its turn must succeed at a DC 14 Will save or be forced to move toward the estuarine worm instead of in its intended direction. This ability is otherwise treated a gaze attack. This ability is a mind-affecting illusion (pattern) effect, though vermin are not immune to this effect. The estuarine worm can activate and deactivate this ability as a free action. The save DC is Charisma-based.

Seasonal Transformation (Ex) An estuarine worm has two forms: ahket (wet season) and shemu (dry season). In its shemu form, the estuarine worm is one size category smaller than when it's in its ahket form. Further, its Strength and Dexterity decrease by 8 and it loses its damage reduction. It also loses its guiding star ability and its willful special quality. Its natural armor bonus increases by 8 and it gains DR 15/bludgeoning. In addition, all of the creature's movement speeds are decreased by 10 feet.

An estuarine worm assumes its shemu form if it goes 24 hours without exposure to water. An estuarine worm that is targeted by a *control water* (lower water), *greater polymorph*, *flesh to stone*, or *transmute mud to rock* spell immediately shifts to its shemu form (instead of experiencing the spell's normal effect).

An estuarine worm takes on ahket form if it is submerged in water for 24 hours. An estuarine worm that is targeted by a *control water* (raise water), *greater polymorph*, *stone to flesh*, or *transmute rock to mud* spell immediately shifts to its ahket form (instead of experiencing the spell's normal effect).

Willful (Ex) In ahket form, an estuarine worm gains a +4 competence bonus to Will saves against enchantment spells and effects.

ESTUARINE WORM (SHEMU FORM)

CR 10

XP 9,600

N Large magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +11

DEFENSE

AC 27, touch 8, flat-footed 27 (-1 Dex, +19 natural, -1 size)

hp 126 (11d10+66)

Fort +13, **Ref** +6, **Will** +6

DR 15/bludgeoning; **Resist** acid 10, fire 10

OFFENSE

Speed 30 ft., burrow 10 ft., swim 10 ft.

Melee bite +17 (2d6+7/19-20 plus grab), tail slap +12 (2d6+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+7)

STATISTICS

Str 24, **Dex** 8, **Con** 23, **Int** 1, **Wis** 13, **Cha** 8

Base Atk +11; **CMB** +19; **CMD** 28 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +11, Stealth +8 (+16 in water), Swim +15;

Racial Modifiers +8 Stealth in water

SQ amphibious, seasonal transformation

When Alboras, one of the brightest navigable stars, returns to the night sky, it is a sure sign the River Sphinx will soon flood its banks and replenish the land after the harvest. The inundation also revives the rare but deadly estuarine worms. During the wet season, which is called *ahket* in Osiriani, the giant worms hunt the flooded plains. When the waters recede and Alboras disappears below the horizon again, the estuarine worms retreat as well. During shemu, the dry season, they enter a semi-torpid state and lie buried beneath the dry soil for protection.

A typical estuarine worm measures 25 feet long and 3 feet wide during the wet season. The worms have a bioluminescent organ atop their heads. At night, the tiny,

BESTIARY

flickering light might be mistaken for a star low on the horizon. When the dry season comes, the estuarine worm contracts to become half as long and half as wide. Its skin, once soft and spongy like wet mud, becomes as hard as stone.

ECOLOGY

Estuarine worms are most active when the River Sphinx is at its highest levels and crests its banks. Though the farmers leave when their lands flood, those who live on the edges of the flood plain, as well as those who sail the river, are still at risk of attack by these predators. Estuarine worms bury themselves in the mud during the day and emerge to hunt at night when it is cooler. The carnivorous worms eat whatever they can find, from fish and frogs, to livestock and people. They have even been known to gorge on crocodiles and hippopotamuses, after which they bury themselves for a time in order to digest their hefty meals. The lights on their heads attract small animals above and below the water, which in turn can attract larger prey. Stories are told of travelers who mistake the light for Alboras and navigate their small riverboats right into the maw of a worm.

