

ADVENTURE PATH PLUG-INS



ANCIENT TOMBS

BY ALEX RIGGS, ANTHONY ADAM, JASON NELSON AND
LOREN SIEG



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ANCIENT TOMBS



D&DATHINDER®
ROLEPLAYING GAME COMPATIBLE

CREDITS

AUTHORS: Alex Riggs, Anthony Adam, Jason Nelson, and Loren Sieg

EDITING AND DEVELOPMENT: Jason Nelson

ARTISTS: Frank Hessefort, Jason Juta, Christopher Kimball, Dio Mahesa, Chris McFann, Angel Alonso Miguel, Marko Radulovic, Daniel Robinett, Tanyaporn Sangsnit, Phill Simpson, Colby Stevenson

DESIGN AND LAYOUT: Daniel Marshall

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortes, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, David N. Ross, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

ART DIRECTOR: Rick Kunz

BUSINESS DIRECTOR: Rachel Ventura

SPECIAL THANKS: Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn, and the Paizo staff for their excellent *Mummy's Mask* Adventure Path, as well as our terrific Patreon patrons for this product: Harvey, DeAnna Ferguson, Joe Smith, Yves LaChance, Paul Record, A B, Dave Harrison, Carl, John Caparso, Sasha Hall, Nick Pater, Anthony, Paul Woods, Ian Magee, Martin Blake, Raymond Mitchell, David Richards, Stefan Radermacher, Ann Webberley, Sasha Hall, and Veronica Ellis!

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Ancient Tombs © 2016, Legendary Games;
Authors: Alex Riggs, Anthony Adam, Jason Nelson, and Loren Sieg
ISBN-13: 978-1540444417
ISBN-10: 1540444414
First printing November 2016
Printed in USA.



Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

LEGAL

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, Legendary Planet, the Legendary Games Logo, Adventure Path Plug-In, *To Worlds Unknown*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Wizards of the Coast. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide,

royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Ancient Idols © 2016, Legendary Games; Authors Julian Neale and Jason Nelson.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Advanced Bestiary. Copyright 2004, Green Ronin Publishing, LLC. Author: Matthew Sernett.

GameMastery Module J2: Guardians of Dragonfall. Copyright 2007, Paizo Publishing, LLC. Author: Anson Caralya.

Pathfinder Player Companion: Blood of the Elements © 2014, Paizo Inc.; Authors: Tim Akers, Judy Bauer, Jim Groves, Chris Lites, Dale C. McCoy, Jr., and Cassidy Werner.

Pathfinder Player Companion: Blood of the Moon © 2013, Paizo Publishing, LLC; Authors: Tim Akers, Neal Litherland, David N. Ross, and Tork Shaw.

Pathfinder Player Companion: Magical Marketplace © 2013, Paizo Publishing, LLC; Authors: John Ling, Ron Lundeen, Patrick Renie, David Schwartz, and Jerome Virmich.

Pathfinder Player Companion: People of the River © 2014, Paizo Inc.; Authors: Tim Akers, Jason Brick, Ethan Day-Jones, James Jacobs, Nick Salestrom, David Schwartz, and William Thrasher.

Pathfinder Player Companion: Dungeonmaster's Handbook © 2013, Paizo Publishing, LLC; Authors: Amanda Hamon, Gareth Hanrahan, David Ross, and Jerome Virmich.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Benson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Benson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Design Team: Stephen Radney-MacFarland and Sean K Reynolds; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Valles.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, Scorpions of Perdition, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

TABLE OF CONTENTS

Ancient Tombs.....	3
Types of Tombs.....	4
Tomb Dressing Tables.....	6
Tomb Hazards.....	14
Tomb Guardians.....	17
Grave Warden (Templare).....	17
Graven Guardians.....	19
Guardian Domains.....	20
Tomb Spells and Feats.....	28
Tomb Spells.....	28

The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

PC:DH = Official companion for dungeoneers.

PC:MM = Official companion for players in the marketplace for magic.

OA = *Pathfinder Roleplaying Game Occult Adventures*

PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*



WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.

WHAT YOU WILL FIND INSIDE ANCIENT TOMBS

Ancient Tombs provides a wealth of knowledge to enhance your Pathfinder campaign wherever your heroes are delving into the funereal grounds and burial chambers of the ancient dead. You'll find within a detailed exploration of tombs of all types from both history and fantasy, with tables and detailed descriptions to create tomb treasures of every kind, from the ransacked graves of peasants to the pyramids of kings! Of course, tombs should not go unguarded, and you'll find tomb hazards like the **hungry sarcophagus** haunt and **pharaoh's fall** trap, alongside guardian creatures like the **grave warden** and **mummified zombie** templates and an encyclopedic assortment of **graven guardians** suited to every deific domain. You'll also find a dozen new tomb-focused spells and feats, from **Bind the Ancient Dead** and **Sleeper in Dust** to *lost in the sands* and *pharaoh's binding*. Whether it's a lonely grave or a sprawling necropolis, **Ancient Tombs** is an indispensable resource to bringing your burial grounds to life!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





Ancient Tombs

*"When he shall die,
Take him and cut him out in little stars,
And he will make the face of heaven so fine
That all the world will be in love with night,
And pay no worship to the garish sun."*

– William Shakespeare, Scene 2, Romeo and Juliet

Ancient Tombs explores the many forms that a tomb takes, and the reasons that they exist, not only in the context of a fantasy game but also in terms of the real world outside. Connecting with the most sacred and ancient rights of the human experience, that of burial and contemplation on the fate of the dead, this book provides additional contextual flavor resources and options for GMs and players alike during tomb-delving adventures.

"Here before us was sufficient evidence to show that it really was an entrance to a tomb,

and by the seals, to all outward appearances that it was intact."

– Howard Carter, Diary, Sunday, November 5, 1922

What do you picture when you are asked to imagine a tomb? Do you think of the pyramids, or dark cave systems drilling

deep into the earth, or a chamber containing a sarcophagus with treasure strewn around? A tomb is all this and more.

The most basic definition of a tomb is that it is the location in which the dead are laid to rest. This may be man-made, carved by nature, or a combination where natural caves have been extended.

*"And so sepulchered in such pomp dost lie,
That kings for such a tomb would wish to die."*

– John Milton, *The Complete Poetry*

Tombs are built for religious reasons, as a celebration of life, to ensure the interred are remembered, or to shut away the worst criminals. These are the most common reasons for a tomb to be built. Each reason is an opportunity for the games masters and players alike to weave legendary tombs into their shared world in a coherent and believable manner.

One of the most common reasons for a tomb is to show respect and honor to those that have passed. No greater example of this comes to mind than the "Tomb of the Unknown Soldier" found in many nations around the world.

It all began during the First World War when the Reverend David Railton, serving as an army chaplain on the Western Front observed a simple grave bearing a wooden cross inscribed "An Unknown British Soldier". This led him to

propose a national monument to be raised with a symbolic funeral and burial of an "Unknown Warrior". Both Britain and France approved this notion, and on Armistice Day 1920, both countries conducted services for their tombs for those who fell so far away from home. These tombs serve as a symbol, representing all of a country's fallen. The anonymity of the entombed is the key symbolism of such a monument.

Going farther back in time, tombs were built as the first form of communal graveyard, beginning as simple passage tombs. One of the oldest examples is Newgrange, in Ireland. The central shaft runs centrally within the 250-foot circular mound. The tomb was built around 3,000 BC, making it one of the world's oldest surviving buildings - older than Stonehenge and the Great Pyramid of Giza. Even older examples have been discovered nearby at Bremore, Ireland.

The Valley of the Kings provides many fine examples of passage tombs, drilling deep into the mountain sides for a very practical reason. By burying deep within the mountain, the coolness deep below preserved and protected the interred from the oppressive, destructive heat of the desert sun.

Some believe that the tombs the build are homes for the dead, and so build them into solid rock in order to ensure that they last a very long time because the afterlife lasts much longer than the mortal one.

As cities grew, and religions started to have permanent buildings of worship, it became the norm to inter the religious leaders and heads of state in them. However, it should be noted that the cloisters were always used to house the priests and monks of the faith, with the building having chapels for the interment of royalty and persons of note. Often these buildings would fall to fire and be rebuilt numerous times, each time being built larger and more grandiose than previously.

Turning to the pyramids, we see tombs being built away from civilization on a grandiose scale. The rulers of the time, fearful that their tombs would be robbed and their ability to ascend and pay entrance to their afterlife built their tombs far apart from the cities. They were amongst the first to install false chambers and traps to fool and thwart tomb raiders. The architects of the tombs often being buried alive with the deceased ruler to ensure the secrets of the tomb remain so. Quite often, the slaves and household would also be buried with the ruler, who wants to take all of their loved ones to the afterlife with them.

The life, history and beliefs of the interred and the area they ruled cover the walls in hieroglyphs. Within the tomb, the hieroglyphs turn to family and the ascension of the interred to the promised lands. Sometimes, these were even instructions from the priests to the dead on how to ascend after rising from their rest in their tomb.

During periods of plague and mass death, the remains of the dead were subject to mass burial in order to prevent the spread of death. Whole cities and towns arose from the ashes of these times, burying the remains in a hope of putting a dark past behind them. In the late 1700s, Paris was suffering from virulent diseases caused by improper burials and mass graves

in church cemeteries. The authorities resolved this problem by removing the remains and placing them into abandoned underground quarries beneath the city, giving rise to Les Carrières de Paris, where thousands of bones and remains are stacked upon each other beneath the streets of Paris.

Great fear of death and disease could even lead to a whole town or village becoming a tomb for the whole population, their bodies at rest where they died with none willing to take them for proper burial. This happened in Russia, where we can find The City of the Dead in Northern Ossetia.

The greatest and most powerful of rulers would have their retainers, servants, and family buried with them. The Egyptians held beliefs that the Shabti statues would be their protectors in guides, but the greatest example of this belief is found in China, in the tomb of Qin Shi Huangdi, first emperor of China. When his tomb was discovered, a veritable army of over 8,000 life sized statues of soldiers were found within the tomb, now known as the Terracotta Army.

No article on why tombs exist would be complete without mentioning the Taj Mahal. A beautiful mausoleum built in 1631 at the order of the Mughal Emperor Shah Jahan, who was devastated by the death of his wife, Mumtaz Mahal, during childbirth.

"Elaborate burial customs are a sure sign of decadence."

— J. G. Ballard, The Complete Short Stories

Types of Tombs

There are almost as many types of tomb as there are reasons for them. The type of tomb often lends itself to the construction and location of the tomb, the available resources and the labor to build them.

Returning to the example of the Unknown Soldier, we find that these tombs and monuments were built to be visible to the populace at large and to be the center point for annual ceremonies. For this reason, they are found in town and



village squares, in a communal area, or within buildings for religious observations. They are a single chamber either under or behind a monument, quite often added to an existing structure.

Passage tombs are built simply from cave systems or a straight tunnel cut deep into hill sides and rock faces. Burial chambers off-shoot at intervals along the walls. Initially built into existing cave systems, these tombs eventually became the first fully constructed tombs. These tombs would be found outside of settlements, near to hills, cliffs and areas into which tunnels could easily be dug.

Cave chamber tombs were simpler still. In some civilizations, caves were used without excavating side burial chambers, consisting of the cave itself forming the burial chambers, and the entrance to the cave being sealed and optionally guarded according to the local religious beliefs. As the available caves became scarce, the population would carve new caves for their dead, resulting in vertical graveyards in the faces of local cliff bluffs and rock faces.

Monasteries and churches were the places for the clergy and monks to be buried. However, as civilization grew, this practice extended to allow persons of note, first the kings and queens, and later governmental rulers, scientists, writers, and theologians were included. One famous example is that of Westminster Abbey, where many of the kings and queens of Great Britain are interred. It also houses the remains of William Blake, Robert Burns, Lord Byron, Geoffrey Chaucer, Charles Darwin, Charles Dickens, George Eliot, T. S. Eliot, John Keats, Rudyard Kipling, Isaac Newton, William Shakespeare, William Wordsworth and many more luminaries of history.

The pyramids are an engineering marvel as are the many tombs of Egypt. More impressive than the great sandstone blocks that were used in the construction are the tall obelisks raised to the heavens, each made from a single piece of stone. The obelisks were carved out of solid rock at the rock mines, with a channel running around them. When it came time to move the stone to its resting place, sometimes many miles away, the channel would be flooded to assist the lifting of the obelisk onto runners where it would then be pulled by many slaves.

The pharaoh Hatshepsut, the very first female pharaoh, ruled Egypt as a man because only a man can be a pharaoh. Even the statues at her tomb represent her with the typical goatee beard of the male – Game masters are encouraged to use similar disinformation in their statues to surprise their players.

