



## Legendary Races: Sphinx



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## Introduction

For purposes of this book “Greater sphinxes” refers to androsphinxes, criosphinxes, elder sphinxes, gynosphinxes, and any other sphinx variety that has strong mental ability scores. Most varieties are fully described in the *Pathfinder Roleplaying Game Bestiary 1* and 3.

## The Legend of the Sphinx

*Deg was thirsty. He had been thirsty before, but this was something else entirely. He had a good cloak (stolen) and he was smart enough not to discard it, hot or not. But soon he would suffer the djebba al-muqtab, agonizing death by thirst. Deg was smart about many things, but fleeing punishment into the desert was not one of them. If only the magic had worked, if only... he stared at the chunk of purple crystal in his hand, and staggered to the outcrop of stone he seen earlier. Some shade, at least. He crawled the last few feet, into dimness.*

*“Well, life is a riddle, and the answer is a tomb,” he muttered to himself, and prepared to die out of the sight of the merciless sun. He was not prepared for the “outcrop of stone” to shudder like a waking cat and move... Deg gasped drily, and the form of a great human-headed lion rippled from the appearance of stone to flesh, purple-feathered wings unfurling with a snap of sand, a golden-skinned face draped in fantastic jewelry, a glittering black stone in its brow.*

*“You... are human... yet... you know of... Atum?” came the deep, rasping voice of the now fully-returned creature. “Even the enigmon know little of... The Self-Created. How could you know... and pose such a riddle? TELL ME!” The command came as a powerful roar, yet Deg withstood, where another might flee. He swallowed, sand in a stone throat.*

*“I will explain the riddle when you explain your purpose, Being of Stone, and how you claim to serve A... Atoom...” Deg gasped, surprised at his own boldness. It was probably what had gotten him expelled from the Sahi-run Academy in Dal’malus. In for a copper, in for a cow, as his rag-man father used to say. At least he won’t die of thirst. The golden-furred creature narrowed its eyes, gazing upon Deg, who waited for the end.*

*“Atum the First, Atum the Self-Created. Atum who is both Animal and Man before there was any separation. Father. Of. LIFE!” The roar of power came again, and Deg felt weakness, and a rigidity in his body he was glad of, lest he run. But he kept his feet. “Life, on this world, of variegated form, one form seeking precedence over the other. My forebears told me of Atum’s works, of the strange*

*forms that came forth from the river, from the ocean, from the sand, from the soil. And we were His servants, his examples, his blending of the four-legged and the two. The instinctual and the sentient, the reflexive and the thinking. We, the Sphinxes. For we were both Beast, as you dismissive Men say, and Man- whom the Beasts of the land term ‘noisy-ignorant-ones’” The Sphinx grinned, a horrible grin, but Deg thought that the grin reflected a joke that he couldn’t grasp, even if he wanted to.*

*“We were His archivists, his Keepers of Wisdom, sent to see how His works progressed in the world. And we were his experiment. His testing ground, the four races. The Sphinxes were made to be near-immortal, but with mortal needs. The base Ram-sphinx, criosphinxes, to seek the meaning of lustful desires, of wealth and the flesh. The savage Hawk-sphinx, heiracosphinx, to seek the meaning of hate, always a difficult concept, death, sacrificing long life. And His highest servants, as myself, the Man-sphinx, androsphinx, keeper of highest thought, and the Woman-sphinx... the beautiful... as was my Imrasa...” the powerful being shuddered, and Deg mused that, after what was apparently a long sleep, the creature was weakened and not strong. Sphinxes were, perhaps, not indestructible. The sandy being continued tiredly:*

*“The gynosphinxes were the Life-givers of the sphinx collective, and amused Atum with the creation of riddles and conundrums as a means of keeping the knowledge we recorded for Him. The cycle of life; the materialism of the crio, the violence of the hieraco, the philosophy of we andro, continued... We thought we would do so forever. But Atum’s attention was called to other places, other worlds, He told my forebears ‘I must go, to sow the seed of life on other worlds than this; those will come that will claim to be Lords and Gods, but serve always Life and Knowledge; study, store and keep it upon My possible return, for return I shall to see what fruit the seeds I have sown have produced, and how My servants have tended, recorded, and studied them.’ And Atum left us behind, and some works of stone under the earth, as I so guard. The task was great, and we set to our task, creating servants of our own to help us,”*

*The sand before Deg assumed the form of a lithe lion-man with a sword, then human-like beings with the suggestion of sphinx-like features, then finally humanoids with glittering stones in their foreheads, like his storyteller’s. The monument-come-to-life touched the stone in his forehead with a vast paw, “The maftet, the race of seekers and servants, those of the mountains; the enigmon, those who walk among humanoids, learning all they can from the short-lived one; and the Imthati, the monolithic*



*bearers of the ka stone, the guardians of those who have gone on, as I will go on..." the great androsphinx elder coughed, an ironic counterpoint to the great roars which has seared Deg earlier. "Now... explain the riddle, the riddle, whose answer was Atum. Do it now. NOW!"*

*And the third was the most terrible roar of all, knocking Deg off his feet and searing his skin. He struggled to his feet, blood dripping down his cheeks, and croaked to his own deaf ears.*

*"If you can answer another riddle, you can know all, O Great Sphinx- it is the most important riddle on this world, Porphyra, here, today." Deg pulled out the shard of purple crystal and held it to the elder sphinx's fading eyes. He spat. And recited:*

*"I wasn't here yesterday, purple crystal in the sand,  
I divide dark jungle deep from sweltering desert land.  
I hold back the human tide,  
Keep each race to their own side.  
And Deg's holding it in his good right hand.  
What am I?"*

*The great elder sphinx concentrated his remaining reserves of strength on the riddle, thinking long and hard. Food, drink and shelter he magically created for Deg, without comment, as it needed Deg to be alive to confirm the answer that the sphinx so needed. In time the elder sphinx resorted to powerful magic, trying to tear meaning from legends of the shard, tunneling holes in time and space to consort with higher beings- perhaps even Atum Himself... and Deg could feel himself bathed in these energies, much as he felt the power of the fragment itself, when he took it from the strange purple borderland to the south, after yesterday's strange events.*