As the floods recede, the estuarine worms become less active. When the land above them is no longer underwater, the worms remain buried in the moist soil. For the rest of the year, they live off fat and water stored during the wet season. The worms' flesh contracts, becoming denser in the process. It is commonly believed that the worms, like the soil, harden from dehydration, but it is, in fact, a natural defense mechanism. Though they might seem to be asleep, estuarine worms remain a danger in the dry season. When the worm's resting spot is too shallow or a plow digs too deep, farmers risk disturbing a worm in its hibernation. Though the worms may not be as agile or as hungry during this time, they are still dangerous predators.

HABITAT & SOCIETY

Estuarine worms are typically solitary hunters. They reproduce parthenogenetically, and thus have little need for contact with others of their kind. Estuarine worms reproduce rarely, but birth large numbers of offspring when they do. Most of the spawn, however, are eaten by other predators long before they reach full size. When multiple worms are found together (usually because of lower-than-normal floodwater), only the alpha worm uses its bioluminescence. This sign of dominance also keeps potential prey from being drawn to multiple light sources.

Several cults in Osirion keep estuarine worms as sacred beasts in their secret temples. Worshipers of both Lamashtu and Rovagug believe it was their




respective god who birthed these worms. Members of the Old Cults revere estuarine worms for their connection to the star Alboras and the Great Old One who supposedly dwells there. The cultists seek out the worms during the season of shemu, when the worms are less violent and more tractable. A combination of brute force and magic are necessary to find, exhume, and contain these elusive creatures. In captivity, estuarine worms can be made to change form regardless of the season through the application or exclusion of water. The high priests of these cults also know certain spells that can trigger an immediate change. The cultists connect to their god through the worms, offering sacrifices to them and reading omens in their violent squirming. The worms serve as guards against intruders, and can also be used as weapons against the cult's enemies.



MUMMY'S MASK

GOLEM, PANTHEREON

This finely sculpted statue is formed of hardened clay. Its muscular body is topped with the head of a feline predator.

PANTHEREON	CR 11	  
XP 12,800		
N Large construct		
Init +3; Senses darkvision 60 ft., low-light vision, <i>true seeing</i> ; Perception +2		
DEFENSE		
AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)		
hp 118 (16d10+30)		
Fort +5, Ref +4, Will +7		
DR 10/adamantine and bludgeoning; Immune construct traits, magic		
OFFENSE		
Speed 30 ft.		
Melee bite +22 (4d6+7 plus cursed wound), 2 slams +22 (1d10+7)		
Space 10 ft.; Reach 10 ft. (5 ft. with bite)		
Special Attacks cursed wound, eye beam, haste		
Spell-Like Abilities (CL 11th; concentration +6) Constant— <i>true seeing</i>		
STATISTICS		
Str 24, Dex 9, Con —, Int —, Wis 15, Cha 1		
Base Atk +16; CMB +24; CMD 33		
Feats Improved Initiative ^b		
ECOLOGY		
Environment any		
Organization solitary or pride (2-4)		
Treasure none		

SPECIAL ABILITIES

Cursed Wound (Ex) The damage a panthereon deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a panthereon must succeed at a DC 26 caster level check, or the healing has no effect on the injured creature.

Eye Beam (Su) Once per round as a standard action, a panthereon can unleash a beam of blinding light at a target within 60 feet as a ranged touch attack. The beam deals 2d8 points of fire damage. Any creature struck by this beam must succeed at a DC 18 Fortitude save or be blinded for 1 hour.

Haste (Su) After it has engaged in at least 1 round of combat, a panthereon can gain the benefits of haste once per day as a free action. The effect lasts 6 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A panthereon is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- A *soften earth and stone* spell cast directly at a

panthereon reduces its damage reduction to DR 2/adamantine and bludgeoning for 1d4 rounds.

- Any magical attack against a panthereon that deals electricity damage heals 1 point of damage for every 3 points of damage it would normally deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A panthereon gets no saving throw against magical attacks that deal electricity damage.

