

MUMMY'S MASK



BESTIARY

Many travelers visiting Osirion are familiar with the iconic sandstorms that locals call *Mkhamsins*. The worst of these massive sandstorms can swallow an entire town overnight, and exposure to their scouring winds burns the flesh. Even though these storms are almost certainly supernatural in nature—infused with elemental forces—travelers can stay indoors or find the protection of a cave to avoid their wrath. This is not so when facing the creatures simply called living sandstorms. These sentient storms can find their way into the smallest cracks and fill a building with sand in minutes. A living sandstorm can also coalesce into a humanoid form and beat a person senseless with its scouring fists. You can hide from a sandstorm, but not a living sandstorm.

—*Osirion: A History in Four Ages*

BESTIARY

The bestiary in this volume of the Mummy's Mask Adventure Path features a mysterious elder sphinx, ancient soldiers converted into constructs, a living sandstorm, and a terrifying creature formed from castoff bones and elemental spirits.

HAZARDS, HORRORS, AND HELPERS

The random encounter table presented here presents a number of typical threats the PCs could encounter in the area surrounding the Slave Trenches of Hakotep. Throughout the adventure, when you need to determine the results of a random encounter, use the random encounter table on this page for a suitable result. 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 appropriate encounter. Depending on where the PCs are for the random encounter, some of the monsters on the table might be too large to fit in the surrounding 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*.

Ash Giant Warband (CR 15): Picking its way north through the mountains over the last 6 months, this warband of ash giants (*Pathfinder RPG Bestiary* 3 126) left the Mana Wastes to follow a dream its shaman had every night for a year. The dream foretold that the ash giants would encounter a vast field of bones and trenches, and that in that place they would find a new home, plenty of food, and wealth beyond their imagining. The warband started off with two dozen giants, but the toil of travel and the giants' own violent nature have reduced that number to just four. The shaman who started this long and dangerous voyage died within the first month, but the remaining four believed his words and continued through to the Slave Trenches of Hakotep. Despite finding the location, they have no vast wealth, little food, and few prospects for a good home. This disappointment has made the giants desperate and even more violent than normal, and they instantly attack any creatures they come across to obtain food and supplies.

Pakesket (CR 15): Soaring high above the desert, a phoenix (*Pathfinder RPG Bestiary* 227) named Pakesket keeps watch over the foothills of the Brazen Peaks and the Barrier Wall Mountains. She especially keeps an eye on movements of cultists of Rovagug and other vile organizations, often lending her aid to those who fight against these evil creatures. Pakesket keeps her nest high in the mountains, but makes daily trips to circle the desert skies. During their exploration of the Slave

SLAVE TRENCHES OF HAKOTEP ENCOUNTERS

d%	Result	Avg. CR	Source
01-06	1d12 guecubus	13	<i>Bestiary</i> 3 145
07-10	1d8 marid genies	13	<i>Bestiary</i> 142
11-15	1d8 rift drakes	13	<i>Bestiary</i> 3 106
16-18	1d6 carnivorous crystals	14	<i>Bestiary</i> 3 45
19-24	1d4 derghodaemons	14	<i>Bestiary</i> 2 66
25-26	1d6 elder lightning elementals	14	<i>Bestiary</i> 2 117
27-34	1d8 hanshepus	14	See page 84
35-39	Harm trap	14	<i>Core Rulebook</i> 422
40-43	1d6 living sandstorms	14	See page 86
44-49	1 xanthos	14	<i>Bestiary</i> 4 282
50-52	Ash Giant Warband	15	See below
53-56	Crushing stone trap	15	<i>Core Rulebook</i> 422
57-62	1d8 elder earth elementals	15	<i>Bestiary</i> 122
63-68	Pakesket	15	See below
69-72	1 elder sphinx	16	See page 90
73-80	1d8 ossumentals	16	See page 88
81-85	Repugnance	16	See below
86-90	1d8 shira divs	16	<i>Bestiary</i> 3 90
91-94	1 warsworn	16	<i>Bestiary</i> 4 272
95-100	1d4 crucidaemons	17	<i>Bestiary</i> 3 62

Trenches of Hakotep, the PCs could encounter Pakesket during these sorties. Since she keeps to a high altitude, the PCs would have to signal her or otherwise make contact. Once engaged in conversation, Pakesket might share information about what she's seen in the region, though she doesn't tolerate poor manners or obviously evil creatures. If the PCs are injured, the phoenix can heal their wounds, cure ability damage or drain, remove curses, and even remove negative levels. If the PCs are exceptionally convincing, the majestic avian creature might decide to fight alongside them for a short time before returning to her nest in the mountains.

