

A PATHFINDER RPG ADVENTURE FOR LEVEL 3 BY ROB MCCREARY

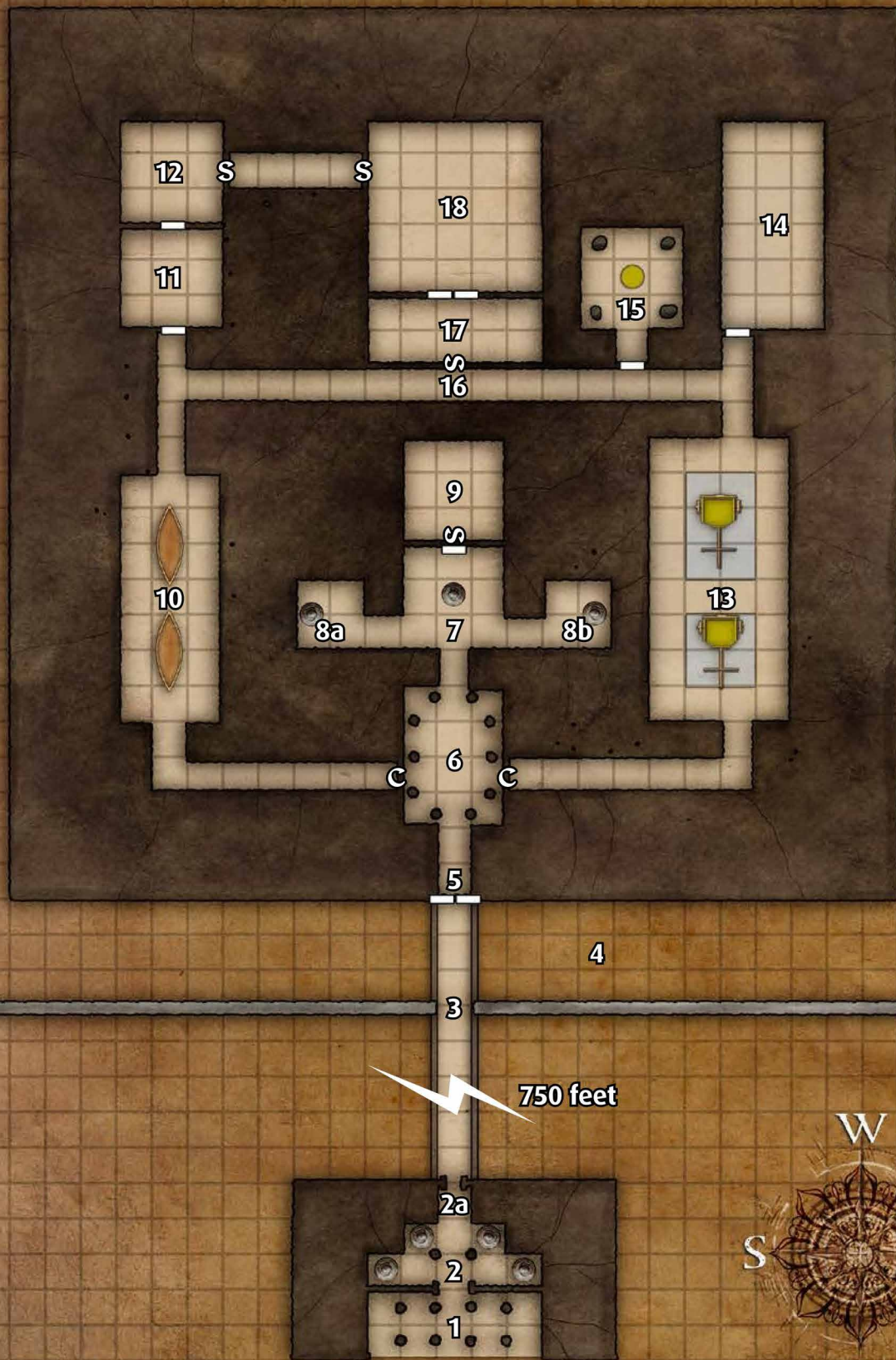
PATHFINDER[®]

MODULE[™]



Risen from the Sands

Pyramid of the Pharaoh of Sphinxes



1 square = 10 feet



750 feet



FREE RPG DAY 2014

RISEN FROM THE SANDS

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Risen from the Sands is a Pathfinder Module designed for four 3rd-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Bestiary 4*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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RISEN FROM THE SANDS

The desert sands of Osirion conceal an untold number of ruins and tombs, lost to memory over the millennia-long span of the nation's history. Even today, the fickle winds of sandstorms can reveal structures hitherto unknown for thousands of years, and seemingly untouched by time. Such unplundered tombs can be an archaeological windfall, but would-be explorers should exercise caution, for the pharaohs of old jealously guarded their possessions against intruders with traps, unliving guardians, and potent curses.

—*Modern Osirionology: An Introduction*, published in Absalom, 4714 AR

RISEN FROM THE SANDS

Adventure Background

Pharaoh Sekh-pa-Mefer III ruled Osirion during its First Age, some 7,500 years ago. Called the Pharaoh of Sphinxes, Sekh-pa-Mefer was known to be a friend of the sphinxes of the Osirian desert and hosted many of the enigmatic creatures at his court. During his reign, he claimed that the sphinxes had shared with him the secret of eternal life, and promised that he would return after his death as a god to lead Osirion into a golden age of wisdom and prosperity. After his death, Sekh-pa-Mefer was mummified and interred in a pyramid in the Parched Dunes. But the Pharaoh of Sphinxes never made his promised reappearance, and over the millennia his tomb was buried beneath the ever-shifting sands of the Osirian desert.

Eternal life did come to Sekh-pa-Mefer, however—just not in the way he expected. With the removal of his brain during mummification, the pharaoh lost the timeless wisdom of the sphinxes, and he rose from the dead not as a god, but as a mummy, his intellect replaced with undying strength, a boundless rage, and a thirst for vengeance against the living. Even worse, Sekh-pa-Mefer discovered he was bound to his pyramid until he could slay the first living person to despoil his tomb.

The pharaoh has waited, quietly raging, for centuries, and his anger has slowly spread through his tomb to animate those interred with him as undead guardians. Now, with the reappearance of his pyramid from the desert sands, the mummy of Sekh-pa-Mefer waits for his tomb to be rediscovered so the Pharaoh of Sphinxes can rise again.

Introduction

Read the following to get the players started.

In the depths of the Osirian desert, a sandstorm has recently uncovered a mighty pyramid that was buried beneath the sand for ages. Lost for centuries, the pyramid has not yet revealed its secrets, but one crumbling papyrus scroll found in the Great Library of Tephu contains references to the tomb of an ancient Osirian king known only as the Pharaoh of Sphinxes. Word of the pyramid's discovery has spread far and fast. Archaeologists, explorers, and tomb robbers from across the Inner Sea are gathering in Osirion's taverns and inns to plan expeditions into the desert, each vying to be the first to plunder the tomb's treasures.

The adventure assumes that the PCs all know each other and have agreed to travel to the pyramid of the Pharaoh of Sphinxes to explore it and recover its treasures. The pyramid lies approximately 90 miles west-southwest of the city of Eto in the inhospitable region known as the Parched Dunes, a journey of over a week on foot through trackless desert. The use of desert-acclimated mounts such as camels reduces the travel time to just 4-1/2 days.

WHERE ON GOLARION?

Risen From the Sands takes place in the nation of Osirion, an exotic land of sun-baked deserts, dusty ruins, and the ancient tombs of forgotten pharaohs in the northeast corner of the continent of Garund. For more information on Osirion, its long history and legendary sites, and the people who call this land home, see *Pathfinder Campaign Setting: Lost Kingdoms*; *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*; and *Pathfinder Player Companion: People of the Sand*, available from paizo.com or your local game store.