The passage tombs often extend and intersect creating what is known as a catacomb. The Egyptian tombs rumored to have the remains of an army of slaves within, pale into insignificance when compared to the thousands upon thousands of remains stacked upon each other in the catacombs called Les Carrières de Paris (the quarries of Paris) beneath the city streets of this major city.

The size of tomb represents the power and reach of the interred. One of the largest tombs in the world is that of Qin

Shi Huangdi, housing the Terracotta Army. It is the size of a small city, having a circumference of 3.9 miles with the main burial chamber containing the burial artifacts lying at its center.

Some people lie in state in the very homes they once lived in. You might walk past their homes never suspecting that you are passing a tomb. Maybe they were criminals who dare not venture out from their homes, or maybe they were incarcerated to stop the spread of some contagion or disease.

Some tombs are constructed in a very ornate manner, marble walls, gold inlaid carvings and inscriptions, elegant calligraphy and hieroglyphs telling the life story of those interred. The tomb's construction itself being of greater value and worth than any of the treasures discovered within. The Taj Mahal is a prime example of this.

*"And so, all the night-tide, I lie down by the side
Of my darling- my darling- my life and my bride,
In the sepulcher there by the sea,
In her tomb by the sounding sea."
– Edgar Allan Poe, Ballad, Annabel Lee*

Further sources of inspiration

If you would like to know more about any of the tombs mentioned, the following links should provide you an excellent jumping point to begin your delving. Good luck.

In Britain, the [Tomb of the Unknown Warrior](#) is found in [Westminster Abbey](#), in France, [La Tombe du Soldat Inconnu](#) is found in the Arc de Triomphe. The idea has subsequently been adopted worldwide, with Italy: [Monumento Nazionale a Vittorio Emanuele II](#), Portugal: [Túmulo do Soldado Desconhecido](#), and the United States: [Tomb of the Unknowns](#), being the first to dedicate their tombs in 1921.

[Newgrange](#), the oldest building in the world, and a prime example of a passage tomb is found in Boyne Valley, Ireland. The [Valley of the Kings](#) has many passage tombs that are open to the public, and it is believed many more are yet to be discovered. The [Valley of the Queens](#) is close by.

For examples of Cave chambers and vertical graveyards, we need to go to [Tana Toraja](#), Sulawesi, Indonesia. Here we find carved effigies, known as *tau tau*, at the tomb entrances, each representing the interred and guarding their rest.

For a prime example of how a religious building would raze and rebuild, see [Canterbury Cathedral](#), England. This detail is found in the "Through the Centuries" panel of the linked page.

The [Giza Necropolis](#), Cairo contains the only surviving wonder of the world. For researching the temples, this is a [good starting point](#), and one fascinating temple to visit is [Kom Ombo Temple](#) – the only temple dedicated to two gods, those being Sobek, the crocodile god, and Horus, the falcon headed god of the east and the rising sun.

Access to [Les Carrières de Paris](#) is restricted today only allowing a few miles to be accessible to the public. There are 186 miles of underground tunnels networking beneath Paris,



one of the largest catacomb systems anywhere in the world. Another fine example of the catacomb tomb type is that of the **Capuchin Catacombs of Palermo, Italy**.

The **Terracotta Army** and the tomb of **Qin Shi Huangdi** are a great resource for oriental campaigns and for looking at the scope of tombs designed to be home for a ruler, his families and an army of retainers and soldiers where the tomb is vast in scope and the size of a small city.

The **City of the Dead**, in Russia, looks like a normal remote village upon approach. The village is known as Dargavs, no living people can be found there – it is a village full of the dead, the inhabitants kept there until they died out of fear.

The story of **Shah Jahan**, who ordered the **Taj Mahal** to be built only to spend his remaining years looking at it from his prison cell, is poignant and inspiring.

Tomb Dressing Tables

This section provides a number of tables with which tomb dressing and population can be enhanced in both game preparation and on-the-fly use. Each table is a simple d20 table targeting a specific tomb type.

By combining tables, you can create d100 tables covering many aspects of your intended tomb. There is also a blank column in each table labelled 'GM #'. This column allows the GM to create any combination of rows from different tables, creating their own tailor made table. Just pencil into this column the roll number for each row element you select.

Clothing, wooden items, and items that suffer the ravages of time may be found in less complete state with an appropriate reduction in value. Each value heading contains the percentage chance the items on that table are found in a ruined or pristine state. The ruined state provides a basic

Table 1: Dressings for Ransacked Tombs

D20	GM #	Ruined (90%)	Pristine (10%)	Weight	Dressing
1		—	5 cp	—	A Wooden Buckle
2		—	1 sp	1 lb.	Empty Canopic Jar
3		5 cp	5 sp	—	A Pendant/Amulet Chain
4		5 sp	5 gp	5 lbs.	An Incomplete Naos
5		5 cp	2 sp	—	A Sleeve from a Silk Robe
6		—	1 sp	2 lbs.	An Incomplete Senet Game
7		—	5 cp	—	An Empty Clay Perfume Vial
8		2 cp	1 sp	1 lb.	A Headdress (Jewelry and Gemstones removed)
9		—	5 cp	10 lbs.	Torn Bedding Sheet
10		—	—	—	Remains of a Burnt Scroll (always ruined)
11		5 cp	2 sp	4 lbs.	A Papyrus Water Color Set
12		—	2 cp	—	Fan Feathers (Ostrich)
13		1 cp	1 sp	½ lb.	A Stave's' Iron End Cap
14		—	2 sp	2 lbs.	An Empty Clay Wine Jar
15		—	1 sp	3 lbs.	An Empty Woven Food Basket
16		5 cp	5 sp	10 lbs.	An Empty Wooden Weapon Rack
17		1 gp	20 gp	80 lbs.	An Empty Wooden Sarcophagi
18		5 sp	10 gp	60 lbs.	An Empty Wooden Casket/Coffin
19		5 sp	5 gp	50 lbs.	An Empty Medium Wooden Chest
20		—	5 cp	—	A Sandal

value for the retrievable component parts or resources from the otherwise unrepairable original item. Some ruined items have no value entry due to no value of recoverable component parts are available.

The item descriptions provided are for those items with interesting history or those items with unusual names that need to be identified. Items that are generally self-explanatory are not detailed.

An Incomplete Naos: *Value* 5 sp ruined, 20 gp pristine, *Weight* 5 lbs.

A Naos is a scene of everyday life set in an alcove, consisting of miniature statuettes to represent the people of the scene, miniature buildings of stone and wood, painted fields and rivers creating a landscape in miniature. In this table, the scene is incomplete, most to all of the statuettes are missing. Ruined means the miniatures and scenery that remains is broken beyond repair.

An Incomplete Senet Game: *Value* – ruined, 1 sp pristine, *Weight* 2 lbs.

An ancient board game, the playing of which reflects the journey of life from birth to death and ascension to life immortal. It consists of a rectangular wooden box, the lid bearing the game life track. Inside are the playing pieces representing the player, mother, father, wife, husband, and

children. The ruined state of this item means that not only are a great many pieces missing, but the box and lid are smashed asunder.

Amulet – Bracelet: *Value* 2 cp ruined, 1 sp pristine, *Weight* –

Builders and workers involved in tomb construction often carried or wore amulets for protection. In the earliest of times, an amulet was not just a necklace; they were often crafted as bracelets and rings. The icon that formed the centerpiece of the amulet was always representative of the protection or power the amulet was believed to impart. In their earliest forms, the icons were invariably animals. Deities and stylistic images of rulers, and even the deceased, soon followed. The poorest would often have a bracelet or ring, whereas an amulet hung from the neck was an indication of prosperity. Where mummification forms part of the ritual of interment in the tomb, amulets were woven beneath the mummy's bindings as added protection for the deceased and to ensure their safe and prosperous afterlife.

Amulet – Ring : *Value* 2 cp ruined, 1 sp pristine, *Weight* –

See above. Amulets that were rings were most popular in prisons due to the ease at which they could be smuggled, hidden, bartered and traded.

A Wooden Senet Piece: *Value* – ruined, 5 cp pristine, *Weight* –

Table 2: Dressings for Tombs housing Slaves or Prisoners

D20	GM #	Ruined (80%)	Pristine (20%)	Weight	Dressing
1		2 cp	1 sp	—	Amulet - Bracelet (Animal), or Ring (Family)
2		—	5 cp	—	A Wooden Senet Piece
3		5 cp	5 sp	2 lbs.	Iron Shackles
4		—	—	15-30 lbs.	Humanoid Remains
5		—	1 sp	—	A Whittling Tool
6		2 sp	5 gp	—	Slave Train Stocks
7		5 gp	60 gp	4 lbs.	20 ft. of Chain
8		1 gp	30 gp	100 lbs.	A Wooden Shackle Bench
9		—	5 sp	1 lb.	Thumbscrews
10		2 cp	5 sp	5 lbs.	Linen Body Wrap
11		5 sp	5 gp	4 lbs.	Barbed Whip
12		2 cp	1 sp	—	Amulet - Bracelet or Ring (Diety)
13		5 sp	5 gp	2 lbs.	Bronze Slave Collar
14		—	5 sp	8 lbs.	Rep Cloth Tunic
15		—	1 gp	—	Hand Carved Wooden Effigy
16		2 cp	1 sp	2 lbs.	Prayer Mat
17		—	1 sp	—	Gambling Dice
18		5 cp	5 sp	—	Crude Hand Crafting Tools
19		—	1 sp	—	Wooden Senet Box
20		25 gp	1,000 gp	2,000 lbs.	Stone Bloodstained Altar

See the entry for Table 1, An Incomplete Senet Game. It represents a person at some stage of life, a child, an old man, a young lady, and so on. This piece could be one of the missing pieces for the incomplete game. If both tables are being used, the GM is encouraged to determine how many and what pieces are missing in the incomplete game, and to use this entry to fulfill those missing pieces.

Humanoid Remains: *Value* – ruined, – pristine, *Weight* 15-30 lbs.

Small to large humanoid skeletal remains that have no value of themselves other than being a potential plot hook – were they interred alive, removed from a now missing casket, a tomb-robber who couldn't get out and starved to death or fell victim to an insidious trap?

Basket of Dessicated Fruit: *Value* – ruined, 5 gp pristine, *Weight* 15 lbs.

A collection of dried preserved fruits in a wicker basket shaped like a vase, with a circular lid covering the fruit. The intent of such treasures stored in the tombs was to provide sustenance for the interred during the ascension to the afterlife. If the find is pristine, the preservation has been effective and the fruits are still edible!

Clay Pot of Acacia Gum: *Value* 5 sp ruined, 5 gp pristine, *Weight* 2 lbs.

A small clay pot of acacia gum, the most common binding

agent used in papyrus creation and the joining of papyrus sheets into a papyrus roll.

Cyperus Papyrus Stalks: *Value* – ruined, 2 sp pristine, *Weight* 5 lbs.

A bundle of dried Cyperus Papyrus stalks, enough to make 30 sheets of papyrus parchment.

Hand Carved Wooden Shabti: *Value* – ruined, 5 sp pristine, *Weight* 2 lbs.

A shabti is a small figurine/statuette believed to house the spirit of a family member, high priest, or great warrior. By owning a shabti, a person would be accompanied and/or protected by the spirit it holds during their ascension to the after life. It was further believed that these spirits would be eternal companions and protectors for the eternity of the afterlife.

Hand Drill: *Value* 2 sp ruined, 1 gp pristine, *Weight* 3 lbs.

A hand turned copper or bronze drill. These drills were one complete piece, the drill bit is a set size and fixed permanently to the drilling mechanism. Different drills and drill sizes would be used, each for a specific task in the tomb construction.

Hand Saw: *Value* – ruined, 5 sp pristine, *Weight* 2 lbs.

A copper or bronze saw. Such tools were initially made from soft metals, acting more as a cutting guide, used with an alchemical mix of water, gypsum and quartz sand as the actual

Table 3: Low Wealth Tomb Treasures

D20	GM #	Ruined (80%)	Pristine (20%)	Weight	Dressing
1		—	5 sp	2 lbs.	A Hand Saw
2		2 sp	1 gp	3 lbs.	A Hand Drill
3		1 gp	15 gp	100 lbs.	And Obelisk Sled
4		5 cp	5 sp	1 lb.	A Plumb Bob
5		—	2 sp	5 lbs.	Cyperus Papyrus Stalks
6		2 cp	2 sp	—	Kohl Brush
7		5 sp	10 gp	½ lb.	Hand Mirror
8		5 gp	10 gp	½ lb.	Uncut Lapis Lazuli
9		5 sp	10 gp	60 lbs.	Wooden Ossuary
10		—	1 sp	—	Wooden Comb
11		—	5 gp	15 lbs.	Basket of Dessicated Fruit
12		—	2 gp	½ lb.	Glue Brush
13		—	5 sp	2 lbs.	Hand Carved Wooden Shabti
14		5 sp	10 gp	5 lbs.	Wooden Situla
15		—	1 sp	—	Wooden Bowl
16		—	2 sp	2 lbs.	Clay Water Ewer
17		—	5 sp	4 lbs.	Goat Hair Tunic
18		—	2 sp	—	Cord Belt
19		5 sp	5 gp	2 lbs.	Clay Pot of Acacia Gum
20		5 cp	5 sp	10 lbs.	Smoothing Tools

cutting agent. There would often be a number of workers assigned to tool sharpening because these saws would need sharpening five or six times in a working day.