*And finally the great elder sphinx, dying remnant of a past age and a departed, lonely God, had his answer. The androsphinx, whose regal flesh seemed to be slowly turning back to stone, said, "It is mystical crystal of the gods... the New Gods... it maintains their sacred lands on this newly-young world... and Atum is not with them... the time of Atum has passed, and mine as well... 'Porphyrite' is what it will be called... and now I know... make the most of the legacy of the sphinxes, little Deg..." The sphinx staggered to its feet, more of stone than flesh, now, and moved a few steps back, with a final unfurling of its beautiful purple wings. It sat, turned eyes to the stars above, and was as stone, flaking and ancient. All that remained was the glittering black stone in its brow. The stone of its soul, its Ka.*

*"I'll take that," said the dirty human in his ragged robe below, and climbed up the stone effigy, and pried the stone*

*loose. Without hesitation he jammed it into his own forehead, and, with a burst of violet energy, grew to be twelve feet tall, glistening with stony might. "That's more like it," he said, and scraped away the dirt in the loose pit where the elder sphinx had originally sat. A hinged door lay beneath the grit, and the no-longer-exactly-human Deg pried it open with stony fingers. A glittering darkness lay beneath, the promise of knowledge and unending interest calling from within. "Now I have Ka, I am Deg no more..." came the sepulchral voice from no-longer-Deg's throat. "Ka-Deg. Nice ring to that." He put a giant foot onto the first stair, and proceeded into darkness. Perhaps a paw reached out and shut the door, perhaps the wind, but in the end, all was silent. For a while.*

## **Sphinxes of Porphyra**

*"And so the edict of Caliph Akbar al-Shabazz, Second of his name, Lord of the Siwath, called the Contentious, reads as thus: that the lands northwest of Buktu unto 300 leagues shall be declared unfit for rule, and the Caliph shall reject it as an eagle rejects the egg of the serpent. The Caliph further states that those who go to that benighted land shall be rejected thusly. Seeking knowledge from that plague-ridden dust-swamp has no point, as thus indicated by the three battalions of the Caliph's personal guard that have returned as one. One battalion, that is. So do not go there. You have been warned. By the Caliph."*

*-from Annals of Failed Leaders,  
Ali ben-Rabban, 120 BC*

## **Ecology of the Sphinx**

Sphinxes are a collection of fascinating races that seem as though they have an unknowable connection to humanity and its associated races, but there does not seem to be any clear-cut way to make that association. They hail from many lands, not solely the desert ones ascribed to them, probably because desert lands are considered to be the most ancient. Sphinxes are synonymous with 'ancient', and their presence before measurable human society is common knowledge. Their obsession with their particular tasks, differing by race division, is also common knowledge, and their relative neutrality in the political affairs of 'lesser beings'. The rest of this ecology refers generally to the female core of the collective of races, known as the gynosphinx. References to the male vectors; androsphinxes, criosphinxes and heiracosphinxes are presented as needed.



## Physical Description

The basic template of a sphinx is composed of the body of a lion surmounted with the wings of a falcon, scaled to size. The head and upper torso of a sphinx varies according to sexual and variant type, the whole being as large as a large lion or big cat. Gynosphinxes are typically 10 feet long and about 800 pounds. While their wings are capable of holding them aloft for long periods of time, they are poor fliers, and prefer to land before engaging foes, lashing out with their powerful claws. Though fiercely territorial, they tend to give intruders plenty of warning before attacking. Androsphinxes are a few feet longer and a hundred pounds heavier, with criosphinxes being slightly less than an androsphinx, and hieracosphinxes slightly less than a gynosphinx. Given a long enough lifespan, hieracosphinxes are said to be able to grow larger even than androsphinxes. Gyno- and androsphinxes have human heads and torsos, with a wide range of coloring and facial features, though males always have heavy facial hair. Criosphinxes have the heads of rams of various coloration, but can speak humanoid languages. Hieracosphinxes have the heads of variously colored hawks and falcons, and can speak Common, after a fashion.

## Habitat and Society

The race of sphinxes are almost synonymous with desert lands, and wilderness in general, though that could be said of many large monsters. For most sphinxes, the traditional desert life stems largely from their origins as servants of Atum in that geographical area of the world, and from an inborn sense of needing to avoid the society of busy humanoids. The truth of the matter is that a sphinx with a mission, a goal, or an obsession can be found nearly anywhere that life exists- though they are quite afraid of being cold, and are rarely found in snow-bound places. For such large beings, they seem to feel no discomfort being indoors and sedentary, even hieracosphinxes, though those savage beasts can grow restless if not controlled thoroughly, or rewarded well. Finding any type of sphinx in a deep labyrinth chamber is not unusual at all. Because of the age and powerful bond to history that the race possesses, sphinxes can also be found in ancient ruins, searching for lost knowledge, or just basking in the history around them, knowing their forbears may have had a hand in it. In short, where a sphinx is, is where it wants to be.

The society of sphinxes is an odd one, and obviously artificial, tying biology and social habits together. What the uneducated think is a “sphinx” is usually a gyno-

sphinx, with a female human torso, lion's body, and great falcon wings. This is the female of the sphinx race, beings that are curious, inquisitive, restless and mercurial. There are three variants of males that exist, with differing philosophical points of view and habits. The bestial hieracosphinx, hawk-headed hunters with few interests other than hunting, attack and assault gynosphinxes, and live in packs. Ram-headed criosphinxes are worldly and acquisitive, having few special powers but seeking to impress gynosphinxes with wealth and knowledge; they live alone and befriend the animals that live in their territory. Man-headed androsphinxes are philosophers and deep thinkers, and the most likely to pursue humanoid religions; gynosphinxes admire and desire androsphinxes, who usually avoid them in favor of loftier pursuits. The litters of two to four always include at least one gynosphinx, with at least one other being the variant type of the father; hieracosphinx matings always produce all hieracosphinx. Besides the pack-minded hieracosphinx, the other three types are primarily solitary, and are known for pursuing obscure knowledge and asking difficult questions- especially the gynosphinx. Criosphinxes prefer state secrets and deep gossip, the kind that can change dynasties. Androsphinxes ask philosophical questions of existence- and can get irritated if responded to with opinions, rather than well-reasoned answers that challenge their intellect. When sphinxes meet, it is to exchange information, negotiate for mating, or relay edicts coming from elder sphinxes. When sphinxes gather together on a more permanent basis, a sphinx council can result (see p 39, Sphinx Councils.)