PYRAMID OF THE PHARAOH OF SPHINXES

Read or paraphrase the following as the PCs first approach the pyramid.

An incredible man-made mountain, the pyramid rises out of the desert sands, a relic of an earlier age. Its limestone casing blocks are weathered from millennia of scouring sands, but the structure seems solid and intact. A stone wall, buttressed by drifts of sand, surrounds the entire structure. To the east stands a squat stone building, connected to the pyramid by a long, covered causeway. No visible entrances to the pyramid's interior can be seen.

The pyramid of the Pharaoh of Sphinxes is nearly 160 feet tall and 250 feet square at its base, and is constructed of giant limestone blocks carefully fitted together without mortar. Scaling the steep sides of the pyramid is possible with a successful DC 20 Climb check, though characters must first cross through the temenos (area 4) to reach the pyramid's base. The exterior of the pyramid is featureless, with no doors or windows. The only entrance into the pyramid lies through the outer temple and causeway (areas 1 through 3).

Unless otherwise noted, all rooms and corridors within the pyramid are dark. The ceilings are 10 feet high, and all doors are made of stone (hardness 8, hp 60, break DC 28).

1. Outer Temple

A rectangular building constructed of large stone blocks sits on the desert sands to the east of the pyramid. A wide portico opens to the east, its ceiling supported by two rows of red granite columns. A dark passage leads deeper into the temple to the west.

The sunlight outside the portico provides normal light in this chamber. The portico walls were once carved in relief, but millennia of exposure to windblown sand has worn the carvings away. A successful DC 5 Perception check reveals the existence of these worn carvings, though there is not enough detail remaining to decipher what they once depicted.



ANCIENT OSIRIAN HIEROGLYPHS

Ancient Osiriani and modern Osiriani are different languages. Speakers of Ancient Osiriani can be understood in modern Osiriani, but not vice versa.

In *Risen From the Sands*, all hieroglyphs are in Ancient Osiriani. A speaker of modern Osiriani may decipher these hieroglyphs with a successful DC 20 Linguistics check.

2. Great Hall (CR 2)

A pair of carved and brightly painted granite columns support the ceiling of this darkened, roughly triangular chamber. To the east, stone statues of a regal man holding a crook and flail and wearing a striped cloth headdress stand on either side of the chamber, though the head of one of the two statues now lies cracked and broken on the alabaster floor. Two more stone statues depicting winged creatures with leonine bodies and falcons' heads sit beyond. The smooth granite walls are decorated with hieroglyphs and faded murals that depict loyal subjects and slaves presenting offerings to a pharaoh who sits on a gilded throne, flanked by winged, falcon-headed lions. A passageway to the west stretches off into darkness.

Sunlight from the eastern doorway provides only dim light in this chamber.

A character who succeeds at a DC 20 Knowledge (history) or Knowledge (nobility) check identifies the pharaoh depicted in the carvings and statues as Sekh-pa-Mefer III, the Pharaoh of Sphinxes. With a successful DC 15 Knowledge (arcana) check, a character recognizes the winged, falcon-headed creatures as hieracosphinxes.

Trap: A pressure plate in the square marked **2a** triggers a cascade of falling rocks from the ceiling into the middle of the room. At the same time, a stone portcullis drops in the archway between areas **1** and **2**, cutting off exit to the outside (hardness 8, hp 120, lift DC 25).

FALLING STONES TRAP

CR 2

XP 600

Type mechanical; Perception DC 15; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +15 melee (3d6); multiple targets (all targets in 10-ft.-by-30-ft. area)

3. Causeway (CR 5)

Shafts of sunlight shine down from slots in the ceiling of this long, straight corridor, illuminating the piles of sand that have accumulated beneath each slot. Elaborate carved reliefs, their paint now faded with time, cover the walls on both sides of the passage, depicting the legendary deeds of a great pharaoh.

The causeway is 750 feet long, stretching from the outer temple to the outer doors of the pyramid. The slots in the ceiling are spaced 10 feet apart; they are wide enough to provide normal light in the causeway, but too narrow to admit anything larger than a Tiny creature.

Characters who succeed at a DC 20 Knowledge (history) or Knowledge (nobility) check recognize that the carvings represent Sekh-pa-Mefer III, the Pharaoh of Sphinxes.

Creature: A 10-foot-square stone pyramid stands in the causeway 375 feet down its length. As soon as any creatures approach within 40 feet, the pyramid animates and charges, speeding forward on stone rollers to trample anyone in the passage.



Stone Pharaoh Head

ROLLING PYRAMID

CR 5

XP 1,600

Large stone animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 52 (4d10+30)

Fort +1, Ref +1, Will -4

Defensive Abilities hardness 8; Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+9)

Space 10 ft.; Reach 10 ft.

Special Attacks trample (1d8+9, DC 18)

STATISTICS

Str 22, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +4; CMB +11; CMD 21

SQ construction points (stone, trample)

4. Temenos

The sand-filled courtyard between the pyramid and the low wall encircling it, known as the *temenos*, was designated as sacred ground to both the pharaoh and the gods. The

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sandstone wall surrounding the temenos protected it from the disorder of the world outside, though its function is more symbolic than defensive. The wall is 30 feet high and scaling it requires a successful DC 25 Climb check.

5. Outer Doors (CR 3)

A pair of heavy stone doors carved with images of rampant sphinxes stand at the terminus of the long causeway.

The stone doors are heavy and stuck closed (hardness 8, hp 60, break DC 28), but up to two characters can work together to open the doors, adding the results of their Strength checks together.

Trap: A concealed pit trap lies in the floor just inside the doors. It triggers when any weight is placed upon its northern edge, dumping all in a 10-foot square into a 30-foot-deep pit.

CAMOUFLAGED PIT TRAP

CR 3

XP 800

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

6. Hypostyle (CR 4)

Tall, pink granite columns, carved and painted to resemble palm trees, stand around the perimeter of this chamber, supporting the barrel vault of the ceiling. Slabs of the same pink granite line the walls. A stone sarcophagus stands alone on the limestone floor in the center of the room. Beyond, a dark doorway leads deeper into the pyramid to the west.

In contrast with traditional Osirian tomb design, Sekh-pa-Mefer incorporated the mortuary temple usually found just outside a tomb inside the pyramid itself. The columned hypostyle serves as the entry hall to the mortuary temple and pyramid, and was the final stop in the pharaoh's funeral procession before his body was sealed into its burial chamber. The hieroglyphs proclaim the many titles of Pharaoh Sekh-pa-Mefer III, and the reliefs show his numerous military victories over his enemies.

Concealed doors exit the chamber to the north and south. A character can find these doors with a successful DC 15 Perception checks.

Creature: The sarcophagus is actually a mimic that somehow made its way into the pyramid not too long ago. It hungrily attacks any living creature that comes within reach. A successful Perception check opposed by the mimic's Disguise check reveals the creature's deception.

ADVANCED CLASS GUIDE

The pregenerated characters that are included in this adventure are just four of the 10 new classes introduced in the upcoming *Pathfinder Roleplaying Game: Advanced Class Guide*. These characters were created using the rules available at the time of writing; these rules may change in the final book. The *Pathfinder RPG Advanced Class Guide* contains hundreds of new options for players of the Pathfinder Roleplaying Game and will be available August 2014 from **paizo.com** or your local game store.

MIMIC

CR 4

XP 1,200

hp 52 (*Pathfinder RPG Bestiary* 205)

7. Sanctuary

A black granite statue of a pharaoh stands on the polished alabaster floor in the center of this chamber beneath a vaulted limestone ceiling decorated with gilt stars. An engraved panel of granite stands against the western wall, carved to resemble a door. A flat granite slab lies on the floor in front of the false door.