Kohl Brush: *Value* 2 cp ruined, 2 sp pristine, *Weight* —

A soft cosmetics brush used to apply the deep colored Kohl lining around the eyes. Kohl is a black powder ground from stibnite, a lead grey mineral of antimony sulphide.

Obelisk Sled: *Value* 1 gp ruined, 15 gp pristine, *Weight* 100 lbs.

An obelisk sled, 20 foot long by 10 foot wide. This crude wooden sled was once used to portage the tomb stones and obelisks from quarries and river side docks to the tomb site. Their flat runners run along wet mud tracks, the mud thrown in advance of their movement. This hardened quickly creating the first roads to the tomb. Multiple sleds would be used to support the tallest and largest of stones and obelisks to ensure they did not break during transit.

Plumb Bob: *Value* 5 cp ruined, 5 sp pristine, *Weight* 1 lb.

A plumb bob, the tomb builders were the first to use the plumb bob to ensure lines were true, straight, and vertical — not just used for the building blocks but also for the intricate carvings and writings upon the walls and obelisks themselves.

Smoothing Tools: *Value* 5 cp ruined, 5 sp pristine, *Weight* 10 lbs.

A wooden mallet and a copper or bronze smoothing blade, the smoothing blade was the precursor to chisels commonly



Table 4: Average Wealth Tomb Treasures

D20	GM #	Ruined (50%)	Pristine (50%)	Weight	Dressing
1		5 sp	20 gp	—	Silver Anklet
2		8 sp	10 gp	70 lbs.	Wooden Chest of Linen Sheets
3		1 sp	5 gp	1 lb.	Leather Tambourine
4		5 gp	20 gp	½ lb.	Cut Lapis Lazuli
5		1gp	20 gp	40 lbs.	Chalk Ossuary
6		—	2 gp	2 lbs.	Cosmetic Clay Pottery
7		2 gp	25 gp	1 lb.	Bronze Hand Mirror
8		1 gp	20 gp	40 lbs.	Wooden Bier
9		—	10 gp	2 lbs.	Family History Papyrus Roll
10		—	2 gp	½ lb.	Discarded Builders Parchment
11		2 sp	10 gp	1 lb.	Bronze Scarab
12		—	—	2-400 lbs.	Animal Skeleton (Cat to Horse)
13		5 sp	15 gp	10 lbs.	Slate Prayer Book
14		5 sp	10 gp	60 lbs.	Wooden Coffin
15		—	5 gp	2 lbs.	Wine/Beer Strainer
16		5 sp	15 gp	10 lbs.	Bronze Situla
17		—	1 gp	½ lb.	Bronze Bowl
18		2 gp	20 gp	8 lbs.	Silver Water Ewer
19		5 gp	10 gp	1 lb.	Silver ingot
20		5 gp	50 gp	—	Gold Anklet

used in woodwork and stonecutting. They were used to smooth the walls, floors and ceiling by hand.

Discarded Builders Parchment: *Value* – ruined, 2 gp pristine, *Weight* 1/2 lb.

A much larger sheet of papyrus containing calculations, diagrams, and general builder notes and musings concerning the construction of the tomb. There may even be indications of secret chambers and hidden unexplored areas. It is unknown if these places were constructed or not, the design possibly discarded as untenable. Only further exploration can uncover the truth of what is revealed on this parchment.

Family History Papyrus Roll: *Value* – ruined, 10 gp pristine, *Weight* 2 lbs.

The life history of those interred were often recorded on papyrus scrolls. These would be kept together in a small lightweight box for protection. All major life events, participation in wars, their careers, and successes are recorded. Maybe, these recordings, once deciphered, could lead to other tombs and adventuring sites elsewhere.

Amulet – Necklace: *Value* 5 cp ruined, 5 sp pristine, *Weight* –

See Amulet – Bracelet in Table 2. Amulets in the form of a necklace were invariably used as part of ceremonial garb, depicting either the deity worshipped by the deceased, or the head of the religion at the time. The quality of amulet is always superior to common everyday amulets.

Canopic Jar: *Value* 1 gp ruined, 25 gp pristine, *Weight* 2 lbs.

Clay lidded jars used during mummification and interment used to store the major organs of the deceased. Traditionally there are four jars, one for the stomach, one for the intestines, one for the lungs and one for the liver. The heart, believed to be the residence of the soul, is never removed from the body. Once the organ was placed inside the jar, the lid was sealed in place, most often with candle wax. The GM is free to decide if the jar is empty or which organs are found inside.

Bronze Ascendance Boat: *Value* 50 gp ruined, 500 gp pristine, *Weight* 2,000 lbs.

Starting with tombs built near rivers, lakes and seas, a boat formed the conveyance of the spirit to the afterlife. They are even found in tombs inland as the belief was the boat would be able to fly once the spirit of the departed was aboard. Other beliefs thought that the boat was needed to safely cross a river of unbelievers being swept to their damnation.

Deed Scrolls: *Value* – ruined, 100 gp pristine, *Weight* 2 lbs.

Some beliefs were that the deceased would return to their lands and homes after ascension, and so, deeds of ownership would often be interred with them. The GM is encouraged to use such a find as a plot hook – did the PCs just acquire a home base, or is the claim going to be disputed, or is it details to yet another ruin to explore?

Stone Shabti: *Value* 1 sp ruined, 1 gp pristine, *Weight* 4 lbs.

Table 5: Dressings for Tombs of Religious Purpose

D20	GM #	Ruined (30%)	Pristine (70%)	Weight	Dressing
1		5 cp	5 sp	—	Amulet - Necklace (Diety)
2		5 sp	10 gp	3 lbs.	Gold Inlaid Prayer Mat
3		5 sp	20 gp	50 lbs.	Wooden Pew
4		10 gp	200 gp	10 lbs.	Gold Candelabra
5		5 gp	25 gp	5 lbs.	Candle (1 week burn time)
6		—	20 gp	2 lbs.	Religious Texts on Papyrus Scrolls
7		—	40 gp	10 lbs.	Ornate Wooden Chair
8		100 gp	2,500 gp	5,000 lbs.	Marble Altar
9		1 gp	25 gp	2 lbs.	Canopic Jar
10		10 gp	200 gp	10 lbs.	Ceremonial Staff
11		5 gp	25 gp	5 lbs.	Body Preparation Unguents
12		15 gp	125 gp	5 lbs.	Ornate Ritual Lamp
13		5 gp	25 gp	5 lbs.	Ceremonial Dress/Robes
14		5 gp	50 gp	4 lbs.	Sacrificial Implement
15		15 gp	200 gp	400 lbs.	Gilded Statues (Deities)
16		25 gp	500 gp	150 lbs.	Naos Shrine
17		10 gp	200 gp	2 lbs.	Ceremonial Headdress
18		25 gp	1,000 gp	2,000 lbs.	Stone Anointing Font
19		15 gp	150 gp	200 lbs.	High Seat (Throne)
20		5 cp	5 sp	—	Amulet - Necklace (Religious Leader)

See Hand Carved Wooden Shabti in Table 3. This stone shabti is the most common form found.

Terracotta Statue: *Value* – ruined, 100 gp pristine, *Weight* 400 lbs.

This life size statues were created for the same reasons as the shabti, to protect the deceased in the afterlife. They would be positioned through the tomb, and in greater numbers nearest the body of the deceased to deter tomb robbers.

Canopic Jar Collection: *Value* 5 gp ruined, 100 gp pristine, *Weight* 10 lbs.

See Canopic Jar in table 5. This treasure is a complete set of four jars held together in a wooden carrier consisting of a wooden handle attached to a tray on which the four jars are held in place.

Shabti Collection: *Value* 5 sp ruined, 10 gp pristine, *Weight* 80 lbs.

A collection may be as few as two and as many as 20, often found in a lidded stone container. Using the example of family, it will usually contain the parents, children, brothers and sisters, wives and husbands – all the close and immediate family. A collection of priestly shabti would contain a high priest or priestess, members of the hierarchy all the way down to an initiate, and a shabti representing the god of the faith. A warrior based collection will contain great and famous warriors, mounted warriors, warriors on chariots and so on.



Tub of Tragacanth Gum: *Value* 5 gp ruined, 50 gp pristine, *Weight* 1/2 lb.

A small tub of tragacanth gum. This gum replaced the use of acacia gum for the creation of papyrus for royalty and people of great power or influence.

Table 6: Tomb Treasures of the Rich and Powerful

D20	GM #	Ruined (30%)	Pristine (70%)	Weight	Dressing
1		100 gp	1,000 gp	—	Gold Chariot
2		50 gp	500 gp	—	Bronze Chariot
3		—	100 gp	2 lbs.	Deed Scrolls
4		1 sp	100 gp	—	A Precious Gemstone
5		1 sp	1 gp	4 lbs.	Stone Shabti (Mother/Daughter)
6		—	—	—	Cosmetics Basket
7		5 gp	50 gp	½ lb.	Silver Hand Mirror
8		20 gp	200 gp	500 lbs.	Gold Inlaid Wooden Throne
9		—	100 gp	400 lbs.	Terracotta Statue
10		1 sp	1 gp	4 lbs.	Stone Shabti (Warrior)
11		8 sp	40 gp	2 lbs.	Silver Scarab
12		—	—	400 lbs.	Skeleton (Mount)
13		5 gp	50 gp	60 lbs.	Stone Bier
14		8 sp	25 gp	8 lbs.	Silver Situla
15		1 sp	1 gp	4 lbs.	Stone Shabti (Priest)
16		—	5 sp	½ lb.	Ceramic/Pottery Bowl
17		5 gp	40 gp	10 lbs.	Bold Embossed Silver Water Ewer
18		25 gp	100 gp	10 lbs.	Gold Ingot
19		50 gp	500 gp	2,000 lbs.	Bronze Ascendance Boat
20		100 gp	1,000 gp	5,000 lbs.	Gold Ascendance Boat

Table 7: Royalty/Ruler Tomb Treasure

D20	GM #	Ruined (10%)	Pristine (90%)	Weight	Dressing
1		250 gp	2,500 gp	10,000 lbs.	Gold War Chariot
2		100 gp	1,500 gp	2,000 lbs.	Gold Racing/Hunting Chariot
3		5 sp	50 gp	30 lbs.	Stone Headrest
4		5 gp	100 gp	10 lbs.	Canopic Jar Collection
5		5 sp	10 gp	80 lbs.	Shabti Collection (Family)
6		5 gp	50 gp	½ lb.	Tub of Tragacanth Gum
7		10 gp	100 gp	10 lbs.	Shirt Dagger and Sheath
8		10 gp	100 gp	5-50 lbs.	Gilded Musical Instrument
9		5 gp	50 gp	—	Royal Dress
10		5 sp	10 gp	80 lbs.	Shabti Collection (Warrior)
11		30 gp	200 gp	4 lbs.	Gold Scarab
12		50 gp	500 gp	4,000 lbs.	Solid Marble Throne
13		50 gp	500 gp	2,000 bs.	Golden Sarcophagi
14		10 gp	100 gp	5 lbs.	Ebony Senet Set
15		5 sp	10 gp	80 lbs.	Shabti Collection (Advisors/Priests)
16		5 gp	50 gp	1 lb.	Ivory Fan
17		5 sp	100 gp	5 lbs.	Jar of Wine
18		20 gp	250 gp	400-600 lbs.	Gilded Statue
19		100 gp	1,500 gp	5,000 lbs.	Gold and Ivory Processional Chariot
20		250 gp	2,500 gp	20,000 lbs.	Gold Ascendance Boat





Tomb Hazards

The following dangerous hazards are inspired by popular media representations of Egyptian tombs, as well as the architecture and style of Egyptian culture and construction. Each one should be at home in any Egyptian-style tomb or vault.