Repugnance (CR 16): Three months ago, a hollow serpent (*Bestiary* 3 149) calling itself simply Repugnance slithered up from a network of tunnels leading from the Darklands and established a lair near the Slave Trenches of Hakotep. This strange undead beast claims it was created far away and long ago by serpentfolk. When Repugnance emerged into the cave it calls home, it stirred two dozen human skeletons (*Bestiary* 250) trapped in the cave. Repugnance now considers these skeletons its retinue and speaks to them in babbling Aklo about its own perceived greatness. While the skeletons are hardly a match for high-level PCs, the hollow serpent can use its ability to channel negative energy to heal any skeletons that are not destroyed by a single attack. Each time a skeleton falls, Repugnance grows more and more angry, and attacks with less restraint.

MUMMY'S MASK

HANSHEPSU

This muscular warrior is carefully sculpted from clay and has a large scarab beetle in place of its head.

HANSHEPSU

CR 10

XP 9,600

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 102 (15d10+20)

Fort +5, **Ref** +11, **Will** +8

DR 10/—; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee +1 *heavy mace* +23/+18/+13 (1d8+9)

Special Attacks morphic head

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 11, **Wis** 13, **Cha** 5

Base Atk +15; **CMB** +21 (+23 bull rush); **CMD** 35 (37 vs. bull rush)

Feats Alertness, Improved Bull Rush, Iron Will, Lightning

Reflexes, Power Attack, Vital Strike, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Skills Acrobatics +10, Climb +10, Perception +15, Sense Motive +7, Stealth +10

Languages Ancient Osiriani

SQ soldier's training, warrior's mace

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or unit (2–20)

Treasure none

SPECIAL ABILITIES

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

- *Dominate animal* causes a hanshepsu to become confused for 1d4 rounds.
- *Hold animal* slows a hanshepsu (as the *slow* spell) for 1d6 rounds. While slowed, a hanshepsu can't change its animal head with its morphic head ability.
- *Soften earth and stone* cast directly at a hanshepsu deals 5d10 points of damage (no save).

Morphic Head (Su) As a move action, a hanshepsu can transform its head from one animal form to another. Each animal head grants a hanshepsu different abilities.

Cat: The hanshepsu gains a +2 dodge bonus to AC, a +8 racial bonus on Acrobatics checks, and it always counts as having a running start when attempting Acrobatics checks to jump.

Cobra: The hanshepsu can spit a stream of venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Any opponent hit by this attack

succeed at a DC 17 Fortitude save or take 1d4 points of Constitution damage for 2 rounds. This is a poison effect.

Crocodile: The hanshepsu's mace grows teeth and deals an additional 1d6 points of piercing damage with each successful attack.

Hawk: The hanshepsu gains a +8 racial bonus on Perception checks, and all penalties to Perception based on distance are halved.

Hippopotamus: The hanshepsu's damage reduction increases to DR 15/— and it gains a +4 bonus against combat maneuvers and effects that attempt to move it.

Ibis: The hanshepsu can use *feather fall* at will as a spell-like ability and can fly for up to 5 minutes each day.

Scarab: The hanshepsu's damage reduction is not subject to the effects of a *golembane scarab* or any abilities that allow a creature to ignore a construct's damage reduction.

Scorpion: The hanshepsu gains a climb speed of 20 feet and its mace gains the *speed^{UE}* weapon special ability for 1 minute each day.

Set Beast: The hanshepsu's mace deals an additional 1d6 points of negative energy damage with each successful attack.

Solar Disk: A hanshepsu can change its head into a single non-animal form: that of a solar disk. In this form, a hanshepsu becomes immobile and heals itself at a rate of 5 hit points per hour.

Vulture: Each time a creature is struck by the hanshepsu's mace, it must succeed at a Fortitude save or contract bubonic plague (*Pathfinder RPG Core Rulebook* 557).