The statue represents Sekh-pa-Mefer III. Offerings and sacrifices to the deceased pharaoh were made in this sanctuary. The false door is engraved with Ancient Osiriani hieroglyphs listing the pharaoh's names and titles as well as instructions and prayers for the offerings made to him. The false door symbolized a threshold between the lands of the living and the dead. With a successful DC 15 Knowledge (religion) check, a character identifies the symbolic nature of the false door, but a character who succeeds at a DC 20 Perception check notices that the false door is actually a secret door into another chamber. In an attempt to fool tomb robbers, Sekh-pa-Mefer built a false tomb behind the false door, in the hopes that thieves who discovered the secret door would plunder the false tomb instead of the pharaoh's true tomb.

Treasure: One of the prayers engraved on the false door is a *remove curse* spell. The granite slab of the door cannot be easily removed from the chamber (it weighs upward of 500 pounds), but if deciphered with *read magic* or a successful DC 23 Spellcraft check, it can be used as a *scroll of remove curse* within this room. Using the door as a scroll causes the writing to vanish when the spell is activated, as if the granite were a normal scroll. Alternatively, a character with the Scribe Scroll feat can pay the standard crafting cost to use the text on the door to craft a *scroll of remove curse* as if she had prepared the spell.



8. Subsidiary Chapel

The two smaller rooms off the sanctuary are shrines to the Ancient Osirian gods of kingship. The southern chapel (area 8a) contains a statue of a lean man with the head of an animal with a curved snout and erect squared ears, representing Set, the Ancient Osirian god of darkness, deserts, and storms, and the patron of pharaohs and undead alike. The northern chapel (area 8b) holds a statue of a strong, powerful man with a falcon's head topped with a solar disk—the Ancient Osirian sun god Ra. Both of these deities can be identified with a successful DC 20 Knowledge (religion) check.

Treasure: A character who succeeds at a DC 15 Perception check notices a secret panel in the base of the statue of Ra in area 8b. Inside is a bronze scroll case containing a papyrus scroll of searing light.

9. False Tomb (CR 3)

An elaborately decorated sarcophagus stands among the heaped treasures and offerings in this burial chamber. Ancient Osiriani hieroglyphs on the walls proclaim this to be the tomb of Pharaoh Sekh-pa-Mefer III, the Pharaoh of Sphinxes.

To safeguard the secrets of his tomb's traps and defenses, Sekh-pa-Mefer had the pyramid's architect killed, then reanimated the architect's body to serve as an additional guardian, placing it within this false tomb to

distract would-be tomb robbers from the pharaoh's true burial chamber deeper inside the pyramid.

The western side of the secret door leading into this chamber is engraved with a series of five carvings; a successful DC 15 Perception check allows a character to notice them. The carvings depict, from top to bottom, a human man, a human woman, a ram, a jackal, and a falcon. The order of the five carvings here reveals the correct combination to open the secret puzzle door in area 16.

Creature: The mummified architect bursts out of his sarcophagus if the secret door from area 7 is opened, attacking any intruders he finds in his pharaoh's tomb.

THE ARCHITECT

CR 3

XP 800

Male mummified human expert 4 (*Pathfinder RPG Bestiary* 4 196)

LE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +8

Aura frightful presence (30 ft., DC 12, 1d6 rounds)

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d8+12)

Fort +3, **Ref** +2, **Will** +5

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to acid

OFFENSE

Speed 20 ft.

Melee slam +6 (1d6+4)

Special Attacks burst of vengeance, dust stroke

STATISTICS

Str 14, **Dex** 12, **Con** —, **Int** 11, **Wis** 9, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 16

Feats Alertness, Improved Initiative, Iron Will, Toughness⁸

Skills Climb +9, Intimidate +9, Knowledge (engineering) +7, Knowledge (history) +5, Knowledge (nobility) +5, Perception +8, Profession (architect) +6, Sense Motive +8, Stealth +12

Languages Ancient Osiriani

Gear amulet of mighty fists +1

Development: With a successful DC 20 Knowledge (history) or Knowledge (nobility) check, a character recognizes that the Architect is an impostor, not the Pharaoh of Sphinxes.

Treasure: Beyond the Architect's amulet of mighty fists, the so-called "riches" in the false tomb are actually mundane items gilded with a thin layer of gold. If the entire collection, which weighs almost 1,000 pounds, is



False Sarcophagus

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gathered and transported back to civilization, it is worth only 500 gp in total.

10. Boats of the Dead (CR 3)

Two woven reed boats sit end-to-end in this chamber, covered in a thick layer of dust. Carvings on the walls depict naval expeditions and boats bearing tribute for the pharaoh.

These boats were interred in the pyramid along with the deceased pharaoh to carry him and his retinue in the afterlife.

Creature: A swarm of hungry scarab beetles inhabits the western boat. It attacks if the boat is disturbed.

SCARAB SWARM CR 3

XP 800

Pathfinder Adventure Path #79 89

N Fine vermin (swarm) **Init** +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size)

hp 22 (4d8+4)

Fort +5, **Ref** +1, **Will** +1

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 10 ft., fly 20 ft. (clumsy)

Melee swarm (1d6 plus disease and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13)

STATISTICS

Str 1, **Dex** 10, **Con** 13, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +8, Fly +0, Perception +4; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Treasure: A character who succeeds at a DC 15 Perception check finds a pouch of *dust of dryness* stuffed between the woven reeds of the eastern boat.

11. Harem Guards (CR 4)

This sparse room functions as an antechamber for the pharaoh's harem beyond. Its bare sandstone walls and floor are devoid of decorations and furnishings.

Creatures: Four burning skeletons and a four-armed skeleton covered in dripping blood called a mudra skeleton guard the harem and the undead pharaoh's wives, who dwell within.

BLOODY MUDRA SKELETON

CR 1

XP 400

Pathfinder Adventure Path #44 86, Pathfinder RPG Bestiary 251

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 6 (1d8+2); fast healing 1

Fort +2, **Ref** +3, **Will** +2

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d6+2/19–20), 3 short swords +1 (1d6+1/19–20) or

4 claws +3 (1d4+2)

STATISTICS

Str 15, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative^B, Multiweapon Fighting^B, Weapon Finesse^B

SQ deathless

Gear short swords (4)

BURNING SKELETONS (4)

CR 1/2

XP 200 each

Pathfinder RPG Bestiary 251

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

Aura fiery aura (adjacent, 1d6 fire)

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 5 each

Fort +1, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** fire, undead traits

Weaknesses cold vulnerability

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d4+2 plus 1d6 fire)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

SQ fiery death

12. Pharaoh's Harem (CR 4)

Sumptuous hanging silks, plush cushions, and patterned rugs decorate this luxurious chamber. A cool breeze bearing the mingled scent of lotus flowers and perfume wafts through the room. The distant notes of a lively tune plucked out on a lyre are accompanied by the sounds of trickling water, birdsong, and feminine laughter.



Pharaoh Sekh-pa-Mefer brought his two wives into undeath with him and interred them in this harem tomb, cloaking both the women and the room in powerful illusions. Permanent *mirage arcana* and *veil* effects conceal the true nature of the room and its occupants. Beneath the illusion, the room's plain sandstone walls are undecorated, and the only furnishings are two rather plain wooden sarcophagi.

A secret door in the north wall leads to Sekh-pa-Mefer's burial chamber (area 18) and can be discovered with a successful DC 20 Perception check.

Creatures: Two beautiful women, Bastetabi and Senenetka, inhabit this room. When the PCs arrive, the women greet them warmly and invite them inside, offering them wine and fruit. Cloaked by the illusion, these women are actually undead zombie lords, and the wine and fruit they offer are nothing but dust and chunks of desiccated flesh. The two are terribly bored and long for conversation and company. Anyone who interacts with the women or the contents of the chamber can attempt a DC 15 Will save to see through the illusion. If their deception is revealed, Bastetabi and Senenetka reveal their true selves and angrily attack.