HEIROGLYPH TRAP

CR 12

XP 19,200

Type magical; Perception DC 25; Disable Device DC 32

EFFECTS

Trigger proximity; **Reset** automatic

This trap consists of one or more heiroglyphs that have been imbued with magic power, put in place to ward a tomb or similar structure against intruders. The heiroglyphs themselves are not hidden, but can only be identified as a trap with a successful Perception check. Each heiroglyph in the trap has its own effect, and anyone disabling the trap with Disable Device must disable each individual heiroglyph in the chain separately. As long as at least one creature is within proximity of the trap, each round, on initiative 10, one of the heiroglyphs in the chain performs its effect. The heiroglyphs follow a set pattern, and each round, the next heiroglyph in order is the one that is activated. Once all of the heiroglyphs have been activated, it takes 10 minutes before the trap resets and can

act again. Several sample heiroglyphs are included below, and innovative GMs are encouraged to use them as guidelines for creating additional heiroglyphs to add to these traps.

- **Eye:** This heiroglyph fires a ray of brilliant red light. Treat this as a ranged touch attack with a +15 bonus that deals 4d6 points of fire damage on a successful hit, and forces the target to succeed on a DC 20 Fortitude save or be blinded for 10 minutes.
- **Falcon:** A spectral falcon emerges from this heiroglyph and flies directly towards a nearby creature, raking at them with its talons. Treat this as two ranged attacks made at a +21 bonus, each of which deals 3d6 points of slashing damage. If both attacks hit, the spectral falcon rends its target, dealing an additional 3d6 points of slashing damage.
- **Hyena:** This heiroglyph unleashes an infectious laughter, causing each creature within 30 feet to be forced to succeed on a DC 20 Will save or be affected as though by the spell *hideous laughter* for 1 minute.
- **Pharaoh:** This heiroglyph issues a mental command to a single creature within 30 feet, forcing that creature to succeed on a DC 20 Will save or be affected as though by the spell *command*, except that the specific command must be chosen when the trap is created, and cannot later be changed, and the creature continues carrying out the command for 1d4 rounds.

For every 2 hieroglyphs added to the trap beyond the first, the trap's CR increases by 1. For every 2 CRs the trap increases, increase the bonus on all attack rolls by 1, and the DC of all saving throws by 1. The Perception and Disable Device DCs remain the same.

In addition to the normal methods of disabling a trap, a hieroglyph trap can be disabled by any character by successfully reading aloud the string of hieroglyphs. Doing so requires a successful Linguistics check (DC 20 + 2 per hieroglyph beyond the first. This causes the trap to be unable to act for 10 minutes, as though all of the hieroglyphs had just acted. A character that has successfully spoken the same set of hieroglyphs in the past, or heard them spoken, gains a +10 bonus on this check.

HUNGRY SARCOPHAGUS

CR 8

XP 4,800

NE persistent haunt (40-ft. radius)

CL 9th; **Notice** Perception DC 25 (to hear the sound of scratching coming from within the sarcophagus); **hp** X; **Weakness** destroying the sarcophagus displaces the haunt; see text; **Trigger** proximity; **Reset** 1 day

EFFECTS

The sarcophagus in the center of the haunt's area opens and dozens of tendrils made of linen gauze reach out from within its dark depths, attempting to grab at creatures within the haunt's area. Treat this as a grapple combat maneuver check with an effective CMB of +16. The haunt makes up to one such grapple check on its turn each round until it successfully grabs a creature, or until 10 minutes pass without any targets being within range, at which point the haunt is neutralized until it resets. Once they successfully grab a creature, the gauze tendrils automatically pull the grappled creature into the sarcophagus, which slams shut and seals itself.

Within the sarcophagus, the grabbed creature is wrapped up in linen gauze, mummifying her with horrific speed and efficiency. Each round, the haunt attempts to maintain the grapple, pinning and then tying up the grabbed creature. Additionally, as long as the grabbed creature is grappled or pinned, she suffers 1d4 points of ability score damage to a random ability score each round, as she is wracked by terrible visions of masked figures removing her organs one by one (Will DC 18 to halve the ability score damage). Finally, the sarcophagus is airtight, and the creature imprisoned within is at risk of suffocation. If a creature within the coffin dies or has any ability score reduced to 0, it immediately becomes a dessicated, mummified corpse. If the corpse remains in the sarcophagus the next time it is triggered, it animates as a mummy.

Opening the sarcophagus is difficult. It has a good lock, and an *arcane lock* effect is applied when it shuts after capturing a victim, increasing the DC of Disable Device checks made to open it to 40. Only creatures outside the sarcophagus can attempt to disable it in this way. A DC 28 Strength check can force the sarcophagus open, and up to three creatures can use the aid another action to assist. Finally, the sarcophagus has

hardness 12 and 120 hit points. If the sarcophagus is reduced to 0 hit points, the haunt is displaced from the sarcophagus. It moves to the nearest sarcophagus, coffin, or similar container within 1,200 feet and is considered neutralized. If there are no other sarcophagi within range, it is destroyed, instead.

PHARAOH'S FALL TRAP

CR 14

XP 38,400

Type mechanical and magical; **Perception** DC 12; **Disable Device** DC 35

EFFECTS

Trigger location; **Reset** none

Several pedestals inscribed with hieroglyphs stand between one ledge and another, providing the only path through a seemingly bottomless pit or chasm. Jumping on the wrong pedestal causes the pedestal to crumble to dust, dumping the person landing on it into the abyss below.

Bypass The hieroglyphics on the pedestals spell the name of an ancient pharaoh, mostly forgotten to time. By succeeding at a DC 25 Linguistics or DC 30 Knowledge (history) check, a character can figure out the sequence of hieroglyphs to jump. The pedestals require a total of 2d6+6 DC 15 Acrobatics checks to traverse.

The area surrounding the trap is warded against teleportation effects as *dimensional lock*. In addition, any magical effect granting the power of flight (including polymorph effects and effects that allow movement of objects or creatures through the air, such as *air walk*, *feather fall*, *levitate*, *phantom steed*, and *telekinesis*) is subject to dispelling as *dispel magic* (caster level 15th) as soon as it enters the area of the trap and each round thereafter at the beginning of the user's turn. This dispelling effect functions like a counterspell if such a spell or effect is used while already within the area of the trap.

Effect 200-ft.-deep pit (20d6 falling damage); DC 30 Reflex avoids (sending the target back to the previous pedestal)

SHOCKING JARS

CR 3

XP 800

Type mechanical; **Perception** DC 15; **Disable Device** DC 30

EFFECTS

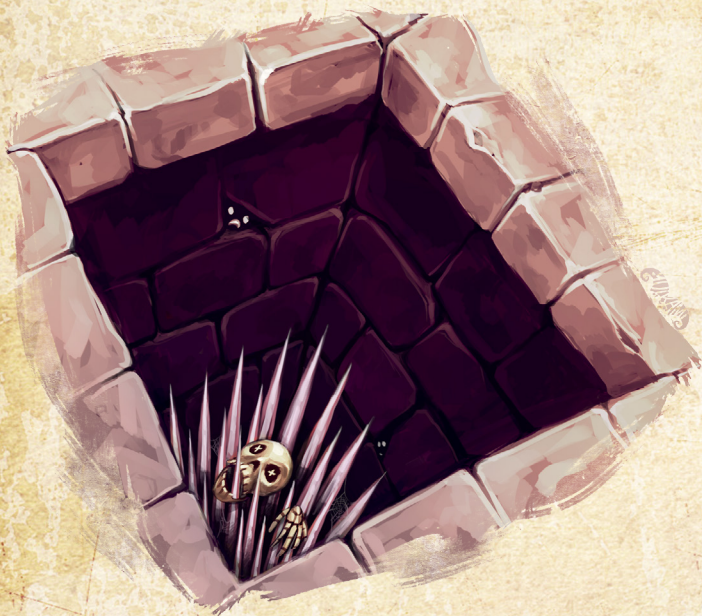
Trigger proximity; **Reset** manual; see text

The entire floor of the trapped room is covered in a thin plate of beaten brass and 3d4 clay jars 4 feet tall and 3 feet in diameter are placed in various points throughout the room, which contain a strong acid and have a pair of copper wires extending from the bottom to connect them to the metal floor. Any creature that ends its turn in the trap's area suffers a 2d6 points of electricity damage.

All doorways into the room close and lock automatically 1d2 rounds after a creature first enters the room. The doors have average locks (DC 25), a break DC of 22, hardness 8, and 40 hit points. A creature adjacent to a doorway as it closes can

attempt a DC 15 Reflex save to attempt to move to the other side before the door closes.

The electricity in the floor comes from the large clay jars of acid, which serve as primitive batteries. Each jar has a break DC of 18, hardness 4, and 20 hit points. When a jar is broken, it explodes in a shower of acid that deals 1d6 points of acid damage to each creature in a 10-foot-radius burst. However, each jar broken in this way reduces the amount of electricity damage inflicted each turn by 1 (to a minimum of 0). Once all the jars are broken, the trap is disabled, and all of the doors become unlocked. Alternatively, characters can climb onto an adjacent jar as a move action. Taking any actions while balancing on a jar requires a DC 20 Acrobatics check to avoid falling off. As long as a character is not in contact with the floor, she is not subject to the trap's electricity damage. The trap can function for up to 12 hours before the jar batteries lose their charge, at which point the acid within must be replaced.



SNAKE PIT TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 24; Disable Device DC 23

EFFECTS

Trigger location; **Reset** manual

This pit is the home to hundreds of snakes. Most of the snakes are harmless and soften the fall, but some of the snakes are venomous and aggressive. Variant traps have more powerful snakes in the pit and adjust the CR accordingly. Such a pit could be home to a **venomous snake swarm**^{B3} (CR 4), for example, but given that such swarms have a climb speed the snakes could easily climb out of the pit at any time. A basic snake pit trap is designed to trap creatures within, with a more limited number of snakes content to remain within the pit and take what prey falls to them.

Bypass A successful DC 15 Knowledge (nature) check allows the character to avoid the worst of the snakes if a character jumps or climbs into the pit intentionally, preventing the

snakes from attacking for 1d3-1 rounds. A successful wild empathy check (with a +4 circumstance bonus for any live food provided) causes the snakes to seek other sources of food. The snakes in the pit can be driven away by 10 points of slashing or bludgeoning damage or 5 points of damage that affects an area.

Effect 30-ft.-deep pit (2d6 falling damage due to snakes); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Effect **vipers** (Atk +5 melee for 1d2-2 damage plus **blackadder venom**, once each round); multiple targets (all targets in the pit)

TOPPLING COLUMN TRAP

CR 5

XP 1,600

Type mechanical; Perception DC 18; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Several columns appear to support this chamber's roof, but they in fact fall over when someone enters.

Bypass A DC 15 Knowledge (engineering) check will determine a path to follow through the chamber without causing the columns to fall over. Additionally, succeeding on this check grants a +2 circumstance bonus to a character attempting a Disable Device check to force the columns to collapse against each other.

Effect falling column (Atk +15 melee for 4d8+6 damage); multiple targets (all targets in a 30-ft.-square chamber)

VALUABLE IDOL TRAP

CR 3

XP 800

Type mechanical; Perception DC 20; Disable Device DC 25

EFFECTS

Trigger touch; **Reset** manual

An ancient idol sits atop a pedestal. Removing it causes the pressure plate on which it sits to release a boulder that crushes anything in its path.

Bypass The idol must be replaced with an item weighing the same as the idol, requiring a DC 15 Appraise check. The replacement must be swift so the trap won't trigger, requiring a DC 15 Sleight of Hand check.

Effect rolling boulder (Atk +10 melee for 2d8+2, plus a combat maneuver check at +10 to trip any creature struck); multiple targets (all targets in a 30-ft. line)

Tomb Guardians

While traps and the hauntings of restless spirits bound to a tomb can present hazards aplenty to explorers and would-be tomb robbers, those truly wishing to secure an undisturbed rest for the fallen leave nothing to chance by placing guardians on the tomb to ensure a more active defense. Of course, such guardianship may involve long years of inactivity, so only those brought to life from unliving stone and flesh, or cursed with an immortality of service to the tomb's creator or inhabitant, can stand guard throughout the ages.

Grave Warden (Templare)

"Grave warden" is an acquired template that can be added to any sentient (Intelligence 3 or higher) living creature (referred to hereafter as the base creature). A grave warden can be created with a *major curse*^{UM}, typically cast upon a focus object of treasure. A creature taking the object must save or be transformed over the next 24 hours into a guardian creature with a heart of stone and skin and flesh like aged ivory and alabaster, decorated in chipped and flaking paint, faience, and gold leaf in the semblance of their appearance in life. A grave warden uses the base creature's stats and abilities except as noted here.

CR: Same as base creature +2.

Type: The creature's type changes to construct. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. Grave wardens are intelligent and are not immune to mind-affecting effects.

Senses: As the base creature, plus darkvision 60 feet and tremorsense 30 feet.

AC: A grave warden gains a +4 bonus to its natural armor over the base creature's natural armor bonus.

Hit Dice: Convert all current and future racial Hit Dice to d10s. Do not change class Hit Dice. A grave warden also gains additional hit points based on its size as a construct, as described in the Creature Types appendix of the *Pathfinder Roleplaying Game Bestiary*.