Soldier's Training (Ex) A hanshepsu has Weapon Specialization (heavy mace) despite not being a 4th-level fighter.

Warrior's Mace (Su) A hanshepsu's mace is treated as a +1 *weapon*, and the hanshepsu can deal nonlethal damage with the mace without taking a penalty. The mace is permanently affixed to the hanshepsu's hand during creation so it can't be disarmed; it can, however, be sundered. If the mace is destroyed, a hanshepsu can make 1 slam attack per round that deals 1d8+7 points of damage.

Strangely intelligent constructs, the earliest hanshepsus were created during Osirion's First Age. Hanshepsus were originally built to serve as elite soldiers that never tired, didn't need to be fed, and were impervious to common attacks. Using secrets stolen from Jistkan golem crafters, Osirion's own artificers designed hanshepsus to equalize the battlefield in their clashes against the Jistka Imperium as the two nations carved up northern Garund. Throughout the conflict, hanshepsus fought in dozens of battles, each time turning the tide in favor of Osirion's forces as they marched ahead of regular, human soldiers through the hot sands of what is now Thuvia. Hanshepsus stand as tall as an adult human. While they appear lean and muscular, their clay bodies give them additional heft, causing them to weigh in at around 300 pounds.

BESTIARY

The process of creating a hanshepsu requires the sacrifice of a willing humanoid to provide not only the life force needed to animate the construct's body, but also the creature's intelligence. This allows the hanshepsu to make calculated decisions on the battlefield, and some even commanded humanoid units during battles, implementing clever tactics amid the fray.

Though a hanshepsu is intelligent, it lacks anything approaching a personality. Cold and stoic, hanshepsus don't hold conversations that involve anything more complicated than answering questions or issuing orders. Any attempt to engage a hanshepsu further results in utter silence and an inexpressive face. Some hanshepsus even shut down in the middle of their limited interactions with others, crossing their arms and changing to their solar disk head.

Despite their lack of personality, some hanshepsus retain traces of their mortal memories, and shout out bizarre non sequiturs in the midst of battle. Crumbling texts from the First Age of Osirion contain reports that, after time, hanshepsus became unpredictable, sometimes turning on their commanders and the other soldiers. This suggested that the process of creating these near-impervious soldiers was flawed in some fashion.

Few hanshepsus have been found in the current age, and they are rarely discovered in large numbers. The process of creating hanshepsus was expensive and required a willing sacrifice, so only the best and brightest warriors were transformed into these constructs. Because of this, modern scholars believe that fewer than 5,000 hanshepsus were created before the practice fell out of favor, and with the march of time, less than 10 percent of that estimation are believed to be still functional.

Hanshepsus work best when assembled in a unit with other hanshepsus. They work in concert, taking physical cues from one another and rarely needing to verbally communicate. When not charged with leading or when fighting alongside a unit containing humanoids, hanshepsus barely regard other creatures. When at rest, they simply wait for new commands. In fighting units, hanshepsus were often at the front lines of a battle, and they used their increased strength and superior defenses to drive a wedge into enemy units and scatter their ranks, allowing the humanoid soldiers behind them to easily pick off the dispersed soldiers.

CONSTRUCTION

To create a hanshepsu, the crafter must sculpt and shape the body from a single block of clay harvested from the banks of the Asp, the Crook, or the Sphinx. The creature's head must be fired in a specially prepared kiln stoked with 1,500 gp worth of rare desert wood. As a final step, a living humanoid must be sacrificed in order to animate a hanshepsu in a

process that separates the victim's spirit from his body and infuses his essence (but not his personality) into the clay body.

HANSHEPSU

CL 13th; **Price** 46,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *beast shape III*, *limited wish*, creator must be caster level 13th; Skill Craft (sculptures); **Cost** 24,000 gp



MUMMY'S MASK

LIVING SANDSTORM

This hulking humanoid figure of packed red sand is no taller than an average human, but it is brawny and exceptionally broad.