## Sphinx Riddles

These riddles are asked as challenges by sphinxes, passwords for entry into a dungeon area, tests to find a suitable intellect, or as an actual question- sometimes a sphinx asks because it just doesn't know...

- As white as milk, as soft as silk, and hundreds close together; they sail away on an autumn day, when windy is the weather. [Dandelion seed]
- A white prison, broken from within by a child, never to be whole again. [An egg]
- Neither a king, neither a priest; but dressed so finely for the feast. [A table]
- If the sun sets, a beautiful garden; by day an empty sea of blue. [The sky]
- I saw a river stopped by blood, between the Oliti and the town of Buktu. How could this be? [“blood” in Old Porphyran is “dam”]

- Two eyes have I that a man does love, but a baby loves them better. [Nipples]
- Four friends have I, all bigger than me, but I am said to be smartest. I don't have any, but I am smarter than you... [A thumb]
- My head is on my shoulders, full of others' words; at my feet are your heads, full of my words. All is false, and yet tears fall. Who am I? [An actor]
- A thieving stranger with no arms took the words of the ancients for himself; he knew not what they were, yet they sustained him. [A bookworm]
- A legion of legions fled past me as I came to Dal'Malus. A legion of legions I went through again, at rise of sun. How many descended upon that doomed city? [One]

### Androsphinx Philosophical Quandaries

Androsphinxes prefer deep philosophical considerations, and those that deal with them should be prepared to engage in such thoughts. Gynosphinxes are impressed by such, though they have difficulty caring one way or the other. Suggested talking points are provided.

- Why is there something instead of nothing? [Perception must exist for there to be any difference.]
- In a universe made up of physical and metaphysical laws, is there such a thing as free will? [Define free will...]
- If a tree falls in a forest, and no one is there to hear it, does it still make a sound? [Heavily debatable]
- Is what I think of as the color blue actually 'blue', or is it just an arbitrary state that all involve agree upon? [Perception is an individual quality.]
- What is the difference between zero and nothing? [zero is a defined lack of quantity.]

### Criosphinx Gossip Demands

Criosphinxes fancy themselves worldly, urbane beings, though they cannot take part in any of the schemes and gossip that they collect, any more than they can spend the loot that they collect as bribes- except for the possible wooing of a gynosphinx. Criosphinxes also look for riddles to impress gynosphinxes, or philosophical approaches they can also deliver to them.

- Who is King X's mistress/blackmailer/true heir/real father?
- Why did the people of X invade/kill the inhabitants/ worship the being?
- Where is the treasure of X hidden/stolen from/given

to?

- What is the true name of the king's advisor/the demon spy/a gynosphinx?
- When is the king's ball/invasion date/assassination attempt?

### Relations

Perhaps due to their traditional role as overseers of the myriads of creatures in the developing world, sphinxes typically bear little special preference for any races, sentient or otherwise. Any race could be potential allies- or dinner, if the circumstances required it. Even the high-minded androsphinxes feel this way, as their loyalty to philosophy and morality ends pretty much within their own race. If any race could be said to hold a place in the hearts of sphinxes, it would be humanity. This may be due to some special attention Atum paid to them in the early days, but probably moreso to the reverence early humans paid to the enigmatic creatures, and their sharing of curiosity about the world. Races that build monuments of stone, in the sight of the sun also get attention from sphinxes, though subterranean races tend to irritate sphinxes, who see them as craven. The servant races (modafi) such as maftet, enigmon and those who bear the ka stone (living monoliths) are always assumed to be ready to serve- they are treated as trusted vassals unless they dare to disagree with a sphinx, whereupon they are destroyed and displayed in the open as a reminder of exactly how they came into existence (see Servant Races of the Sphinx below). Incidentally, cat-like races such as catfolk, knuk, qit'ar and cat-headed anumi are usually assumed to be some lost branch of modafi development unless the sphinx is convinced otherwise! Non-related races such as shedu and lammasu are considered to be quaint imitations based on the religions of star-struck humans, with manticores and lamias foul imitators only fit for abuse or destruction. Dark rumors abound of hybrid forms created by mating with such creatures, which hints at an astonishing range of fecundity among the race.

### Alignment and Religion

Religious affiliation for sphinxes is a complicated issue, as the creator of the race of sphinxes is/was a being that existed long before any other beings claiming to be gods manifested themselves on Porphyra. This was Atum, a mythic pleroma rogue aeon (MR 6). Strictly speaking, a sphinx of any type that worships a current deity is treading the edge of blasphemy, though the response of Atum, should he return in the fullness of days is not ex-

actually known. Androsphinxes receive their clerical spells from a source that they believe is Atum, though they will not discuss the issue with any non-sphinx being, or a modafi of lowly stature. They greatly admire the goddess Yolana, Maid of Memory, and will frequently associate with Her clergy, even to the extent of guarding Her temples. Hieracosphinxes are rarely pious, but tend to avoid the servant of evil gods, being drawn to the followers of the knightly Nemyth Vaar, serving as mounts for those outcasts. Criosphinxes, gynosphinxes and the various other neutral varieties of sphinxes follow, if they are so inclined, the Female Triad; Lyvalia the Whispering Councilor, Neria the Dreamer and, most of all Chiuta the River Mother, each based on their alignment leanings of good, neutrality and evil.

### Adventurers

Sphinxes that choose to take class levels, typically take classes that complement their existing abilities, unless they have some overwhelming purpose that requires specific skills they cannot acquire elsewhere. Sphinxes seldom take weapon-based classes, as they cannot wield them; they do take advantage of feats that allow them to make the most of their natural weapons.

- Androsphinx:** cleric, oracle
- Criosphinx:** druid, ranger
- Gynosphinx:** sorcerer, wizard
- Hieracosphinx:** barbarian, fighter

Note that spellcasting classes that use material components will usually require the sphinx to take Eschew Materials as an introductory feat.

### Names

Sphinxes love names full of history and legend, evoking the elder sphinxes of ancient times; their names are always in the Sphinx language.

**Male:** Andro- and criosphinxes choose important names in their legendary traditions; only hieracosphinxes that survive more than a decade take names more complicated than an animalistic noise.