BASTETABI AND SENENETKA CR 2

XP 600 each

Female human zombie lord
aristocrat 2 (*Pathfinder RPG*
Bestiary 4 286)

NE Medium undead

Init +2; **Senses** darkvision
60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed
12 (+2 Dex, +1 dodge,
+2 natural)

Bastetabi

hp 26 each (4d8+8)

Fort +1, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +4; **DR** 5/slashing;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+3)

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** 10, **Wis** 9, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 17

Feats Deceitful, Dodge, Power Attack, Toughness⁸

Skills Bluff +8, Diplomacy +6, Disguise +8, Knowledge
(history) +5, Knowledge (nobility) +5, Perception +4,
Perform (dance) +6, Perform (sing) +6, Sense Motive +4,
Stealth +7

Languages Ancient Osiriani

Gear noble's outfit, signet ring with Sekh-pa-Mefer's cartouche
(Knowledge [nobility] DC 20 to recognize)

Treasure: The zombie lords wear a variety of bracelets, necklaces, and rings worth a total of 500 gp. In addition, Bastetabi wears a silver necklace with a blue gemstone that is actually a *periapt of health*. Senenetka carries the key to the doors in area 17 that lead to Sekh-pa-Mefer's burial chamber. Finally, a character who succeeds at a DC 10 Perception check finds a bottle of magically preserved fine wine worth 500 gp.

13. Chariots of the Dead (CR 3)

Two ornate wooden chariots sit upon platforms in this chamber, positioned as if ready to charge across the desert sands outside, though no mounts are harnessed to their yokes. The chamber's walls are carved in relief with scenes of charioteering, racing, and war.

Like the reed boats in area 10, the chariots were placed here for the use of the pharaoh in the afterlife.

Creatures: Six skeletal archers guard this approach to Sekh-pa-Mefer's burial chamber. Two stand in the western chariot while the other four take up positions at the west end of the room, firing on any intruders. Armed with shortbows, the skeletal archers are otherwise normal skeletons, though they gain Point Blank Shot and Precise Shot as bonus feats.

SKELETAL ARCHERS (6)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

Ranged shortbow +2 (1d6/x3)

Feats Improved Initiative⁸, Point Blank Shot⁸, Precise Shot⁸

Gear broken chain shirt, broken scimitar, shortbow and
20 arrows

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14. Tomb of the Royal Huntsman (CR 4)

Carved nature scenes cover this chamber's walls, depicting humanoid figures hunting a wide variety of prey—crocodiles, elephants, hippos, leopards, lions, and even stranger beasts. An open sarcophagus lies at the far end of the room.

Sekh-pa-Mefer's royal huntsman was buried in this chamber along with his prized hunting leopard.

Creatures: When the pharaoh rose as a mummy, so too did the huntsman rise as a skeletal champion. Strangled and mummified to join its master in his tomb, the huntsman's pet leopard became an ubashki leopard, a stealthy undead feline whose suffering in death would ensure unrelenting ferocity in undeath. The Royal Huntsman and his pet attack any intruders in the pyramid.

ROYAL HUNTSMAN CR 2

XP 600

Male human skeletal champion warrior 1 (*Pathfinder RPG*

Bestiary 252)

hp 17

UBASHKI LEOPARD CR 2

XP 600

Unique undead leopard (*Pathfinder RPG Bestiary* 40, *Pathfinder*

Campaign Setting: Lost Kingdoms 20)

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 16 (3d8+3)

Fort +3, **Ref** +5, **Will** +4

Immune undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d6+3 plus grab and disease), 2 claws +6 (1d3+3)

Special Attacks piercing howl, pounce, rake (2 claws +6, 1d3+3)

STATISTICS

Str 16, **Dex** 19, **Con** —, **Int** 2, **Wis** 13, **Cha** 15

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)

Feats Skill Focus (Stealth), Toughness⁸, Weapon Finesse

Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11

SPECIAL ABILITIES

Disease (Ex) *Ubashki Fever*: Injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d2 Str damage and 1d2 Wis damage; cure 2 consecutive saves. A creature afflicted by ubashki fever develops unsightly splotches and sores all over its body that persist until the disease is cured. The save DC is Charisma-based.

Piercing Howl (Su) When an ubashki leopard howls, all creatures except other undead within a 300-foot spread must succeed at a DC 13 Will save or become frightened for 1d4 rounds. This is a sonic, mind-affecting effect. Whether or not the save is successful, an affected creature is immune to the same ubashki leopard's piercing howl for 24 hours. The save DC is Charisma-based.

15. Chamber of the Four Elements (CR 3+)

Each corner of this room holds a stone obelisk carved with hieroglyphs. The obelisks surround a golden circle engraved in the center of the floor.

A cool breeze emanates from the southeast obelisk. The southwest obelisk seems to be normal stone. Heat radiates from the northwest obelisk, and the northeast obelisk is covered in a layer of moisture. With a successful DC 15 Knowledge (arcana) check (or *read magic*) to decipher the hieroglyphs, the PCs can learn that each of the obelisks is connected to one of the four elements—air, earth, fire, and water—and were used to summon elementals to assist in the construction of the pyramid.

Creatures: Touching any of the pillars summons a Medium elemental of the corresponding type (southeast: air, southwest: earth, northwest: fire, northeast: water) into the golden circle in the room's center. The ancient magic that once bound them has faded, and the elementals attack anyone in the room. Only one elemental of a given type can be summoned into the room at a time, but all four types of elementals can be summoned if all four obelisks are touched.

MEDIUM AIR ELEMENTAL CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 120)

MEDIUM EARTH ELEMENTAL CR 3

XP 800

hp 34 (*Pathfinder RPG Bestiary* 122)

MEDIUM FIRE ELEMENTAL CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 124)

MEDIUM WATER ELEMENTAL CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 126)

Treasure: A character who succeeds at a DC 20 Perception check detects a secret panel in the northwest obelisk. Inside is a *fire elemental gem*, but opening the panel likely requires touching the obelisk, which summons another fire elemental to attack.



16. Puzzle Door (CR 3)

This long, low corridor is decorated with hieroglyphs and carvings depicting kings, gods, and sphinxes in orderly geometric rows.

The ancient Osiriani hieroglyphs on the hallway's southern walls proclaim more of Pharaoh Sekh-pa-Mefer III's deeds and accomplishments in life. Midway down the hall, the carvings depict his death, funeral, and interment in his pyramid. As the corridor continues to the north, the scenes show the dead pharaoh rising as a deity, and continuing his rule over his subjects as a god-king.

A character who succeeds at a DC 20 Perception check finds a secret door in the west wall of the corridor, halfway down the hall. However, the mechanism for opening the door is a puzzle: five of the carvings surrounding the door are buttons that must be pressed in the correct combination to open the door. The carvings depict five sphinxes, each with a different head: a falcon head, a female human head, a jackal head, a male human head, and a ram head. With a successful DC 19 Knowledge (arcana) check, a character identifies them as representations of a hieracosphinx, a gynosphinx, a cynosphinx (see *Pathfinder Adventure Path* #82), an androsphinx, and a criosphinx, respectively. The correct combination is androsphinx, gynosphinx, criosphinx, cynosphinx, and hieracosphinx (in descending order of power, as represented by their CRs). This order matches the clue on the back of the secret door leading to the false tomb (area 9).

Trap: The secret door is trapped with a swinging axe trap that activates if the wrong combination is used to open the door. Using the correct combination opens the door and deactivates the trap.

SWINGING AXE TRAP

CR 3

XP 800

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +15 melee (1d8+1/x3); multiple targets (all targets in a 10-ft. line)

17. Guardroom (CR 5)

Carvings cover the walls of this otherwise bare chamber.