Defensive Abilities: Grave wardens gain a +4 bonus to their CMD and gain DR 5/adamantine (or DR 10/adamantine if it has 11 HD or more). A grave warden also gains a +4 bonus on saving throws against mind-affecting effects and also gains spell resistance of 13 + the CR of the base creature; this spell resistance applies only against mind-affecting effects. Grave wardens are immune to curses and effects that cause bad luck.

Tomb Guardian (Su): Within the tomb it guards, a grave warden gains fast healing equal to one-half its Hit Dice (minimum 1) and gains a +2 circumstance bonus on attack rolls and saving throws and to its AC.

Attacks: A grave warden retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on its size.

Special Attacks: A grave warden has all the special attacks of the base creature, plus he following special attacks:

Spell-like Abilities: A grave warden gains the following spell-like abilities, with a caster level equal to its Hit Dice. Save DCs are Charisma-based.

Constant *deathwatch*, *nondetection*, *statue*.

At will *dancing lights*, *ghost sound*, *hold portal*, *meld into stone*, *open/close*.

3/day *bestow curse*, *minor image*, *summon swarm*.

1/day *antilife shell*, *passwall*, *spiked pit*^{APG}.

Abilities: Str +4, Cha +2. As a construct, a grave warden has no Con score.

Feats: A grave warden gains Alertness and Blind-Fight as bonus feats.

Skills: A grave warden gains a +4 racial bonus on Perception and Sense Motive checks.

Special Qualities: A grave warden has all the special qualities of the base creature, plus he following special attacks:

Merciless Recovery (Su): A grave warden cannot abide the loss of the tiniest bit of treasure from the tomb it guards, compelling the grave warden as a *geas/quest* spell to pursue the thieves and reclaim the treasure in order to return it to the tomb. If the grave warden has been brought to 0 hit points within its guarded tomb, it reanimates 1 hour after any item of treasure has been removed from its resting place (even if it has not been removed from the tomb), reviving with 1 hit point, at which point its fast healing allows it to recover quickly.

A grave warden can use *locate object* at will as a spell-like ability to find any object taken from that tomb, and when pursuing a creature carrying such an item gains the benefits of the track, swift tracker, and quarry class abilities of a 15th-level ranger. If a creature has a stolen object in its possession for 24 hours, these abilities apply even if the creature later disposes of the object, and if the grave warden slays the target it can use *create treasure map* as a spell-like ability, revealing the last known location of the stolen treasure in addition to the wealth usually revealed by the spell. This is a curse effect that can be negated by casting *remove curse* or *break enchantment* (caster level check DC 20) upon the stolen item(s).

Sunlight Weakness (Ex): A grave warden is bound with a curse of death, and exposure to natural sunlight causes it to become sickened (no saving throw).

Tomb Dependent (Su): A grave warden is mystically bound to the tomb it guards, and it can never stray more than 60 feet from the entrance to the tomb. If it leaves this area, the grave warden must succeed on a DC 12 Will save once per hour or take 1 point of Strength, Dexterity, and Charisma drain. This save must be made only once per day if the grave warden is in active pursuit of creatures that have stolen from its guarded tomb, or returning to its tomb with treasures it has recovered. The save DC increases by 1 for each failed save. If any of these ability scores are reduced to 0, the grave warden turns becomes petrified. If the grave warden has been away from its tomb for at least 24 hours, its curse can be ended with a successful *remove curse* or *break enchantment*, restoring it to life at the age it was when the curse originally took hold.



Graven Guardians

Sacred to the ancient gods, graven guardians are an unusual type of construct that is specifically consecrated to embody the power of a deific domain. Chosen at the time of its creation, this domain must be one granted by the deity of its creator. The graven guardian's chosen domain determines many of its abilities. Once created, a graven guardian is ordered to stand watch over a place of holy significance, often the tomb of a revered leader in the faith or a member of the royalty or nobility favored by the hierophants of the faith.

The mythic version of a graven guardian might have been created by an ancient civilization and the secrets of their making now lost to history, or the GM might choose to allow any mythic character who has the mythic Craft Construct feat to create a mythic graven guardian. That feat was originally published in the *Mythic Monster Manual* and is reprinted here for ease of reference.

Craft Construct^{B1} (Item Creation, Mythic)

You are a master craftsman of animate constructs of surpassing magnificence.

Prerequisite: Caster level 5th, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You add your mythic rank or tier on skill checks related to crafting a construct. In addition, you can create constructs at a much faster rate than normal. Each day of labor on a construct enables you to craft up to 1,000 gp times your mythic tier of a construct's base price, up to a maximum of 10,000 gp of its price per day at 10th mythic tier.

In addition, you can craft mythic constructs, including both constructs with the mythic subtype as well as constructs with one or more **mythic simple templates** applied. When adding a mythic simple template, use the normal construction rules; however, the cost of the construct is increased by 50% times its mythic tier, and any skill check DCs for its construction are increased by an amount equal to 5 plus the creature's mythic rank. For constructs with the mythic subtype, use the listed construction rules if they are provided; if they are not provided, adjust the construct's price and associated DCs as described above. Crafting a mythic construct requires the expenditure of a number of uses of mythic power equal to the construct's mythic rank each day of construction.

At the GM's option, you can use this feat to create a sentient construct. Crafting a sentient construct increases the construct's cost by 100% and increases the DC of all associated skill check DCs by 5; these adjustments stack with those for creating a mythic construct as described above if you also make a construct mythic. A sentient construct gains an Intelligence score equal to 3d6 Intelligence, increases its Charisma score by 1d3 Charisma, and gains 2 racial Hit Dice. It can speak one language that you know, plus one additional language that you know per point of its Intelligence bonus (if any). You cannot use this feat to grant sentience to a construct that already has an Intelligence score greater than 2. A sentient construct loses its immunity to mind-affecting effects and to Intelligence, Wisdom, and Charisma ability damage, drain, and penalties. A

sentient construct is no longer under your control, though its initial attitude towards you is friendly.

You can add mythic simple templates or sentience to an existing construct. Deduct the construct's normal base cost from its final adjusted cost to determine the cost of adding these enhancements to the construct.

MYTHIC GRAVEN GUARDIAN CR 6/MR 3

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 83 (6d10+50); fast healing 2

Fort +2, **Ref** +4, **Will** +3

DR 5/adamantine and epic; **Immune** construct traits; **SR** 19

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen scimitar* +12/+7 (1d6+7/15-20 plus bleed) or slam +10 (1d6+6)

Special Attacks bleed 2, channel negative energy^{MMA} (DC 14, 3d6), fervor, magic weapon, **mythic power** (3/day, surge +1d6), rest eternal, slumber^{MMA} (DC 14)

Spell-Like Abilities (CL 5th; concentration +0)
1/day—*haste* (self only)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +10; **CMD** 22

Feats Power Attack^{MF}, Weapon Focus (scimitar)^{MF}

SQ guardian domains (Death, Repose)

ECOLOGY

Environment any land

Organization solitary, band (2-4), or assembly (3 mythic graven guardians, plus 3-12 non-mythic graven guardians)

Treasure incidental (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Faith Bound (Su) A mythic graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the mythic graven guardian is dedicated unless that creature first attacks the mythic graven guardian.

Fervor (Su) A mythic graven guardian gains a +2 bonus on attack and damage rolls made against creatures whose alignment is opposed to the alignment of its deity on one or both alignment axes (chaos vs. law, or evil vs. good), as well as against creatures who are followers of a deity that is an enemy of the mythic graven guardian's deity.

Magic Weapon (Su) A mythic graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as

long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Mindless Warrior (Ex) A mythic graven guardian gains Power Attack and Weapon Focus as bonus feats, even though it is mindless. For Weapon Focus, it chooses the favored weapon of the deity it is associated with. Because it is mindless, it always uses its Power Attack feat.

Guardian Domains

Each mythic graven guardian gains a special ability from two domains assigned during construction. Save DCs for these abilities are Wisdom-based (DC 14 for most guardians). Unless otherwise noted, the caster level for these abilities is equal to the graven guardian's Hit Dice (CL 5th for most graven guardians). A mythic graven guardian's domain abilities are improved from those of non-mythic graven guardians.

Air:

Blast of Wind (Su)—As a standard action, the mythic graven guardian can expend 1 use of mythic power to unleash a blast of wind. This functions as *gust of wind*, except that it takes the form of a 30-ft. cone, and the DCs of all Strength and Fly checks are increased by +2.

Flight (Su)—The mythic graven guardian gains a fly speed equal to its base speed with average maneuverability and a Fly skill of +6 (this includes a +4 racial bonus).

Animal:

Beast Ward (Su)—Animals must make a Will save before they can attack the mythic graven guardian. Any attack on an animal (but not its allies) by the graven guardian breaks this protection. Once the animal makes this Will save, it need not save again against that particular graven guardian on subsequent attacks.

Wild Fangs (Ex)—As a swift action, the mythic graven guardian can expend 1 use of mythic power in order to gain a primary bite natural attack, which deals 1d8 points of damage on a successful hit. This bite attack lasts for 1 minute.

Artifice:

Durable (Ex)—As a swift action, the mythic graven guardian can expend 1 use of mythic power to increase its damage reduction to 10/adamantine and epic for 3 rounds.

Repair (Ex)—The mythic graven guardian's fast healing increases to 5.

Chaos:

Chaotic Weapons (Su)—The mythic graven guardian's weapon and slam attacks are treated as chaotic-aligned. Its magic weapon deals +1d6 points of damage to lawful targets.



Confusion (Sp)—As a standard action, the mythic graven guardian can expend one use of mythic power to force a single creature within 60 feet to succeed on a Will save or become confused for 1d4 rounds.

Charm:

Command (Su)—The mythic graven guardian can cast *command* three times per day as a spell-like ability.

Reverence (Sp)—As a swift action, the mythic graven guardian can expend one use of mythic power in order to radiate an aura of majesty that makes creatures hesitant to attack it. This functions as *sanctuary*, except that it also applies to spells and abilities with an area of effect that would include the mythic graven guardian.

Community:

Alliance (Su)—Adjacent worshipers and graven guardians dedicated to the same god gain a +1 luck bonus on attack rolls, weapon damage rolls, and saves.

Strength of Unity (Su)—As a swift action, the mythic graven guardian can draw upon the strength of its allies, gaining competence bonus to its Strength and Dexterity scores equal to the number of other graven guardians and worshippers of the same deity within 30 feet (to a maximum increase of +6). These benefits last for 1 minute.

Darkness:

Darkness (Su)—The mythic graven guardian can cast

darkness two times per day as a spell-like ability.

Shadow Form (Su)—As a standard action, the mythic graven guardian can expend one use of mythic power to transform itself into a living shadow. It gains the incorporeal subtype and special ability, and cannot enter areas of bright light. If it is forced into an area of bright light, or an area it is already in becomes lit with bright light, it suffers 4d6 points of damage and is shunted to the nearest unoccupied space in a lower light level. This transformation lasts indefinitely, and can be ended with another standard action.

Death:

Bleed (Ex)—The mythic graven guardian's weapon deals 2 points of bleed damage on a hit.

Channel Negative Energy (Su)—As a standard action, the mythic graven guardian can expend one use of mythic power in order to channel negative energy, as a 6th-level cleric, except the saving throw DC is Wisdom-based. Additionally, the mythic graven guardian is healed by negative energy as though it were undead (it remains unaffected by positive energy).

Destruction:

Shatter (Ex)—The mythic graven guardian can cast *shatter* two times per day as a spell-like ability.

Sunder Specialist (Ex)—The mythic graven guardian gains Improved Sunder as a bonus feat. Additionally, as a swift action, it can expend one use of mythic power in order to project an aura of destruction, to a range of 30 feet. Each object within this aura is treated as though its hardness were 5 lower than it actually is. This effect lasts for 1 minute.

Earth:

Rocky (Ex)—The mythic graven guardian's natural armor bonus increases by +2.

Tremor (Sp)—As a standard action, the mythic graven guardian can expend one use of mythic power in order to create a powerful tremor. This functions as the spell *earthquake*, except that the damage from any collapsing ceilings or landslides is reduced to 4d6, standing structures suffer only 50 points of damage, and creatures that are buried within fissures or pinned beneath rubble can free themselves with a DC 20 Strength check.

Evil:

Evil Weapons (Su)—The mythic graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

Temptation (Su)—The mythic graven guardian can expend one use of mythic power to cast *atonement* as a spell-like ability, but only the redemption or temptation version, and only to change a creature's alignment to evil. In order for it to do so, the creature must first swear allegiance to the mythic graven guardian's deity, and must perform an evil act specified by a member of the mythic graven guardian's faith.