LIVING SANDSTORM (HUMANOID) CR 11



XP 12,800

N Medium outsider (earth, elemental)

Init +6; **Senses** darkvision 60 ft., sandsight, tremorsense 60 ft.; Perception +18

DEFENSE

AC 26, touch 17, flat-footed 19 (+6 Dex, +1 dodge, +9 natural)

hp 147 (14d10+70)

Fort +9, **Ref** +15, **Will** +12

DR 10/—; **Immune** elemental traits



OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 slams +24 (1d8+10 plus distraction)

Special Attacks distraction (DC 22), slashing sand

STATISTICS

Str 31, **Dex** 22, **Con** 21, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +14; **CMB** +24 (+26 sunder); **CMD** 41 (43 vs. sunder)

Feats Dodge, Improved Iron Will, Improved Sunder, Iron Will, Mobility, Power Attack, Step Up

Skills Acrobatics +20, Fly +23, Intimidate +18, Knowledge (planes) +18, Linguistics +4, Perception +18, Stealth +23 (+31 in sand), Survival +18; **Racial Modifiers** +8 Stealth in sand

Languages Aquan, Auran, Common, Ignan, Terran

SQ change shape (humanoid form or sandstorm form; *polymorph*), compression

ECOLOGY

Environment any desert (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Change Shape (Su) A living sandstorm can shift between its humanoid form, shaped from packed sand, and a sandstorm form as a standard action. In sandstorm form, a living sandstorm functions as if it were a swarm of Fine creatures with a hive mind, and it loses its burrow speed, slam attacks, and compression abilities, but gains a fly speed and the ability to use its create sand and sand blast abilities. Its Strength score is reduced to 1, but its ability scores are otherwise unchanged. A living sandstorm remains in one form until it chooses to assume its other form. A change in form can't be dispelled, nor does the living sandstorm revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Sandsight (Ex) The living sandstorm can see through sand, dust, and other particles in the air as if the air were clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Slashing Sand (Ex) A living sandstorm's swarm attack deals slashing damage. Its slam attacks deal bludgeoning and slashing damage.

LIVING SANDSTORM (SANDSTORM) CR 11



XP 12,800

N Fine outsider (earth, elemental, swarm)

Init +6; **Senses** darkvision 60 ft., sandsight, tremorsense 60 ft.; Perception +18

DEFENSE

AC 34, touch 25, flat-footed 27 (+6 Dex, +1 dodge, +9 natural, +8 size)

hp 147 (14d10+70)

Fort +9, **Ref** +15, **Will** +12

Defensive Abilities swarm traits, **DR** 10/—; **Immune** elemental traits, weapon damage

BESTIARY

OFFENSE

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

Melee swarm (6d6 plus distraction)

Space 5 ft.; **Reach** 0 ft.

Special Attacks create sand, distraction (DC 22), sand blast

STATISTICS

Str 1, **Dex** 22, **Con** 21, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +14; **CMB** —; **CMD** —

Feats Dodge, Improved Iron Will, Improved Sunder, Iron Will, Mobility, Power Attack, Step Up

Skills Acrobatics +20, Fly +35, Intimidate +18, Knowledge (planes) +18, Linguistics +4, Perception +18, Stealth +39 (+47 in sand), Survival +18; **Racial Modifiers** +8 Stealth in sand

Languages Aquan, Auran, Common, Ignan, Terran

SQ change shape (humanoid form or sandstorm form; *polymorph*)

ECOLOGY

Environment any desert (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Create Sand (Su) While in sandstorm form, a living sandstorm can, as a standard action, create 500 cubic feet of fine red sand, filling a 10-foot radius beneath it to a depth of 5 feet. All creatures in the area and adjacent squares must succeed at a DC 22 Reflex save or be blinded for 1d4 rounds. Medium and smaller creatures in the area are buried and must begin holding their breath to avoid drowning in the sand. By attempting a Reflex save against the same DC, a creature can avoid being buried if there is an adjacent space outside the area to which it can move; if the save is successful, the creature is moved into an available adjacent space. As a standard action, each buried creature can dig itself out or be dug out by another with a successful DC 15 Strength check. Invisible creatures in or adjacent to the area when the sand is created are outlined until the dust is removed. The save DC is Constitution-based.

Sand Blast (Ex) When in sandstorm form, a living sandstorm can attack with a blast of scouring sand in a 20-foot line. The sand deals 6d6 points of slashing damage and blinds creatures in the area for 1d4 rounds. A successful DC 22 Reflex save halves the damage and negates the blinding. The save DC is Constitution-based.