Toth-ra, Horusekht, Anubessat, Rameseth, Kephoris; Sethis, Apep, Bekor (hieracosphinx only)

**Gynosphinx:** Bastia, Isisina, Hathor, Nuut, Akileps

## Atum

*The Self-Created, The First*

Mythic rogue pleroma aeon

**Worshipers:** Sphinxes, sphinx servant races, reclusive cultists

**Alignment:** Neutral

**Domains:** Animal, Artifice, Creation\*, Knowledge

**Subdomains:** Feather, Fur, Memory, Toil

**Favored Weapon:** Flail

**Favored Animals:** Hawk and Lion

### Legend

Atum is self-created, Atum is The First. From the life-essence of the world did Atum emerge, the procreative spirit, the inquisitive mind of the Universe. Atum is Creation itself, Atum is both sentience and instinct, with no separation between the two. Atum came before all, and knew all before, all that is now, and all that is to come. Legend holds that Atum the First rested on the sandy delta of the Oliti River after the effort of freeing himself from the Monad of the Universal Aeons, and created, from his own will the sacred triad to keep him company; a man, a lion, and an eagle. The first Man created a crude shelter to protect himself from the Lion, and the Eagle perched atop it. Fascinated by the interaction between the three, he amalgamated them together, creating the first sphinx. Using the sand, water and sun Atum created many more beings, and invented writing to keep track of their names and characteristics. The first generation of sphinxes were Atum's aides, helpers and advisors in this creative, cataloguing era, and their powers grew, as well. In time, Atum grew familiar with his adopted world, and followed many ambitious projects, such as buildings to house the more fragile creatures of creation- mankind the one most in need. But man-kind was also the most self-aware, the most intriguing, and some few gave worship unto Atum. Over the long eons of the dawn of time, Atum grew saddened by the mortality of his lesser creations, who mirrored this sadness by preparing extravagant housing for the revered dead, such as pyramids, shadows of the Monad. Atum could withstand the pain of witnessing physical death no more, and so he left for a new beginning Somewhere Else... promising he would return with the secret to happy, eternal life. And so the faithful wait for the Self-Created to return, and the sphinxes ask their questions and continue their studies, to be faithful to Atum's charge of studying creation.



## Church

Only the most special and star-aligned council meetings of the sphinxes ever discuss their long-lost master and progenitor, Atum the First. Even the savage hieracosphinxes have been known to assemble grisly effigies of feathers, fur and human heads in homage to their barely remembered creator. Elder sphinxes that have memories of their elders that served Atum are highly revered, and beheld with a mixture of terror and awe by lesser, younger sphinxes. Chambers that contain records penned by Atum, or statues modeled on him are closely guarded by few sphinxes, indeed- and sought out by others. Maftet employ simple, devolved rituals sacrificing birds and mammals at the equinoxes- and occasionally a humanoid, in acts of propitiation to- depending on the season, the Man-God, the Lion-God, or the Hawk-God. Enigmon are seldom trusted with knowledge of Atum, except for those that take up the ka stone of the living monolith guardians- and those always in ritual-achieved levels according to trust. It is through independent living monoliths that small cults to Atum are created, not generally seen favorably by sphinxes. These cults often develop bizarre rituals and behavior, taking over abandoned temples or tombs and revering strange monsters.

## Spell Preparation Ritual

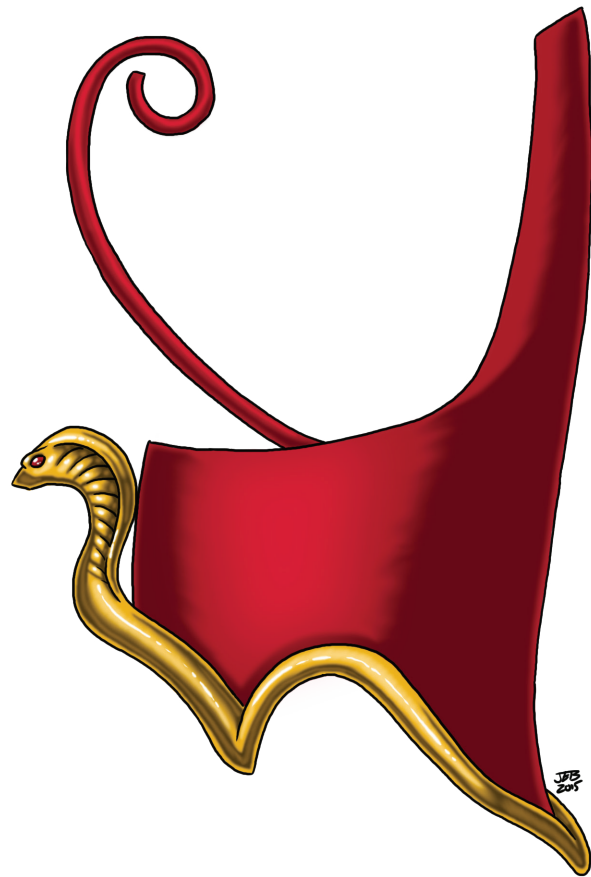
Pious sphinxes keep small fetishes of a man, a lion and a hawk somewhere in their hoards, and contemplate them at odd moments- though they never speak of their significance. Humanoid spellcasters rise at dawn, combine earth (or dust) and spittle, and make the sign of the sacred ankh on their foreheads with the mud. Many apply ocher or colored paint over the symbol, as well.

## Religion Traits

The following religion traits may be chosen by worshippers of this god-like being.

**Ancient Knowledge:** You have seen an archive of Atum's, and the secret knowledge burns within you. You may replace one Knowledge class skill you have with any other, or grant a +1 trait bonus to any other Knowledge skill you have placed a rank in.

**Creative Spark:** Though only Atum possessed the power of creating true life, you try to emulate His ways granted through the ancient chants. Creatures that you summon or call, animal companions or familiars that follow you, and constructs you create gain 1 bonus hit point



Symbol of Atum

## Creation Domain

**Deity:** Atum

**Granted Powers:** You can create true life that remains, and experiment with the permutations of all of the possibilities of nature.

*Create Life (Sp):* Once per day, a creature that you summon by means of magic remains for a number of days equal to your caster level, instead of rounds. This creature cannot be of the outsider, undead, or construct type.

*Created Being (Sp):* Once per day at 8th level, you can combine two castings of magic summoning spells to create a creature using the amalgam template (see *Purple Duck Game's Monsters of Porphyra*); this power can be combined with create life as above, and has the same restrictions.