Fire:

Aura of Fire (Su)—As a standard action, the mythic graven

guardian can expend one use of mythic power in order to project an aura of fiery majesty to a range of 30 feet. All fire damage inflicted to creatures or objects within this range is doubled. The additional damage is not subject to fire resistance or immunity. This effect lasts for 1 minute.

Flaming (Su)—The mythic graven guardian's weapon gains the *flaming* property.

Glory:

Glorious (Su)—The mythic graven guardian's magic weapon and slam attack deal an additional 1d6 points of damage against undead creatures.

Shared Glory (Su)—A mythic graven guardian can expend one use of mythic power to grant a bonus equal to its surge die + its Wisdom modifier to a single Charisma check or Charisma-based skill check made by an ally within 30 feet. This is an immediate action taken after the roll to be modified is made and the results are revealed.

Good:

Good Weapons (Su)—The mythic graven guardian's weapon and slam attacks are treated as good-aligned. Its magic weapon deals +1d6 points of damage to evil targets.

Redemption (Su)—The mythic graven guardian can expend one use of mythic power to cast *atonement* as a spell-like ability, but only the redemption or temptation version, and only to change a creature's alignment to good. In order for it to do so, the creature must first swear allegiance to the mythic graven guardian's deity, and must perform a good act specified by a member of the mythic graven guardian's faith.

Healing:

Channel Positive Energy (Su)—As a standard action, the mythic graven guardian can expend one use of mythic power in order to channel positive energy, as a 6th-level cleric, except the saving throw DC is Wisdom-based. Additionally, the mythic graven guardian is healed by positive energy as though it were a living creature (it remains unaffected by negative energy).

Recovery (Su)—Once per day, when reduced below half hit points, the mythic graven guardian automatically heals 3d10+6 points of damage.

Knowledge:

Familiarity (Su)—The mythic graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Self-Awareness (Su)—The mythic graven guardian gains an Intelligence of 10. It gains 4 ranks each in three different Knowledge skills (typically Knowledge [history], Knowledge [planes], and Knowledge [religion]), and gains Skill Focus for each of those Knowledge skills.

Law:

Forbiddance (Sp)—As a standard action, the mythic graven guardian can expend one use of mythic power to force a single creature within 60 feet to succeed on a Will save or be affected as though by *forbid* action for 1d4 rounds.

Lawful Weapons (Su)—The mythic graven guardian's weapons and slam attacks are treated as lawful-aligned.

Its magic weapon deals +1d6 points of damage to chaotic targets.

Liberation:

Aura of Freedom (Su)—As a swift action, the mythic graven guardian can project an aura of freedom to a range of 30 feet. Each of the mythic graven guardian's allies within this aura gain a +4 bonus to CMD, and a +2 bonus on saving throws made to resist compulsion effects, as well as any effect that imposes the grappled or paralyzed conditions.

Unfettered (Su)—The mythic graven guardian gains a +4 bonus to its CMD.

Luck:

Lucky (Su)—Once per day, the mythic graven guardian may roll a saving throw twice and take the better of the two results as the actual result.

Miraculous Reversal (Su)—As an immediate action, whenever the mythic graven guardian or one of its allies within 30 feet rolls a natural 1 on a d20 roll, the mythic graven guardian can expend one use of mythic power in order to treat that roll as though it were a natural 20, instead.

Madness:

Confusion (Su)—The mythic graven guardian can cast *confusion* once per day as a spell-like ability.

Induce Schizophrenia (Su)—As a full-round action, a mythic graven guardian can expend one use of mythic power in order to force a single creature within 60 feet to succeed on a Will save or gain the schizophrenia madness^{GMG}.

Magic:

Resistant (Su)—The mythic graven guardian's SR increases by 5.

Spellcasting (Sp)—The mythic graven guardian gains the ability to cast several spells as spell-like abilities. Choose three 1st-level spells, two 2nd-level spells, and one 3rd-level spell from the sorcerer/wizard spell list. The mythic graven guardian can cast each of the chosen spells as a spell-like ability once per day.

Nobility:

Enthralling Gaze (Su)—As a full-round action, the mythic graven guardian can expend one use of mythic power to cause its eyes to glow with a mesmerizing light. This functions as the spell *enthrall*, except that creatures with 4 or more Hit Dice or a Wisdom of 16 or higher still suffer the full effect, and the mythic graven guardian need not do any sort of performance, although it must spend a standard action each round to concentrate on the effect in order to maintain it.

Honored (Su)—The mythic graven guardian gains a +1 bonus on attack rolls and combat maneuver checks.

Plant:

Command Plants (Sp)—As a standard action, the graven guardian can expend one use of mythic power in order to gain limited control over a single plant creature within 60 feet whose Hit Dice do not exceed the graven guardian's

own. A Will save negates this effect. A plant affected by this ability fights on the behalf of the graven guardian and its allies, but is otherwise in control of its own actions. Additionally, a plant affected by this ability gain a +4 enhancement bonus to its Strength and Dexterity scores.

Entangle (Su)—The mythic graven guardian can cast *entangle* three times per day as a spell-like ability.

Protection:

Protected (Su)—The mythic graven guardian gains a +2 bonus on all saves.

Shield From Harm (Su)—As an immediate action, whenever a creature confirms a critical hit against the mythic graven guardian or one of its allies within 30 feet, the mythic graven guardian can expend one use of mythic power in order to negate that critical hit, causing it to be treated as a normal hit, instead.

Repose:

Rest Eternal (Su)—Damage dealt by the mythic graven guardian resists any magical healing. Attempting to use magical healing to cure this damage requires a successful caster level check against the mythic graven guardian's SR. This ability does not affect natural healing or healing provided by extraordinary abilities.

Slumber (Su)—As a standard action, the mythic graven guardian can expend one use of mythic power in order to force a single creature within 60 feet to fall into a deep slumber (Will negates). An affected creature is not awakened by noise, but awakens automatically if it is damaged. The creature's allies can attempt to awaken it by shaking it as a standard action.

Rune:

Glyph of Warding (Sp)—A mythic graven guardian can expend one use of mythic power in order to cast *glyph of warding* as a spell-like ability. If it chooses to use the spell glyph version, it can select any spell of 3rd level or lower from the sorcerer/wizard spell list.

Rune Carved (Su)—Runes cover the mythic graven guardian. Whenever the mythic graven guardian takes energy damage or energy damage fails to overcome its SR, for the next round, its attacks deal +1d6 points of damage of that energy type. If more than one type of energy attack occurs in a round, roll randomly to determine what kind of extra energy damage it deals.

Strength:

Powerful (Ex)—The mythic graven guardian gains Power Attack as a bonus feat.

Surge of Strength (Su)—As a standard action, the mythic graven guardian can expend one use of mythic power in order to gain a +6 enhancement bonus to its Strength score for 1 minute.

Sun:

Dazzling (Su)—When the mythic graven guardian scores a critical hit with its magic weapon, a bright flash blinds the target for 1d4 rounds (Fortitude save negates).

Sunlight (Sp)—As a standard action, the mythic graven guardian can expend one use of mythic power in order to

project a 60-foot-radius of bright light. Undead creatures within the area of this light suffer 6 points of damage each round that they remain within the light. The light lasts for 10 minutes, although the mythic graven guardian can end the effect early as a swift action.

Travel:

Speedy (Su)—The mythic graven guardian gains Mobility as a bonus feat, and all of its modes of movement increase by +10 feet.

Void Step (Su)—As a swift action, the mythic graven guardian can expend one use of mythic power to teleport up to 120 feet. This otherwise functions as *dimension door*, except that the mythic graven guardian can act normally afterwards.

Trickery:

Tricky Combatant (Ex)—The mythic graven guardian gains Improved Dirty Trick as a bonus feat. Additionally, whenever it makes a combat maneuver check, it can expend one use of mythic power to gain a +10 bonus on this check. If it does so, it cannot use its surge ability on that combat maneuver.

Trip (Su)—The mythic graven guardian gains the trip ability with its melee weapon and slam attacks.

War:

Enhanced (Su)—The enhancement bonus of the mythic graven guardian's weapon increases to +2.

Skilled Combatant (Ex)—As a swift action, the mythic graven guardian can expend one use of mythic power in order to gain a single combat feat of its choice whose prerequisites it meets. This benefit lasts for 10 minutes.

Water:

Mythic Font (Su)—As a move action, the mythic graven guardian can cause one gallon of pure, clean water to pour from its mouth. Alternatively, as a standard action, by expending one use of mythic power, it can replicate the geyser effect of a *decanter of endless water*, except that the DC of the Strength check to avoid being knocked down is 15, and creatures within the geyser suffer 2d8 points of damage, instead of the normal amount. The geyser persists for as long as the mythic graven guardian continues to spend a standard action each round to maintain it, to a maximum of 1 minute.

Swimmer (Ex)—The mythic graven guardian gains a swim speed equal to its base speed, and a Swim skill of +11.

Weather:

Control Weather (Sp)—As a full-round action, the mythic graven guardian can expend one use of mythic power to alter the weather. This functions as *control weather*, except that the change occurs after only 3 rounds, the area is reduced to 1 mile, and the duration is reduced to 1 hour.

Shocking Weapon (Su)—The mythic graven guardian's weapon gains the *shock* special ability.

In addition to the base mythic graven guardian described below, the following graven guardians are uniquely well suited for use in an Egyptian-themed campaign, as they are built with the specific sacraments and trappings of the gods of Egypt in

mind. A'an is an aspect of Thoth, the god of knowledge, often depicted with a baboon's head rather than the more familiar ibis head, and being an embodiment of justice and judgment.

MYTHIC GRAVEN GUARDIAN CR 6/MR 3

(A'AN)

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 83 (6d10+50); fast healing 2

Fort +2, Ref +4, Will +3

DR 5/adamantine and epic; Immune construct traits; SR 19

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 keen sickle +12/+7 (1d6+7/19-20 plus 1d6 vs. chaotic creatures) or slam +10 (1d6+6)

Special Attacks familiarity, fervor, forbiddance (DC 14), magic weapon, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 5th; concentration +0)
1/day—*haste* (self only)

STATISTICS

Str 18, Dex 15, Con —, Int 10, Wis 12, Cha 1

Base Atk +6; CMB +10; CMD 22

Feats Power Attack^{MF}, Skill Focus (Knowledge [history], Knowledge [planes], Knowledge [religion]), Weapon Focus (scimitar)^{MF}

Skills Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +4

SQ guardian domains (Knowledge, Law)

ECOLOGY

Environment any land

Organization solitary, band (2-4), or assembly (3 mythic graven guardians, plus 3-12 non-mythic graven guardians)

Treasure incidental (masterwork sickle, other treasure)

SPECIAL ABILITIES

Faith Bound (Su) A mythic graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the mythic graven guardian is dedicated unless that creature first attacks the mythic graven guardian.

Familiarity (Su) The mythic graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Fervor (Su) A mythic graven guardian gains a +2 bonus on attack and damage rolls made against creatures whose alignment is opposed to the alignment of its deity on one or both alignment axes (chaos vs. law, or evil vs. good), as



well as against creatures who are followers of a deity that is an enemy of the mythic graven guardian's deity.

Forbiddance (Sp) As a standard action, the mythic graven guardian can expend one use of mythic power to force a single creature within 60 feet to succeed on a Will save or be affected as though by *forbid action* for 1d4 rounds.

Lawful Weapons (Su) The mythic graven guardian's weapons and slam attacks are treated as lawful-aligned. Its magic weapon deals +1d6 points of damage to chaotic targets.

Magic Weapon (Su) A mythic graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Mindless Warrior (Ex) A mythic graven guardian gains Power Attack and Weapon Focus as bonus feats, even though it is mindless. For Weapon Focus, it chooses the favored weapon of the deity it is associated with. Because it is mindless, it always uses its Power Attack feat.

In his familiar role as patron of knowledge, lore, scholars, and magic, Thoth is depicted with the head of an ibis and often is shown carrying a staff or scroll.

MYTHIC GRAVEN GUARDIAN CR 6/MR 3	(IBIS)
---	---------------

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 83 (6d10+50); fast healing 2

Fort +2, Ref +4, Will +3

DR 5/adamantine and epic; Immune construct traits; SR 19

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen sickle* +12/+7 (1d6+7/19-20) or slam +10 (1d6+6)

Special Attacks familiarity, fervor, glyph of warding, magic weapon, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 5th; concentration +0)
1/day—*haste* (self only)

STATISTICS

Str 18, Dex 15, Con —, Int 10, Wis 12, Cha 1

Base Atk +6; CMB +10; CMD 22

Feats Power Attack^{MF}, Skill Focus (Knowledge [history], Knowledge [planes], Knowledge [religion]), Weapon Focus (scimitar)^{MF}

Skills Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +4

SQ guardian domains (Knowledge, Rune), rune-carved

ECOLOGY

Environment any land

Organization solitary, band (2-4), or assembly (3 mythic graven guardians, plus 3-12 non-mythic graven guardians)

Treasure incidental (masterwork sickle, other treasure)

SPECIAL ABILITIES

Faith Bound (Su) A mythic graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the mythic graven guardian is dedicated unless that creature first attacks the mythic graven guardian.