A character who can decipher Ancient Osiriani hieroglyphs and succeeds at a DC 15 Knowledge (religion) check identifies the carvings on the walls as a series of prayers for the deceased's journey into the afterlife.

The stone doors leading to the west are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20), but the key found in the pharaoh's harem (area 12) opens the doors.

Creatures: Two statues of men with jackal heads stand against the western wall flanking the doors. With a successful DC 20 Knowledge (religion) check, a character identifies the statues as representations of Anubis, the Ancient Osirian god of the dead, mummification, and tombs. The statues animate to attack anyone attempting to enter the burial chamber.

ANUBIS GUARDIAN STATUES (2)

CR 3

XP 800 each

Animated object (*Pathfinder RPG Bestiary* 14, *Pathfinder*

Adventure Path #43 81)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 16, touch 10, flat-footed 16 (+5 natural, +1 shield)

hp 36 each (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee mwk khopesh +6 (1d8+2/19-20) or
slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (additional attack, stone), flaws (haunted)

Gear light wooden shield, mwk khopesh

SPECIAL ABILITIES

Haunted (Ex) An Anubis guardian statue can be detected by *detect undead* and takes damage from positive energy as if it were an undead creature.

18. Burial Chamber (CR 6)

Huge granite slabs form the peaked roof of this chamber, the walls of which are incised with thousands of tiny hieroglyphs. In the center of the chamber lies an open stone sarcophagus, its granite lid cracked and broken on the floor next to it. A beautifully decorated wooden coffin lies inside, its lid also askew. Four alabaster canopic jars stand like guardians at the foot of the sarcophagus, while various grave goods lie heaped around the walls of chamber.

This chamber is the true tomb of the Pharaoh of Sphinxes, Sekh-pa-Mefer III, a fact that can be confirmed with a successful DC 20 Knowledge (history) or Knowledge (nobility) check. Filled with grave goods and the wealth of the ancient pharaoh, this burial chamber could represent the single greatest find in modern Osirionology. A successful DC 20 Perception check detects a secret door in the south wall that connects the burial chamber to the pharaoh's harem (area 12).

RISEN FROM THE SANDS

Creatures: The mummy of Sekh-pa-Mefer III waits in his burial chamber for the invaders of his tomb, accompanied by the zombie of his favorite “pet,” a hieracosphinx. The Pharaoh of Sphinxes demands that the PCs prostrate themselves before him and recognize his godhood. If they refuse, he curses them as tomb robbers and attacks. Should the party obey his commands, he next orders them to offer him a sacrifice: the life of the one among them who first set foot within his tomb.

PHARAOH SEKH-PA-MEFER III CR 5 XP 1,600

Male mummy (*Pathfinder RPG Bestiary* 210)
hp 60

FAST ZOMBIE HIERACOSPHINX CR 3 XP 800

Pathfinder RPG Bestiary 3 253, *Pathfinder RPG Bestiary* 289
NE Large undead
Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)
hp 44 (8d8+8)
Fort +2, **Ref** +5, **Will** +6
Immune undead traits

OFFENSE

Speed 40 ft., fly 60 ft. (clumsy)
Melee bite +8 (1d8+2), 2 claws +8 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks quick strikes

STATISTICS

Str 15, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +6; **CMB** +8; **CMD** 21 (25 vs. trip)
Feats Toughness⁸
Skills Fly -5

Treasure: If Sekh-pa-Mefer is defeated, his body crumbles to dust, leaving behind only his mummified right hand, which functions as a *hand of glory*. His wooden sarcophagus is crafted of rare woods and embellished with gold leaf and precious inlays, and is worth a total of 1,000 gp. The other grave goods in the burial chamber, consisting of clothing, furniture, jewelry, weapons, and other items for the pharaoh's use in the afterlife, are worth an additional 2,000 gp in total. Among them are two items of note: an engraved green gem and a tiny silver figurine of a sphinx. The gem appears to be a *periapt of wound closure*, but is actually a cursed *periapt of foul rotting*. The figurine is a *silver sphinx figurine of wondrous power*, a variant *bronze griffon figurine of wondrous power* that becomes a living, falcon-headed hieracosphinx when activated (use the stats for a griffon). The figurine otherwise functions as a *bronze griffon figurine of wondrous power*. Lastly, transcriptions or rubbings

of the hieroglyphs on the walls of the burial chamber can be sold to a historian interested in the details of Sekh-pa-Mefer's reign for an additional 2,000 gp.

Conclusion

If the PCs destroy Sekh-pa-Mefer's mummy, the treasures of the pyramid of the Pharaoh of Sphinxes are theirs for the taking—provided they can defeat the tomb's other guardians and transport the loot back to civilization. With this success under their belts, the PCs might be hired by historians or sages in one of Osirion's cities to find and explore more lost ruins from ancient Osirian history. Of course, the PCs aren't the only ones interested in the nation's past, and they may need to compete with other rival adventurers keen on claiming those treasures for themselves. Whatever the PCs decide to do, the sands of Osirion conceal enough secrets for a lifetime of adventure—provided one has the courage to find them and the skill to keep them!



CROWE

Male human bloodrager 3

CN Medium humanoid (human)

Deity Desna

Hometown Varisia

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 28 (3d10+3)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities blood sanctuary, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *earth breaker*^{UE} +6 (2d6+4/×3) or

morningstar +5 (1d8+2) or

punching dagger +5 (1d4+2/×3)

Ranged javelin +5 (1d6+2)

Special Attacks bloodline power (elemental strikes),

bloodrage (15 rounds/day)

TACTICS

Bloodraging Statistics When bloodraging, your statistics are

AC 16, touch 10, flat-footed 14; **hp** 34; **Fort** +6, **Will** +4;

Melee +1 *earth breaker*^{UE} +8 (2d6+7/×3) or morningstar +7

(1d8+4) or punching dagger +7 (1d4+4/×3); **Ranged** javelin +5

(1d6+4); **Str** 22, **Con** 17; **CMB** +7; **Skills** Climb +6.

STATISTICS

Str 14, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 17

Feats Extra Rage, Lightning Reflexes, Power Attack

Skills Acrobatics +4, Climb +4, Knowledge (arcana) +6,

Perception +7, Spellcraft +6, Survival +7

Languages Common, Shoanti

SQ bloodline (elemental [air]), fast movement*

Combat Gear *potion of cure light wounds*, alchemist's fire (2),

thunderstones (2); **Other Gear** mwk steel lamellar, +1 *earth*

breaker^{UE}, javelins (6), morningstar, punching dagger,

backpack, belt pouch, everburning torch, flint and

steel, grappling hook, hammer, pitons (5), rations

(2 weeks), silk rope (50 feet), waterskin, 60 gp

* The effects of this ability have already been calculated into Crowe's statistics.

SPECIAL ABILITIES

Bloodline Power The element of air infuses your being, and you can draw upon its power during your bloodrage. When you enter a bloodrage, your transformation takes on physical characteristics of your elemental air bloodline. You can use the following bloodline power while in a bloodrage; once the bloodrage ends, your bloodline power immediately ceases.

Elemental Strikes (Su): As a swift action up to three times per day, you can imbue your melee attacks with elemental electricity for 1 round, dealing an extra 1d6 points of electricity damage with your melee attacks.

Bloodrage (Su) You can bloodrage for 15 rounds per day.