Notorious for appearing suddenly out of the roiling tempests of the deep desert, living sandstorms are capable of turning oases and dry farmlands into areas of featureless desert in a shockingly short span of time. When angered, they can scour a whole army down to bits of shining metal and bone buried under feet of shifting sand over the course of one terrible night. Some Osiriani scholars claim that living sandstorms are related to the deadly khamsin storms that scour the desert, and while these creatures are related to elementals, they have nothing to do with

the formation of those iconic storms. Living sandstorms are most comfortable when sand is free to flow across the earth. They become agitated whenever creatures make an effort to remove or limit sand in an area, shelter an area from the drifting dust, or alter the weather to reduce or prevent sandstorms. However, they are curious creatures and enjoy experiencing new interactions with beings of other shapes, and are willing to parley when they believe doing so may open the door to a novel diversion—or if a creature simply appears easy to intimidate.

A living sandstorm in its humanoid shape is about 6 feet tall and weighs 900 pounds. In sandstorm form, it expands its form into a pulsing cloud of streaming, loose sand, which gathers into small clumps before being reabsorbed into the storm.

ECOLOGY

Living sandstorms are formed from and fed by the unpredictable interaction of raw elemental earth and planar storms or vortices carrying the essence of other planes. These ageless elemental creatures tend to be curious and outgoing when they first discover new places, but are easily frustrated by any kind of restraint. They use their ability to create sand liberally, attempting to pack caves, voids in the Plane of Earth, and other open areas at least half-full of their reddish sand. Because of their origin, they are usually found near gates, portals, and vortices between planes both on the Plane of Earth and on the Material Plane.

HABITAT & SOCIETY

Living sandstorms dwell in the rare open caverns on the Plane of Earth. On that plane, they are misfits, feared for their affinities for open spaces and howling winds. When conflicts erupt between the powers of the Elemental Planes, they are sometimes recruited to lead strike teams into other planes, as they are adventurous and enjoy discovering open spaces they can fill with their fine, red sand. They are especially valuable when establishing beachheads on planes that have little in the way of earth, because of their ability to create large amounts of sand in relatively short periods of time.

Due to their intrepidity, they readily answer callings to serve summoners so they can visit new places and spread their sand far and wide. If they see an opportunity to do so, they may break free of their calling and explore the wider Material Plane, where they favor desert climes and their nearby regions, and where they are known to contribute to rapid desertification. When marooned on the Material Plane, they are generally restless until they find a way back to the Plane of Earth, but if they know of a route home, they instead explore the nearby area, wandering farther and farther until they lose interest in filling that world with sand and long to move on to a new one.

MUMMY'S MASK

OSSUMENTAL

This towering collection of sun-bleached bones is assembled in a humanoid form.

OSSUMENTAL (EARTH)

CR 12



XP 19,200

NE Large undead (earth)

Init +3; **Senses** darkvision 60 ft., tremorsense 100 ft.;