Carefully constructed to serve as tomb guardians and protectors of their creators and their treasure, panthereons are a variant of clay golems. The majority of these golems were created during the First Age in Osirion, though evidence of their existence has turned up beyond the nation's borders. A panthereon stands over 8 feet tall and weighs 600 pounds. While its sculpted form may vary, it is typically muscular and wears no clothing save for a simple Osirian skirt.

ECOLOGY

Osirion's golem makers dispute the notion that the panthereon's design was simply the work of some arcane crafter. Instead, many of them believe the inspiration for its creation was bestowed by the ancient gods themselves. The design for golems has changed little from their initial creation in the First Age, and most variations only came along during the end of the Second Age.

HABITAT & SOCIETY

As mindless constructs, panthereons have no society or culture of their own. Scholars closely associate panthereons with the societal norms of Osirion during the period when the creatures were widely used as tomb guardians. Many panthereons have abilities tied to their creators, but most of these creators have long since perished, leaving the golems to act on their last given orders.

CONSTRUCTION

A panthereon's body is carved from 1,000 pounds of clay mixed with the powdered bones of a purebred Osiriani cat that was either awakened or served as a bonded familiar. During the sculpting process the creator may only moisten the clay with water sourced from an Osirian desert oasis and must add 1,500 gp worth of rare oils and powders.

PANTHEREON

CL 11th; **Price** 48,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *bles*, *commune*, *prayer*, *resurrection*, *searing light*, *true seeing*, creator must be caster level 11th; **Skill** Craft (pottery) or Craft (sculpture) DC 16; **Cost** 28,500 gp

BESTIARY

VARIANT PANTHEREONS

While most panthereons possess the statistics presented above, a few of Osirion's finest golem makers have developed specialized panthereons, each with slightly different enhancements to their abilities. Each one of these variants lists the new abilities, as well as any additional construction requirements and the additional cost in special materials required to create the variant.

ESTEEMED (CR +0)

The ultimate palace guard, an esteemed panthereon can take the form of a black house cat (*Pathfinder RPG Bestiary* 131) at will as a standard action. This allows the panthereon to guard a location without being seen as an obvious sentry. Esteemed panthereons can be commanded to change between house cat and guardian forms by their creator, or they can be made to do so under set conditions. Though not widely held, the superstitious belief that any house cat could be a disguised esteemed panthereon has led some to keep cats as a deterrent to thieves and vandals.

Additional Construction Requirements: *beast shape II*; **Additional Cost:** 21,000 gp.

SLAVER (CR +0)

The slaver panthereon was initially designed to supervise recalcitrant slaves, but it has since proved equally useful when hunting anyone the golem's creator wants to have captured alive. Because slaves and prisoners are often a very valuable commodity, the slaver panthereon has the ability to, as a swift action, convert all of its attacks to nonlethal damage. When it does so, its slam attacks also gain the grab special ability. As another swift action, it can change its attacks back to dealing normal lethal damage (losing the grab ability in the process). Since they are nonintelligent, slaver panthereons default to dealing nonlethal damage unless their master orders otherwise.



Additional Construction Requirements: *Merciful Spell*;
Additional Cost: 21,500 gp.

SPELL BEARER (CR +1)

This panthereon serves its master by augmenting and reinforcing the master's spellcasting. Some sages believe the spell bearer panthereon was a precursor to the present-day shield guardian golem. A spell bearer panthereon can store a single spell of 1st through 6th level, but the golem can't be commanded to cast the spell as a shield guardian golem would. Instead, should that spell be cast on the golem or its creator (as long as the creator is within 60 feet), the spell is immediately countered, as by counterspell, requiring no action of the panthereon or its creator. Once used, the spell in the panthereon is gone, and a new spell (or the same spell) may be placed into it.

In addition, if a spell bearer panthereon's creator casts a spell within 60 feet of the panthereon, the golem may mirror its creator, and also cast the same spell the following round. A spell bearer panthereon can use this ability once per day for any spell 3rd-level or lower.

Additional Construction Requirements: *Improved Counterspell*, *mnemonic enhancer*; **Additional Cost:** 30,000 gp.