Familiarity (Su) The mythic graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Fervor (Su) A mythic graven guardian gains a +2 bonus on attack and damage rolls made against creatures whose alignment is opposed to the alignment of its deity on one or both alignment axes (chaos vs. law, or evil vs. good), as well as against creatures who are followers of a deity that is an enemy of the mythic graven guardian's deity.

Glyph of Warding (Sp) A mythic graven guardian can expend one use of mythic power in order to cast *glyph of warding* as a spell-like ability. If it chooses to use the spell glyph version, it can select any spell of 3rd level or lower from the sorcerer/wizard spell list.

Magic Weapon (Su) A mythic graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Mindless Warrior (Ex) A mythic graven guardian gains Power Attack and Weapon Focus as bonus feats, even though it is mindless. For Weapon Focus, it chooses the favored weapon of the deity it is associated with. Because it is mindless, it always uses its Power Attack feat.

Rune Carved (Su) Runes cover the mythic graven guardian. Whenever the mythic graven guardian takes energy damage or energy damage fails to overcome its SR, for the next round, its attacks deal +1d6 points of damage of that energy type. If more than one type of energy attack occurs in a round, roll randomly to determine what kind of extra energy damage it deals.

The traditional moon god among Egyptians is the falcon-headed Khonshu, child of Amun and Nut, but Iah and Thoth are both also associated with the moon as part of their divine portfolios.



MYTHIC GRAVEN GUARDIAN CR 6/MR 3

(MOON)

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 83 (6d10+50); fast healing 2

Fort +2, Ref +4, Will +3

DR 5/adamantine and epic; Immune construct traits; SR 24

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 keen sickle +12/+7 (1d6+7/19-20) or slam +10 (1d6+6)

Special Attacks fervor, magic weapon, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 5th; concentration +0)

2/day—darkness

1/day—dispel magic, haste (self only), magic missile, resist energy, see invisibility, shield, true strike

STATISTICS

Str 18, Dex 15, Con —, Int —, Wis 12, Cha 1

Base Atk +6; CMB +10; CMD 22

Feats Power Attack^{MF}, Weapon Focus (scimitar)^{MF}

SQ guardian domains (Darkness, Magic), shadow form

ECOLOGY

Environment any land

Organization solitary, band (2-4), or assembly (3 mythic graven guardians, plus 3-12 non-mythic graven guardians)

Treasure incidental (masterwork sickle, other treasure)

SPECIAL ABILITIES

Faith Bound (Su) A mythic graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the mythic graven guardian is dedicated unless that creature first attacks the mythic graven guardian.

Fervor (Su) A mythic graven guardian gains a +2 bonus on attack and damage rolls made against creatures whose alignment is opposed to the alignment of its deity on one or both alignment axes (chaos vs. law, or evil vs. good), as well as against creatures who are followers of a deity that is an enemy of the mythic graven guardian's deity.

Magic Weapon (Su) A mythic graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Mindless Warrior (Ex) A mythic graven guardian gains Power Attack and Weapon Focus as bonus feats, even though it is mindless. For Weapon Focus, it chooses the favored weapon of the deity it is associated with. Because it is mindless, it always uses its Power Attack feat.

Shadow Form (Su) As a standard action, the mythic graven guardian can expend one use of mythic power to transform itself into a living shadow. It gains the incorporeal subtype and special ability, and cannot enter areas of bright light. If it is forced into an area of bright light, or an area it is already in becomes lit with bright light, it suffers 4d6 points of damage and is shunted to the nearest unoccupied space in a lower light level. This transformation lasts indefinitely, and can be ended with another standard action.

Apep is a primordial god of destruction among the Egyptian pantheon, the all-consuming serpent who embodies the river in its more dangerous aspects of flooding, drowning, and devastation, as well as all manner of natural disturbances and disasters from thunderstorms to earthquakes. He is the lord of chaos and the unmaker of all things, the doom of the world if the civilized gods cannot keep him at bay.

MYTHIC GRAVEN GUARDIAN CR 6/MR 3

(APEP)

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 83 (6d10+50); fast healing 2

Fort +2, Ref +4, Will +3

DR 5/adamantine and epic; Immune construct traits; SR 19

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 keen dagger +12/+7 (1d4+7/17-20 plus 1d6 vs. good creatures) or slam +10 (1d6+6)

Special Attacks fervor, hypnotic gaze (DC 14), magic weapon, mythic power (3/day, surge +1d6), venomous weapon (DC 14)

Spell-Like Abilities (CL 5th; concentration +0)

1/day—haste (self only)

STATISTICS

Str 18, Dex 15, Con —, Int —, Wis 12, Cha 1

Base Atk +6; CMB +10; CMD 22

Feats Power Attack^{MF}, Weapon Focus (scimitar)^{MF}

SQ guardian domains (Evil, Scalykind), temptation

ECOLOGY

Environment any land

Organization solitary, band (2-4), or assembly (3 mythic graven guardians, plus 3-12 non-mythic graven guardians)

Treasure incidental (masterwork dagger, other treasure)

SPECIAL ABILITIES

Evil Weapons (Su) The mythic graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

Faith Bound (Su) A mythic graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the mythic graven guardian is dedicated unless that creature first attacks the mythic graven guardian.

Fervor (Su) A mythic graven guardian gains a +2 bonus on attack and damage rolls made against creatures whose alignment is opposed to the alignment of its deity on one or both alignment axes (chaos vs. law, or evil vs. good), as well as against creatures who are followers of a deity that is an enemy of the mythic graven guardian's deity.

Hypnotic Gaze (Su) As a standard action, a mythic graven guardian can expend one use of mythic power to cause its eyes to glow hypnotically. Each creature within 30 feet must succeed on a Will save (DC 14) or become fascinated by the graven guardian for as long as it continues to spend a standard action maintaining this ability, and for 1d4 rounds thereafter.

Magic Weapon (Su) A mythic graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Mindless Warrior (Ex) A mythic graven guardian gains Power Attack and Weapon Focus as bonus feats, even though it is mindless. For Weapon Focus, it chooses the favored weapon of the deity it is associated with. Because it is mindless, it always uses its Power Attack feat.

Temptation (Su) The mythic graven guardian can expend one use of mythic power to cast *atonement* as a spell-like ability, but only the redemption or temptation version, and only to change a creature's alignment to evil. In order for it to do so, the creature must first swear allegiance to the mythic graven guardian's deity, and must perform an evil act specified by a member of the mythic graven guardian's faith.

Venomous Weapon (Su) As a swift action, once per day, the mythic graven guardian can coat a single weapon it is wielding with poison. This functions as black adder venom, except that the saving throw DC is equal to 10 + 1/2 the graven guardian's Hit Dice + the graven guardian's Wisdom modifier).

Mummified Zombië (Tèmplàtè)

A mummified zombie is a creature whose desiccated corpse has been both naturally and magically preserved and given unholy life. Possessed of great strength and durability, the bodies of mummified zombies are dry and dusty beneath their funerary wrappings (for zombies created in blasphemous rites for the dead) or the shrunken, leathery skin that clings to their bodies for those whose bodies were naturally preserved in sand, mud, or otherwise. Mummified zombies are relentless on the attack, smashing their way through ruined temples and crushing hastily erected barricades once they have located their prey.

CR: As a normal zombie +1.

Armor Class: A mummified zombie has a natural armor bonus to its Armor Class of +2 for Tiny or smaller creatures, increasing by 2 for every size category larger than Tiny. This replaces the normal natural armor bonus for a zombie of its size.

Defensive Abilities: Mummified zombies gain DR 5/- in place of the DR 5/slashing possessed by ordinary zombies and are immune to petrification.

Special Attacks: Mummified zombies gain the following special attacks:

Destructive Smash (Ex): Mummified zombies deal double damage to unattended objects.

Special Qualities: A mummified zombie gains vulnerability to fire and also gains the following special quality.

Swarm Immunity (Ex): Swarms ignore mummified zombies, crawling over and around them as if they were part of the existing terrain but dealing no damage to them.

Tomb Taint (Su): When a mummified zombie is destroyed, it collapses into bony fragments, tattered wrappings, and a billowing burst of grave dust. All creatures adjacent to it are exposed to **mummy rot**^{B1} identical to that inflicted by a true mummy. The save DC to resist this effect is equal to 10 + 1/2 the mummified zombie's Hit Dice + its Charisma modifier.



Tomb Spells and Feats

The following feats and spells are especially well suited for characters and creatures constructing a tomb and stocking it with guardians or when exploring the archaeological ruins and funereal crypts of an ancient civilization.

Bind the Ancient Dead

Your mastery of the most ancient of funerary rites allows you to perform simple mummification both natural and mystical, and to call upon the preserved dead of the ages to kneel before you.

Prerequisite: Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks

Benefit: When you summon an animal, magical beast, or humanoid using *summon monster* or *summon nature's ally*, you may choose to apply the **mummified zombie template** to that creature. When you animate zombies using *animate dead*, you can animate them as mummified zombies. Like creating **bloody or burning skeletons**^{Bi}, mummified zombies count as twice their normal number of Hit Dice for per casting of *animate dead*; however, once controlled they count normally against the controller's Hit Die limit.

Sand Sense

You can perceive the movements of others through tremors in the sand.

Prerequisite: Sleeper in Dust

Benefit: You gain tremorsense with a range of 5 feet. The range increases to 10 feet when you are prone. In an area with at least 1 inch of loose sand, dust, ash, or earth, the range is doubled; however, you cannot use this ability at all when flying, swimming, or indoors or underground.

Sleeper in Dust

You live and slumber amid the drifting dust and sand of the desert ruins.

Prerequisite: Stealth 3 ranks

Benefit: You can hold your breath twice as long as normal, and when you are in an area with at least 1 inch of loose sand, dust, ash, or similar loose earth, you gain a +2 circumstance bonus on Stealth checks (+4 if you are prone). Creatures can detect you by scent only if they are within 10 feet, though they can pinpoint your location normally if they are adjacent to you.

In addition, if there is at least 1 foot of such loose earth, as a standard action you can drop prone and bury yourself in the sand, gaining a +10 bonus on your Stealth checks. You still need cover or concealment to attempt a Stealth check if you are being observed, though you may use a Bluff check to create a distraction in which to hide. Once buried, you are considered to have cover against melee attacks and area effects and total cover against ranged attacks. When buried in this way, creatures with scent can detect you only if they are adjacent to you or in your space.

Tombcaster

You magic lingers when cast amid the relics and ruins of the necropolis.

Prerequisite: Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (religion) 3 ranks

Benefit: Spells you cast within a tomb, graveyard, barrow, or similar burial complex are more difficult to dispel, increasing the DC of caster level checks by 2 for spells cast upon creatures or by 4 for spells cast upon objects. In addition, you can prepare or cast spells as if you had the Extend Spell metamagic feat, but that extended duration applies only as long as the target(s) of those spells remain within a burial complex. If the target leaves the area, the remaining duration of such spells expires at twice the normal rate. This has no effect on spells with an instantaneous or permanent duration.

Trap Spell (Metamagic)

You can bind your spells into the walls and floors to bedevil foes that stumble into them.

Prerequisite: Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks

Benefit: When you cast a trap spell, you must touch a 5-foot square of wall or floor while specifying all effects of the spell. If the spell affects an area, that square must be either the center of a burst, cylinder, emanation, or spread, or the point of origin of a line or cone. The next creature other than you to touch that square triggers the trap spell. A spell that normally affects multiple targets affects the triggering creature and any other creatures adjacent to the trap spell when triggered, up to the maximum normal number of creatures affected; if there are more adjacent creatures than the spell allows, determine randomly which are affected.

Once created, a trap spell persists for a number of hours equal to your caster level or until it is triggered. It can be located and disarmed as a magical trap (DC 25 + the spell's actual level), and also can be removed with *dispel magic*. Harmless spells and spells with a range of personal cannot be affected by this feat. A trap spell cannot be placed within 10 feet of an existing trap spell.

A trap spell uses up a spell slot two levels higher than the spell's actual level.

Tomb Spells

At the GM's option, spells such as these might be commonly available in the campaign world or may be limited to spellcasters who live among the ruins of an ancient civilization. Knowledge of these spells might be passed around among spellcasters of that culture or rarely sold to outsiders for a price, or they might be discovered among the dusty papyri of a forgotten library.