**Domain Spells:** 1st—*summon monster I*, 2nd—*reduce animal*, 3rd—*greater magic fang*, 4th—*giant vermin*, 5th—*baleful polymorph*, 6th—*stone to flesh*, 7th—*giant form I*, 8th—*animal shapes*, 9th—*regenerate*.

## Sphinx Race Class

For players who want to run a sphinx character, the sphinx player class is presented here. The sphinx class is meant to scale with PCs of similar levels and therefore does not grant a PC the full powers of the sphinx described in the Bestiary but instead a player character variant of them. This can be thought of the sphinx's normal growth cycle, from a young cub to mature adult. A sphinx may not gain levels in another class until she has gained all eight levels of the sphinx class. A sphinx character does not gain a favored class bonus for her sphinx levels, nor does she gain any character level ability score increases from her sphinx levels (per the *Character Advancement* and *Level Dependent Bonuses* table in the *Pathfinder Roleplaying Game Core Rulebook*), but does for any PC class levels she gains after completing the sphinx class. A sphinx character gains feats as normal, however.

**Role:** Sphinxes are front-line fighters. Their intellect, charisma, and spell-like abilities make them useful in other ways, however. On the other hand, a winged lion with a human face is an intimidating sight, and therefore they are not able to integrate well into civilized areas such as cities, where their presence would be noteworthy indeed!

**Alignment:** Any

**Hit Die:** d10

**Starting Gold:** 1d6 x 10 gp (35 gp average).

### Class Skills

The sphinx class skills are Acrobatics (Dex), Climb (Str), Fly (Dex), Perception (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 2 + Intelligence modifier.

### Class Features

The following are class features of the sphinx.

**Weapon and Armor Proficiency:** A sphinx is proficient with its natural weapons, but is not proficient with any other weapons or armor. If a sphinx gains proficiency with manufactured weapons, it can only use them when in a humanoid form.

**Fly (Ex):** A sphinx can fly with poor manoeuvrability. At first level, their fly speed is 20 ft. This increases by 10 ft. every even level thereafter, to a maximum of 60 feet at 8th level.

Table 1.1 - Sphinx Race

| Level | BAB | Fort | Ref | Will | Special  |
|-------|-----|------|-----|------|--|
| 1     | +1  | +2   | +2  | +0   | Fly 20 ft., spell-like abilities, sphinx racial traits |
| 2     | +2  | +3   | +3  | +0   | Fly 30 ft., Con boost, natural armor bonus             |
| 3     | +3  | +3   | +3  | +1   | Mental ability scores (+2), Str boost                  |
| 4     | +4  | +4   | +4  | +1   | Fly 40 ft.   |
| 5     | +5  | +4   | +4  | +1   | Large, mental ability scores (+4)                      |
| 6     | +6  | +5   | +5  | +2   | Fly 50 ft., improved claws, Str boost                  |
| 7     | +7  | +5   | +5  | +2   | Mental ability scores (+6)                             |
| 8     | +8  | +6   | +6  | +2   | Fly 60 ft., pounce, rake                               |

**Purple Duck Note:** *As sphinx do not have iterative attacks with natural weapons, the Base Attack Bonus does not show the normal iterative attack bonus.*

**Spell-Like Abilities (Sp):** Sphinxes gain a number of spell-like abilities as they rise in levels. Caster level is equal to sphinx HD. They gain the following spell like abilities at each class level:

- 1st level: Constant—*detect magic*, *read magic*
- 2nd level: 3/day—*comprehend languages*
- 4th level: Constant—*comprehend languages*; 3/day—*see invisibility*; 1/day—*locate object*
- 6th level: Constant—*see invisibility*; 1/day—*clairaudience/clairvoyance*, *dispel magic*
- 8th level: 3/day—*clairaudience/clairvoyance*; 1/day—*remove curse*

**Sphinx Racial Traits (Ex):** At first level, the sphinx gains a number of racial traits detailed below:

- **+2 Dex, -2 Con, +2 Int, +2 Wis:** Sphinxes are lithe and mentally strong, but are relatively frail when compared to other races.
- **Medium:** Sphinxes are medium creatures and receive no bonuses or penalties due to their size.
- **Speed:** Sphinxes have a base speed of 40 feet; this takes into account their quadruped bonus.

- **Claws:** Sphinxes gain two claw attacks (for 1d4 damage). These are primary natural attacks.
- **Darkvision:** Sphinxes see in the dark to a range of 60 ft.
- **Low-Light Vision:** Sphinxes can see twice as far as humans in conditions of dim light.
- **Flexible Paws:** As a magical beast, a sphinx's paws are capable of being used almost like hands, for example, being able to hold equipment, write, draw, perform the somatic component of spells and pick out spell components from a spell pouch. However, they are not capable of wielding manufactured weapons or shields, nor can they throw items.
- **Quadruped:** Sphinxes possess four legs, granting them a +4 bonus to CMD against trip attempts. Medium-sized sphinxes can carry 1-1/2x the values given for the Carrying Capacity table in chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*, and 3x for Large sphinxes. If they gain armor proficiency, the cost is as a non-humanoid Medium creature if the sphinx is Medium size, or as a non-humanoid Large creature if the sphinx is Large size.
- **Languages:** Sphinxes begin play speaking Common, Draconic and Sphinx. Sphinxes with Intelligence scores higher than 18 can choose any languages they want (except secret languages, such as Druidic).

**Con Boost (Ex):** At 2nd level the sphinx increases her Constitution score by +2. This improves to +4 at 4th level, and +8 at 6th level.

**Natural Armor Bonus (Ex):** At 2nd level the sphinx gains a natural armor bonus, equal to her sphinx class level. This bonus stacks with the bonus gained upon reaching Large size.

**Mental Ability Scores (Ex):** At 3rd level the sphinx increases her Intelligence, Wisdom, and Charisma scores by +2. This improves to +4 at 5th level, and +6 at 7th level.

**Str Boost (Ex):** At 3rd level the sphinx increases her Strength score by +2. This improves to +4 at 5th level, and +6 at 7th level.

**Large (Ex):** At 5th level the sphinx becomes Large sized. She retains her reach of 5 feet (as normal for Large quadrupeds). The sphinx gains a +3 natural armor bonus and lowers Dexterity by two points. Claw damage increases to 1d6. She does not gain any bonuses to Strength or

Constitution as a result of gaining this size; the other ability score increases cover that.