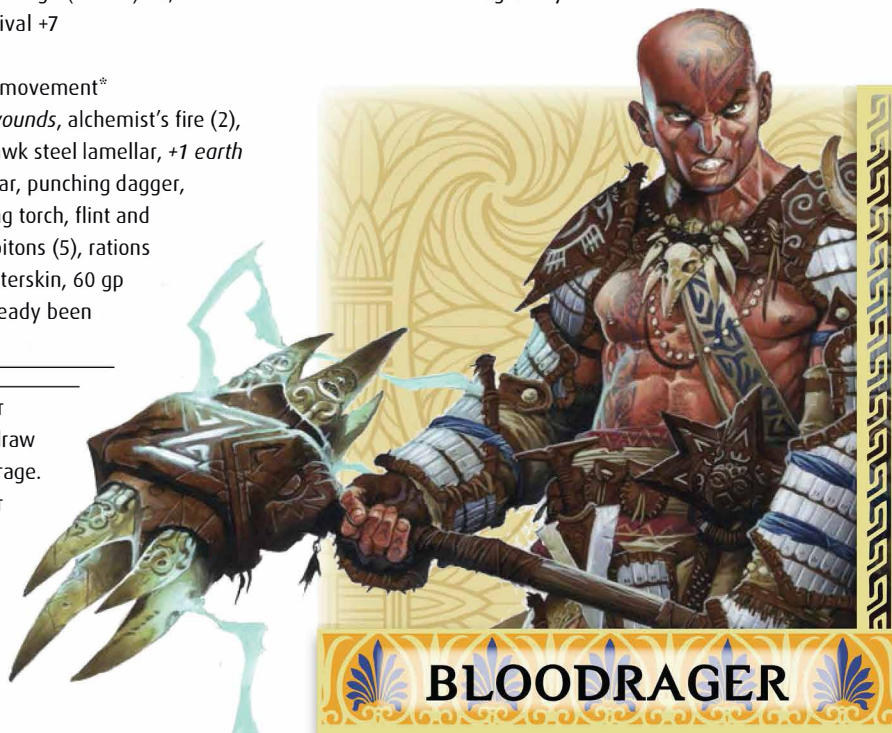
These rounds are renewed after resting for 8 hours, although the hours of rest need not be consecutive.

Entering a bloodrage is a free action. While in a bloodrage, you gain a +4 morale bonus to your Strength and Constitution and a +2 morale bonus on Will saving throws, but you take a -2 penalty to Armor Class. You also gain 6 additional hit points, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While in bloodrage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

You can end your bloodrage as a free action. When the bloodrage ends, you're fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. You cannot enter a new bloodrage while fatigued or exhausted, but otherwise can enter bloodrage multiple times during a single encounter. If you fall unconscious, your bloodrage immediately ends.

Blood Sanctuary (Su) You gain a +2 bonus on saving throws against spells that you or an ally casts (such as *fireball*).

Uncanny Dodge (Ex) You cannot be caught flat-footed, even if an attacker is invisible, but you still lose your Dexterity bonus to AC if you're immobilized or if an opponent successfully uses the feint action against you.



BLOODRAGER

RISEN FROM THE SANDS

QUINN

Male human investigator 3

LG Medium humanoid (human)

Deity Abadar

Homeland Galt

Init +2; **Senses** Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

hp 20 (3d8+3)

Fort +3, **Ref** +5, **Will** +4; +2 vs. poison

Defensive Abilities trap sense +1

OFFENSE

Speed 30 ft.

Melee sword cane^{UE} +4 (1d6) or
club +2 (1d6)

Ranged hand crossbow +4 (1d4/19–20)

Investigator Extracts Prepared (CL 3rd; concentration +7)

1st—*cure light wounds*, *shock shield*^{UC} (DC 15), *stone fist*^{APG},
true strike

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 18, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +2; **CMD** 15

Feats Dodge, Great Fortitude, Weapon Finesse

Skills Acrobatics +8, Appraise +8, Craft (alchemy) +10 (+13 to
create alchemical items), Diplomacy +7, Disable Device +9,
Knowledge (dungeoneering, history, nature) +8, Linguistics +10,
Perception +12, Sense Motive +7, Spellcraft +9, Stealth +8, Use
Magic Device +7

Languages Aklo, Ancient Osiriani, Aquan, Auran, Common,
Ignan, Osiriani, Terran

SQ alchemy (alchemy crafting +3, identify potions), inspiration (5),
investigator talents (trap spotter), keen recollection, poison
lore, trapfinding +1

Combat Gear *oil of magic weapon*, *potion of sanctuary*, acid (2),
alchemist's fire (2), antitoxin, smokestick; **Other Gear** leather
armor, club, dagger, hand crossbow with 20 bolts, sword
cane^{UE}, *eyes of the eagle*, alchemy crafting kit^{UE}, backpack,
belt pouch, formula book (contains all prepared extracts,
plus *anticipate peril*^{UM}, *comprehend languages*, *detect secret
doors*, and *endure elements*), hooded lantern, manacles, oil
(4 flasks), sunrods (3), thieves' tools, tindertwigs (6), trail
rations (2 weeks), waterskin, 90 gp

SPECIAL ABILITIES

Alchemy (Su) By holding a potion for 1 round, you can use
Craft (alchemy) to identify it as if using *detect magic*.

Extracts You can prepare a number of extracts each day.

Extracts behave like spells in potion form, and you cast the
spells by drinking the extract. You must refer to your formula
book whenever you prepare an extract.

Inspiration (Ex) You begin each day with a pool of five uses
of inspiration. As a free action, you can expend one use of
inspiration to add 1d6 to the result of a skill check or ability
check (including any you take 10 or 20 on). You can do this

after you make the roll, but must do so before the results
are revealed. You can only use inspiration once per roll.

You can use inspiration on any Knowledge, Linguistics, or
Spellcraft skill check without spending a use of inspiration,
provided you're trained in that skill. As an immediate
action by expending two uses of inspiration, you can use
inspiration on attack rolls and saving throws.

Investigator Talents You have learned the following
investigator talent:

Trap Spotter (Ex): Whenever you come within 10 feet of
a trap, you receive an immediate Perception skill check to
notice the trap. Your GM should attempt this check in secret.

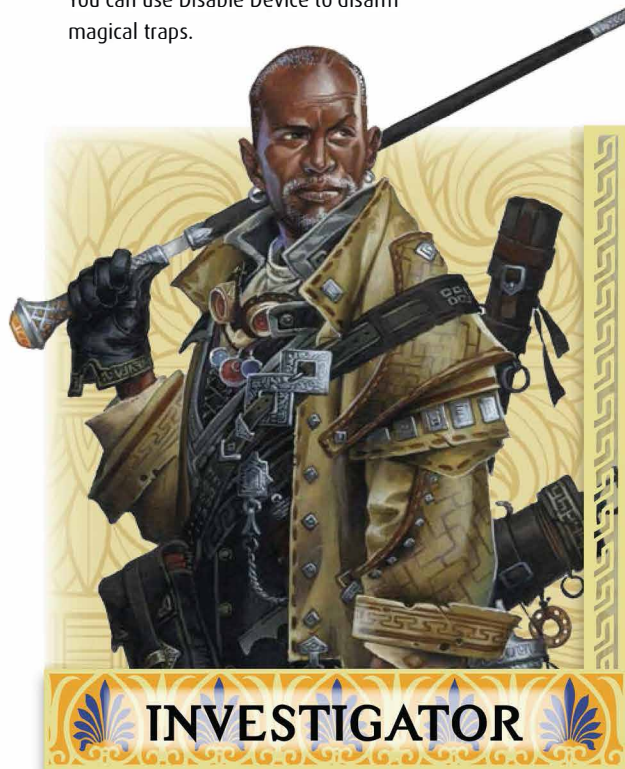
Keen Recollection (Ex) You can attempt all Knowledge skill
checks untrained.

Poison Lore (Ex) If you take 1 minute to examine a poison,
you can attempt a Knowledge (nature) check to identify any
natural poison or a Knowledge (arcana) check to identify any
magical poison (DC = the poison's save DC). Once identified,
you can spend 1 minute to attempt a Craft (alchemy)
check (DC = the poison's save DC) to neutralize 1 dose of
the poison, rendering it harmless. You cannot accidentally
poison yourself when applying poison to a weapon or when
examining or attempting to neutralize a poison.