TRUE HUNTER (CR +1)

During creation, this panthereon is given the name of an individual it is tasked with slaying. The target's identity must be clear and unambiguous. Once the ritual is complete and the panthereon is activated, the golem receives a +4 bonus on attacks against its named target and deals it an extra 2d6 points of damage. This additional damage is not multiplied on a critical hit. A true hunter can always detect the presence and location of its target so long as the target is within 1 mile.

If the true hunter's target is killed, it becomes a regular panthereon. If the target is resurrected or reincarnated, the true hunter instinctively becomes aware of this, and regains all of its old abilities. It can't pinpoint their direction or presence unless the target is within 1 mile.

Additional Construction Requirements: *instant enemy*;
Additional Cost: 26,500 gp.

MUMMY'S MASK

STRANGLEREED

This tangled mass of thick reeds sways in the breeze. Hidden under the surface of the water, a wicked maw of barbs and thorns waits in ambush.

STRANGLEREED

CR 9

XP 6,400

N Large plant (aquatic)

Init +9; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 23, **touch** 14, **flat-footed** 18 (+5 Dex, +9 natural, -1 size)

hp 114 (12d8+60)

Fort +13, **Ref** +11, **Will** +5

Defensive Abilities all-around vision, **DR** 5/slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 5 ft., climb 10 ft., swim 20 ft.

Melee 2 tendrils +15 (2d8+6 plus grab), bite +14 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attacks constrict (2d8+9), grab (Huge), pull (tendrils, 5 ft.), strangle, suffocate

STATISTICS

Str 23, **Dex** 20, **Con** 21, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 31

Feats Improved Initiative, Lightning Reflexes, Lunge, Skill Focus (Stealth), Stealthy, Weapon Focus (tendrils)

Skills Climb +14, Escape Artist +7, Perception +10, Stealth +15, Swim +14

SQ freeze, water dependency

ECOLOGY

Environment warm rivers or lakes

Organization solitary or patch (2–6)

Treasure incidental

SPECIAL ABILITIES

Freeze (Ex) A stranglereed can hold itself so still that it appears to be normal vegetation. A stranglereed that uses this ability can take 20 on its Stealth check to hide in plain sight as a regular patch of reeds.

Strangle (Ex) Stranglereeds have an unerring talent for seizing their victims by the throat. A creature that is grappled by a stranglereed can't speak or cast spells with verbal components.

Suffocate (Ex) A creature that's affected by a stranglereed's strangle ability can't breathe and must hold its breath or suffocate.

An unlikely predator, a stranglereed floats motionless in calm lakes and rivers, patiently waiting for prey to approach before lashing out with two thick tendrils. This horrifically efficient killer gets its name from its uncanny ability to find a victim's throat with its tendrils. Once the stranglereed has secured its prey, it pulls its victim beneath the surface of the water and directs the victim toward a submerged circular orifice ringed with hundreds of gnashing barbs and thorns. Exceptionally voracious, the stranglereed never stops feeding, and in desperate times, the industrious plant can leave the water briefly in order to hunt on land. These vicious, tenacious plants can even chase down their prey if it breaks free of their strong tendrils. Fortunately, a stranglereed can spend only a limited amount of time out of water. A stranglereed resembles a patch of normal reeds that covers a roughly circular 10-foot diameter area. Submerged in the water under this unassuming vegetation lies



a large stalk that ends in its circular mouth. Its length is roughly 8 feet, from its mouth to the tips of its extended reeds. A stranglereed weighs 800 pounds.

ECOLOGY

Above the calm waters, the stranglereed resembles a large but innocuous reedbed. However, underneath the water's murk, a large cylindrical stalk bobs in the currents. At the end of this stalk gapes a maw ringed with multiple rows of sharp barbs and thorns capable of shredding the flesh from prey's bones. Several tendrils grow from under the stranglereed's stalk to root themselves loosely into the bed of the lake, oasis, or river where it dwells. When the stranglereed detects prey, two tendrils specialized for grasping prey shoot toward their target and attempt to grapple it. The stranglereed lashes its tendrils around its target's throat and begins to asphyxiate the target. Once its hold is secure, it reels the prey into the water and into its hungry maw. Over centuries of evolution, the stranglereed has developed the ability to extend the range of these lashing tendrils by using an effective, if awkward, lunge.