**Improved Claws (Ex):** At 6th level the sphinx's claw damage increases to 1d8. It improves to 2d6 damage at 8th level.

**Pounce (Ex):** At 8th level a sphinx gains pounce, as the universal monster ability.

**Rake (Ex):** At 8th level a sphinx gains rake, as the universal monster ability.

### Sphinx Apotheosis

When an 8th level sphinx gains enough experience points to advance to 9th level, an NPC sphinx becomes a full sphinx with the elite array as per the *Pathfinder Roleplaying Game Bestiary*, although feat and skill choices may differ from the *Bestiary* version. It is then CR 9 until it gains at least one PC class level, whereupon the +1 CR modifier for the elite array goes away. A player character sphinx is handled differently from how NPC sphinxes are handled. At 9th level, the sphinx gains their first level in a PC class, and proceeds as normal from then on.

## Sample Sphinx Character

*"Oh, to be so bold when one's life truly is at risk in the moment... that is worth all of the dusty tomes in a long-buried chamber. Well, most of them."*

### Minehotep, Young Sphinx (CR 4; XP 1,200)

Female gynosphinx 5

N Large magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +14

#### Defense

AC 17, touch 9, flat-footed 17

(+8 natural, -1 size)

**hp** 42 (5d10+10)

**Fort** +6, **Ref** +4, **Will** +5

#### Offense

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

**Melee** 2 claws +8 (1d6+4)

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

**Spell-Like Abilities** (CL 5th; concentration +6)

Constant—*comprehend languages*, *detect magic*, *read magic*



3/day—*see invisibility*

1/day—*locate object*

### Statistics

**Str** 19, **Dex** 10, **Con** 14, **Int** 20, **Wis** 19, **Cha** 12

**Base Atk** +5; **CMB** +10; **CMD** 20 (24 vs. trip)

**Feats** Alertness, Hover, Improved Initiative

**Skills** Diplomacy +6, Fly +2, Intimidate +6, Knowledge (geography, history) +10, Perception +14, Sense Motive +11

**Languages** Common, Draconic, Old Porphyrin, Sphinx

**SQ** flexible paws

**Combat Gear** tanglefoot bag (4), *potions of inflict moderate wounds* (2); **Gear** mwk breastplate, pouch with 499 gp worth of mixed coins, gems, and jewellery

Minehotep possesses a dangerous curiosity about the bold humanoids known as adventurers, an almost suicidal fascination with beings that put themselves in harm's way for the sake of treasure and excitement. Minehotep typically tails adventuring parties, observing them but not interfering, as that would spoil the portrayal—unless they are having too easy a time, or are on the verge of being wiped out.

**Purple Duck Note:** *Minehotep is built as a player character using the heroic array. As mentioned earlier, members of the sphinx class do not gain favored class bonuses for their sphinx levels.*

## Sphinx Adventurers

Mature sphinxes tend to accumulate class levels as they pursue goals or lines of inquiry, though their activities may not appear exactly like the typical notion of “adventuring”. Sphinxes as adventurers tend to attempt a “big job” so they can sequester themselves in a lair for the time that they need to complete their studies. Note that unless a sphinx can assume humanoid form (see the moon-touched sphinx in the Bestiary, below), they cannot throw items, carry shields or wield weapons. This means that they gain little benefit from levels as alchemists (unless they take an archetype that trades away bombs) or gunslingers. Similarly, a sphinx is very unlikely to use a mount, so they are unlikely to become cavaliers, either. The divine bond class feature of a paladin is also problematic. Sphinxes would prefer spontaneous magic to prepared magic (since they might view carrying books around as a hassle!) and typically take Eschew Materials as a feat for most spellcasting classes.

## Minehotep



- **Barbarian:** Sphinxes that abandon a life of study and give into strong animalistic urges can manifest the powers of barbarians, raging at any trespassers to their territory, either by attacking or asking riddles that have no answer...
- **Bard:** Pursuing the goal of singing the perfect song, or the complicated movements of an ancient dance can be a full-time occupation for a sphinx, becoming accomplished bards.
- **Cleric:** Sphinxes worship Atum in secret, typically, though vocal cults spring up from time to time. Some worldly sphinxes worship Neria, Shankhil, or even Elemental Lords of earth.
- **Druid:** Earth-based druidism is practiced by some sphinxes, and they enthusiastically pursue druid shaman archetypes that allow them to take on animalistic characteristics.
- **Fighter:** Fighter levels for sphinx allow them to develop fighting tactics effectively, if that particular sphinx has had reason to defend itself regularly.
- **Inquisitor:** Sphinxes that devote themselves to causes are dangerous things, indeed, and they follow deities and domains much as clerics do, sometimes taking the Fervor inquisition.
- **Living Monolith:** Though they do not take the ka

stone as frequently as modafi do, it is accounted a great honor when a true sphinx does so, and the annals of history will speak well for them.

- **Monk:** A human lifetime of study of physiology and physical perfection can lead to pursuing that perfection in reality, and a sphinx with monk fighting styles, even as an abstract pursuit, can be very impressive.
- **Oracle:** Many sphinxes are called to be oracles, enjoying the attention and adulation of mortals. They pursue the Ancestors, Lore, Shifting Sands\*, Wasteland\* and Stone mysteries.
- **Paladin:** Androsphinxes are sometimes so drawn to causes of Law and Good that they take levels in paladin, but rarely more than four, as they are not weapon-users or riders.
- **Ranger:** A sphinx wronged will select the race of their offender, and never forgive or forget. Desert and underground terrain are the natural selections for favored enemy.
- **Rogue:** A sphinx given a large enough lair, such as an abandoned city or temple, may take to stalking intruders in a cat-and-mouse game, using stealth and sneak attacks to amuse itself.
- **Sorcerer:** Whether part of the clan of arcane sphinxes, or developing sorcerous powers on its own, a sphinx will often have the Arcane, Destined, Elemental, or Dreamspun bloodlines.
- **Summoner:** Eidolons of the odd sphinx summoner act as guardians and assistants for their masters, and their appearance is always that of amalgamated mundane species.
- **Witch:** Gynosphinxes, and the odd criosphinx, pursue witchcraft to speed the way to their ultimate goals, following the patrons of Ancestors, Animals, Enchantment and Occult.
- **Wizard:** Tome-obsessed sphinxes pursue wizardry, usually having to take some feats and gain possession of certain items to embrace the occupation thoroughly. Many become diviners.