Perception +26

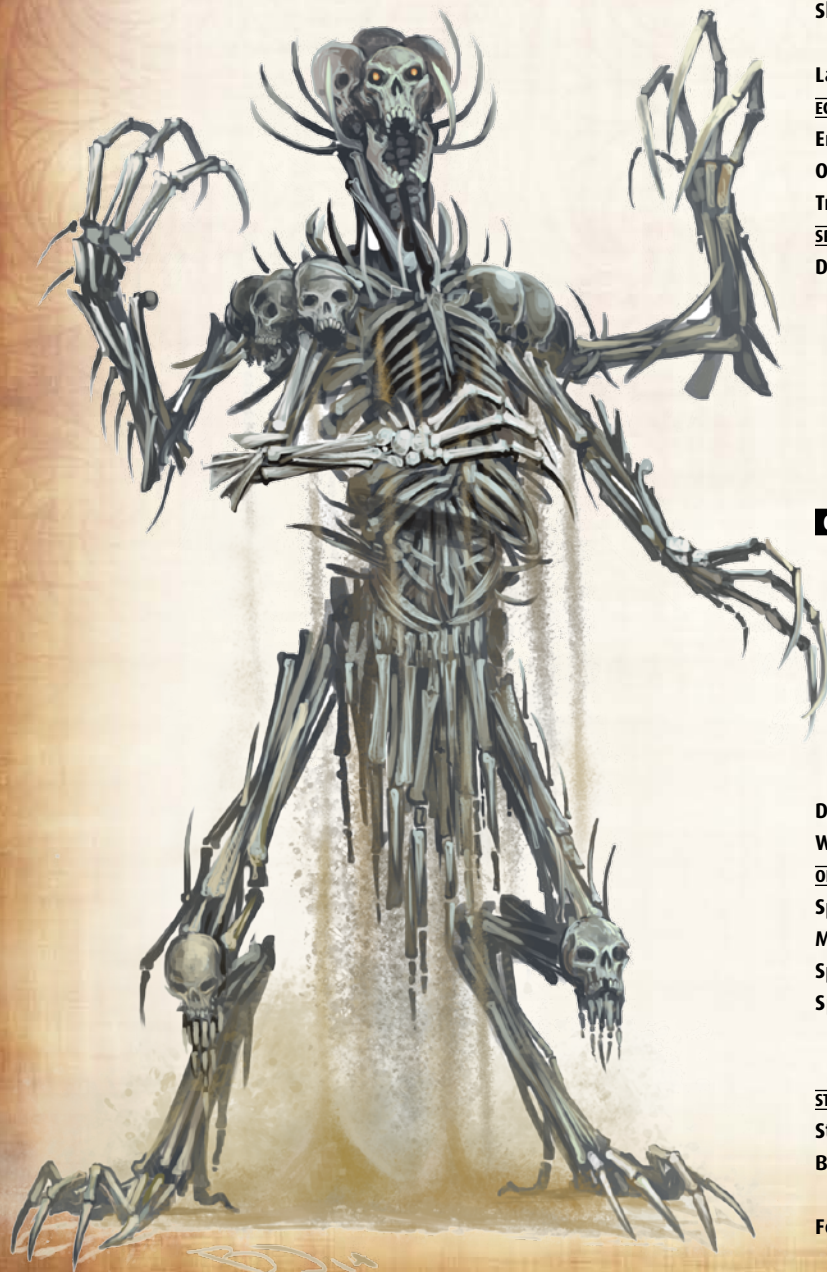
DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** undead traits



OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 4 slams +21 (1d8+10/19-20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and acid, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10

Languages Ancient Osiriani, Terran

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2-8)

Treasure none

SPECIAL ABILITIES

Discorporate (Su) Formed by hundreds of humanoid bones, an ossumental can drop its form into a scattered pile of bones, allowing it to take 20 on Stealth checks to avoid being noticed for what it is. In addition, when an ossumental uses its breath weapon, it can, as a free action, transport itself to any unoccupied area affected by the breath weapon.

OSSUMENTAL (FIRE)

CR 12



XP 19,200

NE Large undead (fire)

Init +3; **Senses** darkvision 60 ft., firesight; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 4 slams +21 (1d8+10/19-20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and fire, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush,

BESTIARY

Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10

Languages Ancient Osiriani, Ignan

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2–8)

Treasure none

SPECIAL ABILITIES

Firesight (Ex) An ossumental can see through fire and smoke as if they were transparent, ignoring any cover or concealment bonuses from fire and smoke, up to its normal range of vision.

OSSUMENTAL (AIR)

CR 12



XP 19,200

NE Large undead (air)

Init +3; **Senses** darkvision 60 ft., mistsight; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, –1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 4 slams +21 (1d8+10/19–20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and electricity, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10

Languages Ancient Osiriani, Auran

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2–8)

Treasure none

OSSUMENTAL (WATER)

CR 12



XP 19,200

NE Large undead (water)

Init +3; **Senses** darkvision 60 ft., mistsight; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, –1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft., swim 90 ft.

Melee 4 slams +21 (1d8+10/19–20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and cold, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10, Swim +18

Languages Ancient Osiriani, Aquan

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2–8)

Treasure none

Ossumentals are found exclusively in the enigmatic location called the Slave Trenches of Hakotep. It is here where the strong elemental forces and the massive loss of mortal life used to excavate the earthworks combined to create these terrifying creatures.