ACCURSED MONOLITH

School illusion (shadow) [curse]; **Level** cleric 8, occultist 6, sorcerer/wizard 8, witch 8

Saving Throw Will disbelief (if interacted with) and Will



negates, see text; **Spell Resistance** see text

This spell is identical to *eldritch monolith*, but any creature touching or adjacent to the illusory structure is affected as *bestow curse*, even if it disbelieves. Spell resistance applies against this effect and a Will save negates it.

If learned and cast as a mythos spell, you may choose to inflict a spellblight^{UM}, a form of insanity^{GMG}, or a variant curse effect such as curse of the ages or unluck rather than the usual effects of *bestow curse*.

ELDRITCH MONOLITH

School illusion (shadow); **Level** cleric 5, occultist 4, sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S, F (a piece of rubble from a building at least 1000 years old)

Range medium (100 ft. + 10 ft./level)

Area one 10-foot cube/level (S)

Duration 1 minute/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell is sometimes used by researchers into the mysteries of the ancients as a means to examine the architecture and artistry of fallen obelisks, statuary, and similar monuments. *Eldritch monolith* creates a solid illusory duplicate of the exterior of the ancient structure used as its focus, resized and proportionately scaled down to fit within the spell's area. This spell shows external openings but not the internal structure of the building; however, spaces open to the exterior are visible.

The detail shown by the *eldritch monolith* is not exacting, but it does provide a +2 circumstance bonus to Knowledge checks about the actual structure. The caster can create an *eldritch ancient monolith* of his own design or from a blend of actual buildings (a DC 20 Knowledge (engineering) or Knowledge (history) check reveals this fabrication).

Elder cultists sometimes replicate ancient buildings, especially blasphemous edifices torn down by the supposedly enlightened faithful of the younger gods. The caster can also create an *eldritch monolith* of his own design, whether conventional or wholly alien, often accounting for madmen's tales of alien vistas and unearthly buildings that vanish without a trace when others try to substantiate their ravings. If a caster attempts to create a counterfeit of an existing building, a DC 20 Knowledge (engineering) or Knowledge (history) check reveals the fabrication.

An *eldritch monolith* is solid and can be climbed (DC 20) or used to provide cover. While it has the appearance of solid stone (Will disbelief), its hardness is 2, and each 5-cubic section has hit points equal to your level. Destruction of one section does not affect other sections.

LOST IN THE SANDS

School conjuration (teleportation); **Level** cleric 5, shaman 5, sorcerer/wizard 5, witch 5

Saving Throw Will disbelief (if interacted with) and Will negates, see text; **Spell Resistance** see text

This spell functions as *dimensional anchor*, but rather than preventing the use of the listed forms of extradimensional travel, if the target attempts to use such an effect it is instead teleported to a random desert or wasteland location far from any form of civilization or water and subjected to severe heat conditions, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. Any attempt to use extradimensional travel to leave the desert simply relocates the target to a different random location within 1 mile. When the duration ends, the target returns to the location where it was originally affected by the spell. If *lost in the sands* is dispelled, the target does not return when the spell expires, but it is free to use any other teleportation or extradimensional travel at its disposal.

Lost in the sands can be used to create a magical trap that affects a single *gate* or *teleportation circle*, causing all creatures moving through it to be teleported to the heart of the desert. When cast in this way, it can be detected and disarmed as a magical trap with a DC 30 Perception or Disable Device check, as appropriate.

MUMMIFICATION

School necromancy [curse, death, evil]; **Level** cleric 6, shaman 7, witch 7

Target living humanoid creature touched

Saving Throw Fortitude partial and Will negates; see text;

Spell Resistance yes

This spell functions like *slay living*, but in addition a creature killed by this spell must succeed on a Will save or rise 1d4 rounds later as a mummy. A successful *remove curse* or *break enchantment* cast before the creature rises prevents this

transformation. The mummy has no memory of its past life and follows the caster's commands for 1 round/level, after which it becomes a free-willed undead creature.

PHARAOH'S BINDING

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, summoner 6

This spell functions like *binding*, but allows the following options instead.

Canopic Tomb: The target's liver, lungs, stomach, and intestines are removed and placed in four canopic jars, and its body is then shrouded in linen wrappings and sealed in a prepared sarcophagus suitable for its size, which generates an *antipathy* spell affecting all creatures who approach it, except the caster. The bound creature cannot escape the sarcophagus, but it does not age and does not need to eat or drink while trapped. If freed, the trapped creature is treated as if it were exhausted and had 4 negative levels; these negative levels can only be removed by reclaiming its canopic jars and replacing its missing organs (a full-round action). Each jar it reclaims removes 1 negative level, and once it has reclaimed at least one jar it becomes fatigued rather than exhausted, and when it has reclaimed at least 3 jars it is no longer fatigued. The effect is permanent. Reduce the save DC by 4.

Eternal Hourglass: The target is bound within a clear glass container, typically an hourglass, appearing as a tiny headless version of itself adrift in grains of sand shaped like its own head. The target is aware of its surroundings and can speak but cannot escape the *eternal hourglass* or take other actions. It need not eat, drink, or breathe; however, it does age while trapped in the hourglass. The glass can be broken, but doing so slays the trapped creature and affects it as *rest eternal*^{APG} at the same caster level. The duration is 1 year per caster level. Reduce the save DC by 3.

Howling Haboob: The target's body is torn apart into a hot, dusty wind blowing across the desert sands. The target is aware of its surroundings but moves at random throughout the desert and cannot take actions other than momentarily forming an anguished face in the dust blown along in the wind, or to scream its misery along with the howling wind. Because its physical body is dissipated across endless miles and because it is constantly moving, the trapped creature is difficult to detect or locate by magical divinations, as if it was using *nondetection*. The duration is 1 month per caster level. Reduce the save DC by 3.

TOMB CURSE

School necromancy [curse]; **Level** cleric 5, occultist 5, sorcerer/wizard 6, witch 5

Casting Time 1 hour

Components V, S, F (a piece of funerary treasure worth at least 5,000 gp)

Range close (25 ft. + 5 ft./2 levels)

Area one 10-foot cube/level (S); see text

Duration permanent

Saving Throw Fortitude or Will negates (see text); **Spell Resistance** yes

You create a lingering curse upon a tomb, barrow, graveyard, or similar enclosed burial site, placing the focus object of the spell within the tomb at the completion of casting. If there are no physical remains within 10 feet of the focus object at the time of casting, the spell fails. The effect of the *tomb curse* passes through solid barriers and even extradimensional spaces within the tomb and extends into the Ethereal Plane. Any creature entering the area of the *tomb curse* is affected as either *bestow curse* (Will negates) or *contagion* (Fortitude negates), as specified by the caster. A creature that successfully saves is immune to the *tomb curse* for 24 hours but must save again if it enters the area again after that time.

Removing the focus object from the area after the spell is cast does not alter the *tomb curse*. However, any creature touching or carrying the object for more than 1 round is exposed to the *tomb curse*. The effects of the *tomb curse* cannot be dispelled but can be removed with *remove curse*. Ending the *tomb curse* spell itself, however, requires a successful *remove curse* or *break enchantment* cast directly on the focus object. If the focus object is missing or unavailable, the *tomb curse* can be ended only by *limited wish*, *miracle*, or *wish*.

TOMB OF SAND

School conjuration (teleportation); **Level** sorcerer/wizard 9, witch 9

Saving Throw none and Will negates; see text; **Spell Resistance** yes

This spell functions like *maze*, but the labyrinth within appears like dusty, ancient stone embellished with incredibly detailed carvings, friezes, and wall paintings in an Egyptian style depicting the countless forms of doom the trapped creature is about to endure. Each round the target ends its turn trapped in the *tomb of sand*, it must succeed on a Will save or become shaken for 1d4 rounds. If already shaken, the target becomes frightened on a failed save; if already frightened, panicked; and if already panicked, the target is paralyzed with fear. Further failed saves extend the duration of this increased fear effect. In addition to the terror inspired by the *tomb of sand*, a surging flow of sand continuously pours into the labyrinth from unseen apertures, forcing the trapped creature to hold its breath or begin suffocating. If the target finds its way out of the *tomb of sand* with a successful Intelligence check, any remaining fear effect decreases in severity by one step for its remaining duration. If the target dies within the *tomb of sand*, its body is petrified.

Trail of the Apprentice

Trail of the Apprentice is a 5-part mini-campaign, designed for beginners and younger players of the Pathfinder Roleplaying Game. Each adventure takes your heroes through one character level, from 1st through 5th. Trail of the Apprentice is part of the Legendary Beginnings line, designed to create exciting adventures suitable for all ages. These modules use simplified stat blocks and other rules adjustments to keep gameplay fun for new players, and contains helpful sidebars that provide advice on how to run RPGs for younger gamers so your whole family can Make Your Game Legendary!

Trail of the Apprentice #1: The Bandit's Cave

The people of Corbin Village are hardy folk, familiar with the dangers of the region. But when a band of orcs raids the village, Sheriff McBride realizes she has more troubles than she can handle and calls on a group of heroes to bring the orcs to justice. To complicate matters, the orcs have stolen an item of great historical value from the local sage, and he wants it back. Can the PCs survive the dangers of a nearby marsh and locate the bandits' hidden lair? If they do, can they take down the orc raiders and recover the sage's precious statue?

Trail of the Apprentice #2: The King's Curse

A local sage, Ithamar Ruggles, has asked the PCs to visit the Lord Mayor of Port Fairglade and warn him that someone might try to rob him of a statue, which he calls the White Serpent. Ithamar recently lost the statue's twin, the Green Serpent, to bandits and believes there is a deeper plot involved. The PCs arrive to find that thieves have already taken the White Serpent from the Lord Mayor's private family museum. He tasks the PCs with discretely investigating the robbery. But when the nobleman's museum is robbed a second time, the loss of the statues becomes the least of their worries.

Trail of the Apprentice #3: The Thieves' Den

Lord Mayor Wolfe of Port Fairglade has discovered that someone hired the notorious thieves' guild, the Elverin Skulk to steal a valuable statue from his private museum. The nobleman wants to know who the guild's client is. But the only person who knows that information is the guild's leader, the infamous Fox Prince. The PCs must venture into the monster-infested Umberwood to locate a secret entrance to the guild's headquarters. The heroes will find that, when trying to infiltrate the den of the Fox Prince, very few things are what they appear to be.

Trail of the Apprentice #4: The Oracle's Test

A mysterious plot is unfolding. Following clues about the theft of a pair of ancient statues, the PCs have discovered who hired the Elverin Skulk thieves' guild to rob the Lord Mayor of Port Fairglade. It's clear that the guild's client is a dangerous and powerful man, but without further information, they can do nothing to stop whatever plans he might have. But there is hope. Deep in the ancient elven ruins of Sol'Ithmanna rests a stone portal. When opened with the proper keys, the portal will grant access to the domain of a fey oracle who can help them discover the villain's true purpose and how they can stop him. But the oracle only gives his aid to those who can pass his tests. Are the PCs up to the challenge?

Trail of the Apprentice #5: The Wizard's Dungeon

Armed with knowledge of a villainous wizard's plans, a party of heroes must venture into the dreaded Shadescar Rift, a deep cave that leads into the dark tunnels beneath the earth. Legends say that it was created by the claw of some terrible beast. Locals stay well clear of the rift and claim it is the home of nightmare creatures that prey on the unwary. But only by braving such dangers can the PCs hope to stop their mysterious enemy. If they fail, he will unleash a great and terrible power upon the world.



LEGENDARY PLANET



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Legendary Games brings you an epic sword & planet adventure saga for Pathfinder and 5th Edition!

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges! www.makeyourgamelegendary.com

ADVENTURE PATH PLUG-INS

AMONG THE DEAD

Ancient Tombs provides a wealth of knowledge to enhance your Pathfinder campaign wherever your heroes are delving into the funereal grounds and burial chambers of the ancient dead. You'll find within a detailed exploration of tombs of all types from both history and fantasy, with tables and detailed descriptions to create tomb treasures of every kind, from the ransacked graves of peasants to the pyramids of kings! Of course, tombs should not go unguarded, and you'll find tomb hazards like the **hungry sarcophagus** and **pharaoh's fall** trap, alongside guardian creatures like the **grave warden** and **mummified zombie** templates and an encyclopedic assortment of **graven guardians** suited to every deific domain. You'll also find a dozen new tomb-focused spells and feats, from **Bind the Ancient Dead** and **Sleeper in Dust** to **lost in the sands** and **pharaoh's binding**. Whether it's a lonely grave or a sprawling necropolis, ***Ancient Tombs*** is an indispensable resource to bringing your burial grounds to life! Grab this 36-page Pathfinder product today and **Make Your Game Legendary!**

ISBN-13: 978-1540444417
Price: \$12.99
makeyourgamelegendary.com
LGP305MU10PF