Close inspection reveals that the stranglereed has multiple eyes that resemble fuzzy nodules running up its many reed stalks. In fact, over a hundred of these tiny orbs can be detected on a typical specimen, and they grant the stranglereed a superior sense of sight.

A stranglereed can venture onto dry land for a limited period of time, which it does when food is scarce or its prey breaks free from its tendrils and flees onto land. Its stalks can change in appearance to match the surrounding flora, a process that takes approximately 24 hours. This enables the plant to blend in with its surroundings whenever it finds itself in a new body of water.

A stranglereed reproduces by expelling seeds that float on air currents much like a dandelion's fluff. Those that land on dry earth soon die or are scavenged by birds and other small animals. Those that land in water grow into full-sized stranglereed stalks within 1 month. A large body of water can be home to a cluster of stranglereeds if the food supply can meet their demands.

HABITAT & SOCIETY

Typically found in warm, slow-moving water, the stranglereed favors sites that attract large mammals. Watering holes, sluggish rivers, lakes, and especially oases are common feeding spots. While the stranglereed can sustain itself on a diet of fish and other marine life, it seems to prefer the taste of hot blood washing through its gullet. Possessing an animal intellect, the stranglereed quickly adapts to its habitat and soon discovers which creatures it can realistically take down and which are better left alone.

Though stranglereeds can be found throughout Osirion, they pose the greatest danger in and around Tephu, where workers harvest the abundant papyrus reeds for Tephu's profitable papyrus trade. Papyrus harvesters have taken to prodding growths of papyrus with long poles to determine whether the reeds are in fact mundane plants or dangerous stranglereeds. Some enterprising harvesters even seek out and kill stranglereeds to sell to those who use their pulp in the creation of guardian scrolls (for more information on guardian scrolls see page 82 of *Pathfinder Adventure Path* #79).

When food is abundant, groups of stranglereeds often entwine their tendrils to create a strong matrix that allows them to work together to tackle much larger prey. This prey is often torn apart and split among the various members of the entwined patch. Entwined stranglereeds seem to release their fluff-like seeds more frequently than their solitary brethren. After spending years in an entwined state, these plants can sometimes merge into one larger creature referred to as a bloated patch.

VARIANT STRANGLEREEDS

Nomads and explorers tell chilling tales of more aggressive stranglereeds dwelling in secluded areas of the Inner Sea that glory in blood-drinking, paralyze victims, and have gigantic mouths. Fortunately, the tales passed from nomad to nomad are often exaggerated, and while stranglereeds that possess some of these qualities do exist, they are simply minor variations on the standard stranglereed.

Stranglereed Bloated Patch (CR +1): This variation of the stranglereed has the giant creature simple template. Because of its enormous size, this variation prefers to swallow its prey whole. The bloated patch's bite attack gains the grab special attack, and any creature grappled in its mouth can be swallowed whole. The bloated patch gains the following special attacks: bite (grab) and swallow whole (4d6 acid damage, AC 16, 14 hp).

Stranglereed Sucker (CR+1): This variation of the stranglereed has the advanced creature simple template. In addition, the tendrils of this stranglereed are lined with tiny suckers that draw forth the victim's blood. This ability not only makes these stranglereeds less likely to lose their prey, but also make it easier for them to drink their prey's warm blood. Because of this evolution, stranglereed suckers gain an additional +2 bonus on combat maneuver checks when grappling and their tendril attacks gain the bleed ability (2d6).

Toxic Stranglereed (CR +2): This variation of the stranglereed has the advanced creature simple template. When the tendrils of the toxic stranglereed strike its prey, its target must succeed at a Fortitude save or become paralyzed. The toxic stranglereed's tendrils gain the following special attack: paralysis (1d4 rounds, DC 16).