Hakotep I drove thousands of slaves to dig the elaborate system of earthworks and deep trenches, and though no one's certain of the site's purpose, some speculate that it is an arcane device constructed to defend against any perceived Shory invasion using their flying cities.

Obelisks bound with elemental spirits were erected throughout the system, and as time crept along, some of these spirits escaped their prisons and fused with the remains of the slaves who once toiled in the trenches. Now, ossumentals act as unintended guardians and caretakers of the site. Those exploring this region have reported that some of the ossumentals maintain the Slave Trenches of Hakotep by keeping the deep trenches clear of the ever-encroaching desert sands, though they are only successful for a matter of time before the winds drive the sand again.

The creatures aren't always active; at rest, their bones lie scattered under the oppressive Osirian sun, waiting for living creatures to wander by before clattering together to attack. An ossumental is a tricky combatant, attacking with its four arms in melee combat and then using its breath weapon to attack multiple targets that are out of reach. It makes use of its discorporate ability to quickly shift position on the battlefield and get behind its attackers.

Fully formed, an ossumental stands approximately 16 feet tall and weighs around 300 pounds.

MUMMY'S MASK

SPHINX, ELDER

The brooding face of this towering limestone statue of a gynosphinx reflects a harsh wisdom acquired through untold ages of experience.

ELDER SPHINX

CR 16

XP 76,800

N Gargantuan magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +27

DEFENSE

AC 29, touch 7, flat-footed 28 (+1 Dex, +22 natural, -4 size)

hp 241 (21d10+126)

Fort +18, **Ref** +15, **Will** +19

Defensive Abilities enciphered mind, **DR** 15/adamantine and magic; **Immune** petrification; **SR** 27

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee 2 claws +31 (2d6+14), 2 wings +26 (2d6+7)

Space 20 ft.; **Reach** 15 ft.

Special Attacks litany of riddles, pounce, rake (2 claws +31, 2d6+14), trample (2d6+21, DC 34)

Spell-Like Abilities (CL 20th; concentration +27)

 Constant—*comprehend languages*, *detect magic*, *nondetection*, *read magic*, *true seeing*

 3/day—*clairaudience/clairvoyance*, *greater dispel magic*, *hallucinatory terrain* (DC 21), *locate object*, *remove curse*, *sirocco*^{APG} (DC 23)

 1/day—*commune*, *contact other plane*, *legend lore*

 1/week—any one of the following: *symbol of fear* (DC 22), *symbol of persuasion* (DC 23), *symbol of sleep* (DC 23), *symbol of vulnerability* (DC 26), *symbol of weakness* (DC 24); all symbols last for 1 week maximum

STATISTICS

Str 39, **Dex** 12, **Con** 23, **Int** 26, **Wis** 30, **Cha** 25

Base Atk +21; **CMB** +39 (+41 bull rush); **CMD** 50 (52 vs. bull rush, 54 vs. trip)

Feats Alertness, Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Diplomacy +20, Fly +8, Intimidate +15, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (engineering) +15, Knowledge (geography) +20, Knowledge (history) +20, Knowledge (local) +20, Knowledge (nature) +20, Knowledge (nobility) +20, Knowledge (planes) +20, Knowledge (religion) +20, Linguistics +15, Perception +27, Sense Motive +24, Spellcraft +28, Use Magic Device +20

Languages Abyssal, Aquan, Ancient Osiriani, Auran, Celestial, Common, Draconic, Giant, Ignan, Infernal, Jistka, Sphinx, Sylvan, Tekritanin, Terran; telepathy 100 ft.

SQ enigma, sphinx monolith

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

Enciphered Mind (Su) The forbidden knowledge elder sphinxes have accumulated is etched on their psyches, and it causes great harm to those who attempt to make psychic contact. Any creature attempting to contact an elder sphinx's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 27 Will save or be overwhelmed by the chaos and vast scope of the knowledge within. Those who fail are affected by *feeblemind*. An elder sphinx can willingly suppress this ability at will as a free action. This is a mind-affecting effect, and the save DC is Charisma-based.