\* from *Oracles of Porphyra* from *Purple Duck Games*

## Sphinx Servant Races

*Psenekot the Wily [then] did say: Therefore let us three become as one, to magnify the magic that is within us, in the sign of Atum the First.*

*Jenseret the Restless Eye [then] countered: How shall we decide what turn of action to take, as we are each one us*

*powerful, with a mind to our own business?*

*Osirion the Golden-bearded [then] pronounced, with [a voice like] thunder: We shall proceed as Atum decreed; create lesser, obedient beings, and put them to task, to develop the world as it is conceived by the mind of Atum, and thus change the sphere we inhabit to his liking. As men, as more-than-man, and as stout servants with the stone of Ka...*

-consecutive fragments of hieroglyphs  
from the tomb of Petipor IX

Enigmon, living monoliths, and maftet were created by powerful sphinx councils in ages past, as servants rather than slaves to serve sphinx interests. Sphinxes refer to all of these as modafi- servants- though some have fallen away from reverence of sphinxes with the passage of time. In still-functional relationships, sphinxes, under direction from councils or elders, would visit enigmon or maftet tribes and dispense instructions to keep travellers from such and such an area, or procure this substance or that, or pursue that area of study, or mine a certain ore. Some few selected, honoured enigmon would become body servants of sphinxes, or chosen as living monoliths for guarding the graves of favoured servants or the sites of 'sleeping' elder sphinxes. The knowledge of their common origin is not always known to these races, or even to living monoliths, which seems to create a hierarchy in these groups- "ascended" versus ignorant, as though they had lost some great legacy. If some ambitious sphinx-prophet were to attempt a great jihad of the members of all modafi, the sands would truly shake.

## Modafi Drawbacks

Drawbacks are traits in reverse. Instead of granting you a boon, they grant you a negative effect, typically in particular circumstances. If you choose to take a drawback, you can take a third trait that you have access to. You are not required to take a drawback. .

### Servant of the Ancients

*Bred to obedience, you cannot help but heed the call from those unaffected by time's grasp.*

**Effect:** You suffer a -1 penalty to saves against enchantment spells and effects cast by sphinxes, undead and outsiders.

### Stifled by the Sands

*When your world is sameness scoured by wind and sand, quickness can be a chore.*

**Effect:** You suffer a -1 penalty to initiative, if you have not engaged in combat in the past hour.

## Modafi Traits

The following are race traits that can be taken by maftet and enigmon- and living monoliths, regardless of their original race.

**Defiant Destiny:** You have made a vow that your people, and you especially, shall be the pawns of ancient powers no longer. You gain a +1 trait bonus on all saves vs. spell-like abilities.

**Favored Servant:** Taken from your clan or community, you served a sphinx for a period of indentured service. You gain a +1 trait bonus to Diplomacy and Linguistics, and one of these skills is a class skill for you.

**Keeper of the Reliquary:** A mysterious messenger from the sphinxes has entrusted you with a sacred script. You start each character level with a level 1 divine spell inscribed on a scroll.

## Living Monoliths

The ancient lands of the desert are rife with aged ruins guarded by stony sentinels from bygone days, whose implacable gaze can still the heart of a miscreant or scare off a would-be tomb robber, or one who would disturb the sphinxes in their ancient study. The ancient race of sphinxes is said to have endowed the first living monoliths with their powers, raising statues to a semblance of life, but today, most of these paragons of justice are mortals who willingly take on the mantle of immortal warriors through ritual and devotion, imbuing themselves with the patience and eternal strength of stone. Enigmons and maftets frequently take up the ka stone, as do human tribesmen obsessed with the secrets of the sphinxes. Dwarves, too, are drawn to the ancient gates of stone that living monoliths guard, though the sphinxes do not know them- but they will. Sphinxes tend to see living monoliths as one species, rather than disparate races. The origin of the actual material that makes the ka stone is a closely guarded secret, and the site of its location is likely guarded by a sphinx council of elder sphinxes.

## New Living Monolith Feats

These feats can be taken by living monolith characters that meet the prerequisite requirements.

### Ka Servant of the Sphinxes

*I serve the Eternal Ones, as ever my forbears did, as I shall do... forever.*

**Prerequisite:** Living monolith 3, Charisma 11

**Benefit:** You gain +2 to all Charisma-based skill checks

with enigmon, maftet and sphinxes, gain the ability to speak Sphinx (if you cannot already) and can use the power of your ka stone an additional time per day.

## Winged Monolith

*As the great sphinxes fly with the falcon's wings, I shall fly, to join the sun that renews us.*

**Prerequisite:** Living monolith 8, Ka Servant Of The Sphinxes, Fly 8 ranks

**Benefit:** You can sprout feathery wings as a standard action and fly for a number of minutes per day equal to your living monolith level, with a speed of 60 ft. and poor manoeuvrability. You cannot use any ka stone abilities when flying in this way.

## Maftets

The first of the servant races created by the elder sphinxes after the departure of Atum, maftets are scarcely less powerful than sphinxes themselves, though of more martial mien and far more sociable. They were created to emulate the humanoid races, while still maintaining a degree of power to keep 'lesser races' in their proper place, while the sphinxes maintained their work. Undeniably more powerful than the average human, maftets nevertheless could not hold sway against human armies, or determined human specialists determined to plumb the depths of sphinx-led researches. The majority of maftet prides have held to the letter of their original assignments, to guard and hold specific sites as decreed by the elder sphinxes- who are generally not around to change those orders. Ruined eons ago, these sites are now the homes of maftet prides, and they choose not to acknowledge the authority of current sphinxes or enigmon agents- except for some few who seek the greater glory of that long-ago purpose... and the sphinxes welcome them as if they had never left.

## Maftet Race Class

For players who want to run a maftet character, the maftet player class is presented here. The maftet class is meant to scale with PCs of similar levels and therefore does not grant a PC the full powers of the maftet described in Bestiary 3 but instead a player character variant of them. This can be thought of the maftet's normal growth cycle, from a young cub to mature adult. A maftet may not gain levels in another class until she has gained all six levels of the maftet class. A maftet character does not gain a favored class bonus for her maftet levels, nor does she gain any character level ability



score increases from her maftet levels (per the Character Advancement and Level Dependent Bonuses table in the Pathfinder Roleplaying Game Core Rulebook), but does for any PC class levels she gains after completing the maftet class. A maftet character gains feats as normal, however.