Trap Sense (Ex) You gain a +1 bonus on Reflex saving throws
made to avoid traps and a +1 dodge bonus to AC against
attacks made by traps.

Trapfinding You gain a +1 bonus on Perception skill checks
made to locate traps and to Disable Device checks.

You can use Disable Device to disarm
magical traps.



JIRELLE

Female half-elf swashbuckler 3
CG Medium humanoid (elf, human)

Deity Cayden Cailean

Hometown The Shackles

Init +5; **Senses** low-light vision; Perception +6

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield)

hp 24 (3d10+3)

Fort +3, **Ref** +7, **Will** +1; +2 vs. enchantments

Defensive Abilities charmed life (+3, 3/day); **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6+1/18-20) or
light mace +6 (1d6+1)

Ranged mwk dagger +7 (1d4+1/19-20)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 18

Feats Combat Expertise, Combat Reflexes, Skill Focus (Bluff)

Skills Acrobatics +8, Bluff +11, Climb +6, Escape Artist +8,
Intimidate +8, Knowledge (nobility) +4, Perception +6, Sense
Motive +3, Sleight of Hand +7

Languages Common, Elven

SQ deeds* (dodging panache +3, opportune parry and riposte,
precise strike +3), elf blood, panache (3)

Combat Gear *potion of good hope*, *potion of jump*, alchemist's
fire, holy water, thunderstone; **Other Gear** mwk studded
leather, mwk buckler, dagger, light mace, mwk dagger, mwk
rapier, *cloak of resistance* +1, backpack, belt pouch, bottle
of fine wine, signet ring, sunrods (3), trail rations (2 weeks),
waterskin, 124 gp

* Other deeds available to Jirelle are listed in the upcoming
Pathfinder RPG Advanced Class Guide, including some
already incorporated into the above statistics.

SPECIAL ABILITIES

Charmed Life (Ex) Three times per day as an immediate action
before attempting a saving throw, you can add a +3 bonus
to the result of the save. You must choose to do this before
the roll is made, and may apply only one use of
charmed life on a given saving throw.

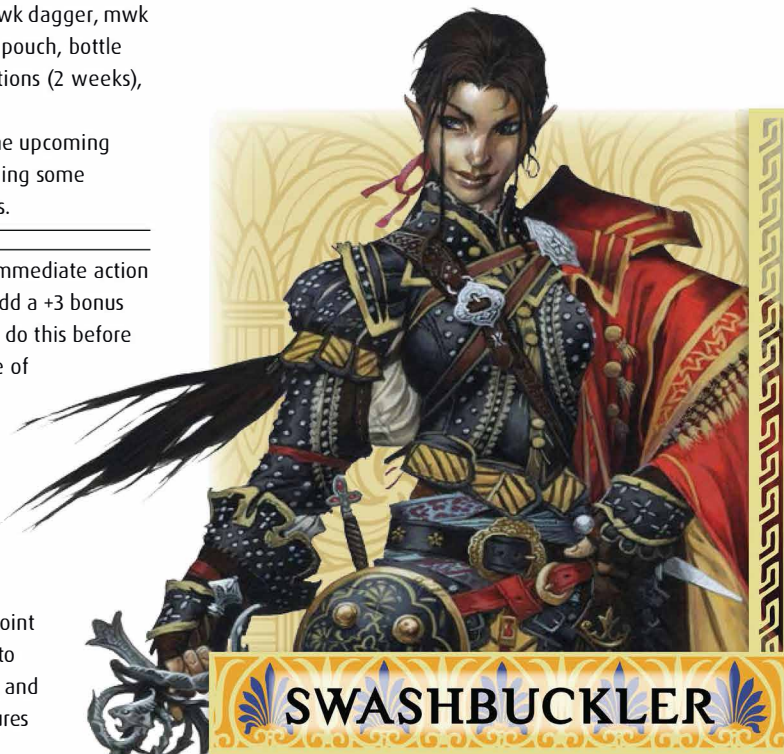
Deeds You can spend panache points (see
below) to accomplish the following deeds.
Note that some deeds do not cost panache
points, but do require you to have at least 1.

Dodging Panache (Ex): When an opponent
attempts a melee attack against you, as an
immediate action you can spend 1 panache point
to move 5 feet, which grants you a +3 bonus to
AC against that attack. This isn't a 5-foot step, and
it provokes attacks of opportunity from creatures
other than the one that triggered this deed.

Opportune Parry and Riposte (Ex): When an opponent
attempts a melee attack against you, you can spend 1
panache point and expend a use of an attack of opportunity to
attempt to parry that attack. Make an attack roll as if you were
making an attack of opportunity. If your attack roll is greater
than the attack roll of the attacking creature, the creature's
attack automatically misses. For each size category the
attacking creature is larger than you, you take a -2 penalty on
your attack roll. You must declare the use of this ability after
the creature's attack is announced but before its attack roll is
made. Immediately after you perform a successful parry, if you
still have at least 1 panache point, you can make an attack as
an immediate action against the creature whose attack you
blocked (provided that creature is within your reach).

Precise Strike (Ex): While you have at least 1 panache point,
you can strike precisely with a light or one-handed piercing
melee weapon (even a thrown one, as long as the target
is within 30 feet) and add a +3 bonus to your damage roll.
Creatures that are immune to sneak attacks are immune to a
precise strike. The extra damage isn't multiplied with a critical
hit. As a swift action, you can spend 1 panache point to
double your precise strike's damage bonus on the next attack.
This must be used before the end of your turn, or it is lost.

Panache (Ex) You begin each day with 3 panache points. You
can spend panache to accomplish deeds (see above), and
regain panache each time you confirm a critical hit with a
light or one-handed piercing weapon or when you reduce a
creature to 0 or fewer hit points with a light or one-handed
piercing weapon attack.



SWASHBUCKLER

RISEN FROM THE SANDS

OLOCH

Male half-orc warpriest 3

CN Medium humanoid (human, orc)

Deity Gorum

Hometown Belkzen

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 30 (3d8+9)

Fort +5, **Ref** +1, **Will** +5

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee greatsword +7 (2d6+6/19-20) or

heavy flail +6 (1d10+6/19-20) or

spiked gauntlet +6 (1d4+4)

Ranged mwk heavy crossbow +3 (1d10/19-20)

Special Attacks blessings 4/day (Strength: strength surge +1;

War: war mind), fervor (1d6, 3/day), sacred weapon (1d6)

Warpriest Spells Prepared (CL 3rd; concentration +5)

1st—*bless*, *divine favor*, *magic weapon*, *shield of faith*

0—*create water*, *detect magic*, *read magic*, *stabilize*

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 16

Feats Combat Casting, Improved Initiative, Power Attack, Weapon Focus⁸ (greatsword)

Skills Heal +8, Intimidate +6, Knowledge (engineering) +4, Knowledge (religion) +4, Sense Motive +6

Languages Common, Orc

SQ focus weapon, orc blood, spontaneous casting (cure)

Combat Gear *scroll of cure moderate wounds*, *scrolls of hide from undead* (2), *scroll of remove fear*, *wand of cure light wounds* (25 charges), *alchemist's fire* (2), *holy water* (3);

Other Gear mwk half-plate, greatsword, heavy flail, mwk heavy crossbow with 20 bolts, spiked gauntlet, *pearl of power* (1st level), backpack, battle standard, belt pouch, caltrops, drum, flint and steel, healer's kit, iron holy symbol of Gorum, shovel, torches (4), trail rations (2 weeks), waterskin, 38 gp

SPECIAL ABILITIES

Blessings (Su) Your deity (Gorum, god of strength and battle) grants you the following minor powers, which you can call upon four times per day in any combination.

Strength Surge: As a swift action, you gain a +1 enhancement bonus on melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks for 1 round.