Enigma (Su) Elder sphinxes have removed themselves from the mundane world to contemplate the mysteries of the universe—and beyond. To facilitate this, they possess an uncanny ability to elude detection and discovery by those that could possibly interrupt their meditations. Any creature (other than another sphinx), that leaves line of sight of an elder sphinx for more than 1 hour must succeed at a DC 27 Will save or be unable to recall details of the encounter, as if the sphinx cast *modify memory* to eliminate all recollection of itself. The exact details of this memory loss are decided by the elder sphinx subconsciously during the encounter and it may eliminate up to an hour of memories. This is a mind-affecting compulsion effect and the save DC is Charisma-based.

Litany of Riddles (Su) As a standard action, an elder sphinx can telepathically project a befuddling series of riddles, puzzles, and logic paradoxes at all creatures in a 60-foot cone. Creatures caught in this effect must succeed at a DC 27 Will save or be stunned for 1d4 rounds. Creatures that succeed against this effect glean snippets of lore from this brush with the sphinx's mind, granting them a +5 insight bonus on all Knowledge checks for 1 hour and the ability to attempt Knowledge checks with a DC higher than 10 untrained. Once a creature successfully saves against this ability, it can't be affected by the same elder sphinx's litany of riddles for 24 hours. This is a mind-affecting effect and the save DC is Charisma-based.

Sphinx Monolith (Su) An elder sphinx can enter a state of suspended animation and transform its massive body into a stone monument. This transformation takes 1 minute to complete, during which the elder sphinx is immobile. Once it transforms into its monolith form, the elder sphinx's body hardens to stone, granting it hardness 30 and 350 hit points. If the elder sphinx's stony body is reduced to 0 hit points, it is destroyed and the elder sphinx is slain. While transformed, an elder sphinx doesn't need to breathe, eat, drink, or sleep. The elder sphinx is aware of its

surroundings and it can use *astral projection* at will when in this form. Anytime an elder sphinx's body takes damage while using *astral projection*, its astral form immediately becomes aware that it is in danger and can, as a free action, end the *astral projection* and begin reverting back to its natural form (though the process still takes 1 minute). When an elder sphinx ends its transformation, it is immediately healed of all hit point damage it may have sustained while transformed. An elder sphinx can remain in its sphinx monolith form indefinitely.

Older than most modern civilizations, elder sphinxes are the wisest and most venerable of sphinx kind. Though they have long since calcified into creatures of living limestone, these ancient creatures serve eternally as guardians, not of temples or other such terrestrial sites, but of forbidden knowledge and lore, much of which is beyond the understanding of lesser beings. Elder sphinxes are highly protective of the vast wealth of information they possess and strive to defend it from those they deem unworthy.

ECOLOGY

Sphinxes gradually become more sedentary over their long lifespans as they lose their inclination toward physical activity. The eldest and most knowledgeable sphinxes undergo a transformation that allows them to remain undisturbed as they ponder the knowledge they've obtained. They turn into creatures of living limestone and grow to tremendous proportions, until they resemble ancient and weathered statues. No longer content with the Material Plane, elder sphinxes cast their consciousnesses out into the Astral Plane and beyond in search of the secrets of the universe, as their mortal hunger for nourishment is replaced by a metaphysical hunger for knowledge.

HABITAT & SOCIETY

Scholars claim that some elder sphinxes predate even the Age of Darkness and thus possess firsthand knowledge of the world as it once was, and have learned of the contemporary world only through their astral wandering or during the rare times they walk in their corporeal form. Whatever purpose they served in their youth has long since been forgotten or abandoned, leaving them to pursue more esoteric ambitions. These ancient creatures exist solely to seek out new information and to understand the great mysteries of the universe while their stony physical remains sit idle as time passes them by. In time, these elder sphinxes come to be seen as monuments, and sometimes humanoid cultures gather around them and worship them

as idols. Infrequently, elder sphinxes can be coaxed to trade ancient knowledge for more current information or for arcane secrets they have yet to divine from the planes. Finding knowledge or information beyond an elder sphinx's experiences, however, is as monumental a task as locating one of their kind.

Elder sphinxes have little to no contact with other sphinxes. This only occurs when a younger, less powerful sphinx seeks out one of these magnificent specimens to plead for lost knowledge. When elder sphinxes do come into contact with one another, it is always a meeting of great purpose, typically on a matter of such importance that it requires them to share their ancient wisdom and unfathomable lore.