War Mind: You can touch an ally to grant it a tactical advantage for 1 minute. Each round at the start of its turn, it can select one of the following bonuses: +10 feet to base land speed, +1 dodge bonus to AC, +1 insight bonus on attack rolls, or a +1 luck bonus on saving throws.

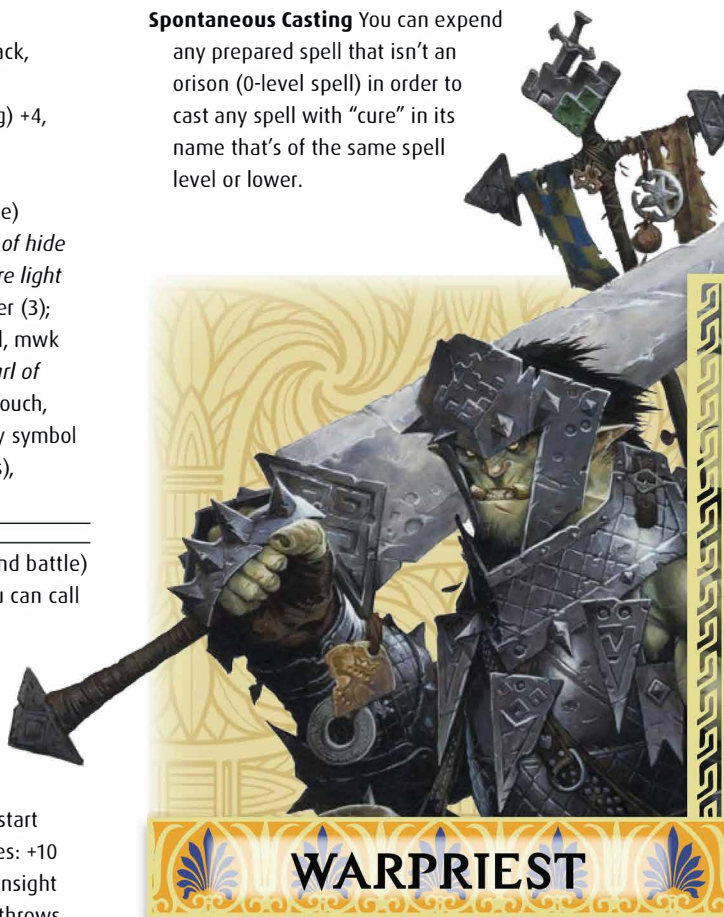
Fervor (Su) Three times per day, you can touch a creature to heal it of 1d6 points of damage as a standard action; targeting yourself is a swift action. Alternatively, you can deal 1d6 points of damage to an undead creature with a successful melee touch attack as a standard action that provokes an attack of opportunity. This attack counts as positive energy and undead do not receive a saving throw against it.

As a swift action, you can expend one use of fervor to cast any one warpriest spell you have prepared. You can target only yourself with this spell, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. You do not need to have a free hand to cast a spell in this way.

Focus Weapon You receive Weapon Focus as a bonus feat.

Sacred Weapon (Su) Your deity's favored weapon (greatsword) and any weapons designated by selecting them with the Weapon Focus feat are sacred weapons, and deal damage based on your level rather than the weapon type. At 3rd level, a sacred weapon deals 1d6 points of damage. If the weapon normally deals more damage than this, its damage is unchanged. This does not affect any other aspect of the weapon.

Spontaneous Casting You can expend any prepared spell that isn't an orison (0-level spell) in order to cast any spell with "cure" in its name that's of the same spell level or lower.



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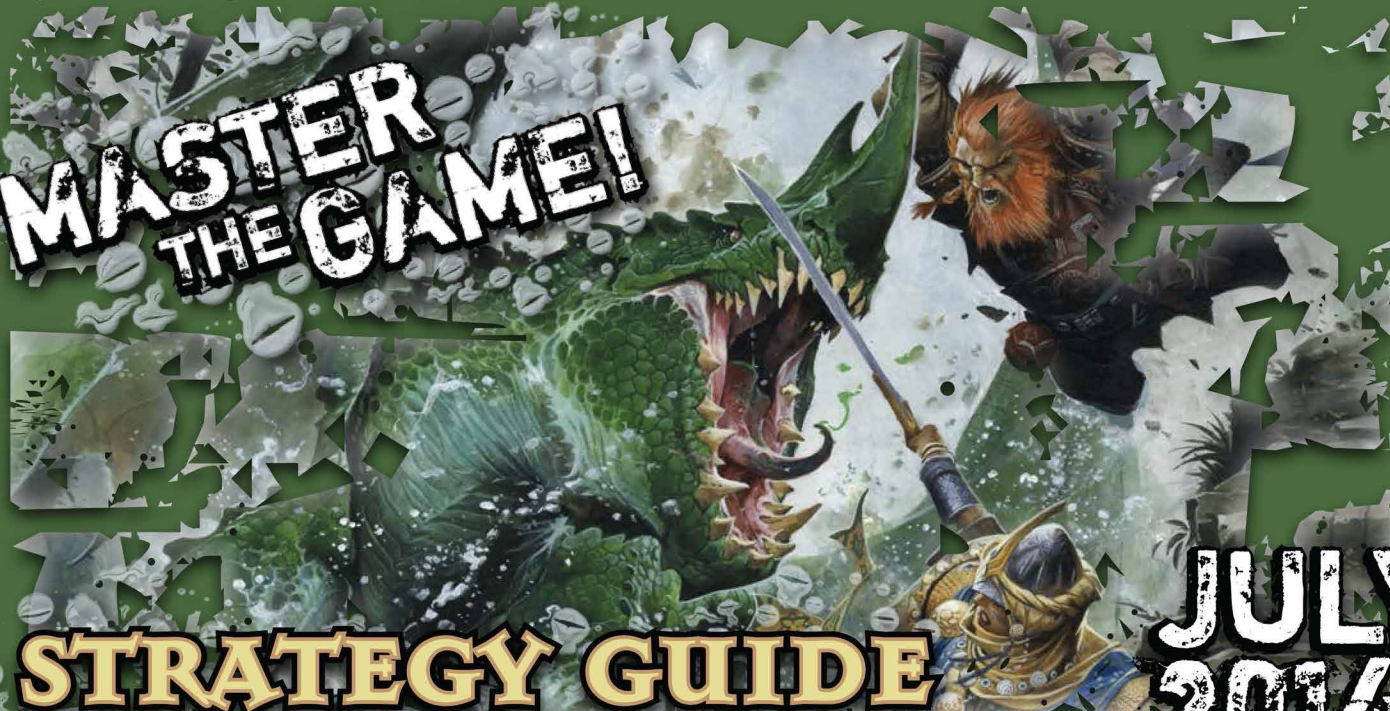
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A Pharaoh Reborn

Pathfinder Module

RISEN FROM THE SANDS

The deserts of Osirion—land of pharaohs and ancient tombs—hide not just untold wonders, but also unspeakable dangers. When the vast sand dunes part to reveal the ancient pyramid of the legendary Pharaoh of Sphinxes, glory seekers from across many nations race toward it, each fighting to be the first to claim its wonders. But the storied pharaoh doesn't rest quietly within this monument, and his tomb was designed to slaughter any who would dare trespass.

A band of bold adventurers are the first to arrive, and stand poised to claim what's risen from the sands—but they're unaware of the doom that lurks inside. With daring on their side and strange, rarely seen powers at their disposal, the heroes may be the only force capable of containing the force of evil within and defeating its curse.

Risen from the Sands is a dungeon-based adventure for four 3rd-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It also provides four immediately playable previews of exciting new classes debuting in the upcoming *Pathfinder RPG Advanced Class Guide*, as well as a thematic supplement to the new Mummy's Mask Adventure Path.



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