**Role:** Maftets are stealthy scouts who can fight when needed, backed up by the minor spell-like abilities of their runic tattoos.

**Alignment:** Any

**Hit Die:** d10

**Starting Gold:** 3d6 x 10 gp (105 gp average).

### Class Skills

The maftet class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Intelligence modifier.

### Class Features

The following are class features of the maftet.

**Weapon and Armor Proficiency:** A maftet is proficient with all simple weapons and scimitars, but is not proficient with any armor or shields.

**Combat Reflexes (Ex):** A maftet gains Combat Reflexes as a bonus feat at 1st level.

**Low-Light Vision (Ex):** A maftet gains low-light vision at 1st level.

**Maftet Racial Traits (Ex):** At first level, the maftet gains a number of racial traits detailed below:

- **+2 Dex, -2 Con, +2 Wis:** Maftets are lithe and observant, but are relatively frail when compared to other races.
- **Medium:** Maftets are medium creatures and receive no bonuses or penalties due to their size.
- **Speed:** Maftets have a base speed of 30 feet.
- **Darkvision:** Maftets see in the dark to a range of 60 ft.
- **Flight:** Maftets have a fly speed of 30 feet with clumsy manoeuvrability.
- **Sneaky:** Maftets gain a +4 racial bonus on Stealth checks.
- **Languages:** Maftets begin play speaking Common

**Table 2.1 - Maftet Race**

| Level | BAB   | Fort | Ref | Will | Special  |
|-------|-------|------|-----|------|--|
| 1     | +1    | +0   | +2  | +2   | Combat Reflexes, low-light vision, maftet racial traits, runic tattoos, spell-like abilities |
| 2     | +2    | +0   | +3  | +3   | Fly 40 ft., Con boost, natural armor bonus   |
| 3     | +3    | +1   | +3  | +3   | Dex boost, paired weapons, Str boost   |
| 4     | +4    | +1   | +4  | +4   | Fly 50 ft., Wis boost  |
| 5     | +5    | +1   | +4  | +4   | Improved speed, raptor dive  |
| 6     | +6/+1 | +2   | +5  | +5   | Fly 60 ft.   |

and Sphinx. Maftets with high Intelligence scores can choose from the following: Aquan, Auran, Celestial, Giant, Ignan, Infernal, and Terran.

**Runic Tattoos (Su):** The tattoos scribed on a maftet's body power its spell-like abilities and glow when those abilities are used. A maftet can activate up to two of its spell-like abilities as a standard action. It may make a Fortitude save to resist the effects of an erase spell cast on its tattoos, but if it fails, it loses access to its spell-like abilities for 24 hours.

**Spell-Like Abilities (Sp):** Maftets gain a number of spell-like abilities as they rise in levels. Caster level is equal to maftet HD.

1st level: Constant—*mage armor* (+1 AC bonus)  
 3rd level: Constant—*mage armor* (+2 AC bonus)  
 5th level: Constant—*mage armor* (+4 AC bonus)  
 6th level: 3/day—*magic weapon*; 1/day—*cat's grace*, *protection from evil*

**Fly (Ex):** At 2nd level a maftet's fly speed improves to 40 feet (poor). It increases to 50 feet at 4th level and to 60 feet at 6th level.

**Con Boost (Ex):** At 2nd level the maftet increases her Constitution score by +2. This improves to +4 at 4th level, and +8 at 6th level.

**Natural Armor Bonus (Ex):** At 2nd level the maftet gains a +1 natural armor bonus. This improves to +2 at 4th level, and +3 at 6th level.

**Dex Boost (Ex):** At 3rd level the maftet increases her Dexterity score by +2.

**Paired Weapons (Ex):** At 3rd level a maftet's off-hand scimitar is treated as a light weapon because of its intense training wielding a scimitar in each hand.

**Str Boost (Ex):** At 3rd level the maftet increases her Strength score by +2. This improves to +4 at 4th level, and +6 at 5th level.

**Wis Boost (Ex):** At 4th level the maftet increases her Wisdom score by +2.

**Improved Speed (Ex):** At 5th level the maftet's land speed increases from 30 feet to 40 feet.

**Raptor Dive (Ex):** At 5th level, when airborne, a maftet can swoop down and strike at lightning speed. This is equivalent to an aerial charge, but it must move downward at least 10 feet and may dive at twice its normal flying speed. Doing so grants the maftet a +2 bonus on its attack rolls and allows it to make a full attack at the end of the raptor dive.

### Maftet Apotheosis

When an 6th level maftet gains enough experience points to advance to 7th level, an NPC maftet becomes a full maftet with the elite array as per the Pathfinder Roleplaying Game Bestiary, although feat and skill choices may differ from the Bestiary version. It is then CR 7 until it gains at least one PC class level, whereupon the +1 CR modifier for the elite array goes away. A player character maftet is handled differently from how NPC maftet are handled. At 7th level, the maftet gains their first level in a PC class, and proceeds as normal from then on, with the following modifications. At some point between levels 8 and 9, the maftet PC gains an additional monstrous humanoid Hit Die. The PC gains one more monstrous humanoid Hit Die between levels 11 and 12. Upon gaining the 1st additional monstrous humanoid HD, the PC increases Dexterity by +2.

## Sample Maftet Character

*The maftet shall rise again to their previous glory, aided by the modafi and directed by the gloriously hidden sphinxes, whose will comes from Great Atum!*

### Sirios, Maftet Fighter (CR 8; XP 4,800)

Male maftet fighter (winged) 2

N Medium monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +21

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#### Defense

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**AC** 22, touch 15, flat-footed 17

(+4 armor, +5 Dex, +3 natural)

**hp** 99

**Fort** +9, **Ref** +11, **Will** +8

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#### Offense

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

**Melee** mwk scimitar +15/+15/+10/+10 (1d6+5/18-20) or mwk lance +16/+11 (1d8+7/x3)

**Ranged** mwk composite longbow +16/+11 (1d8+5/x3)

**Reach** 5 ft. (10 ft. with lance)

**Special Attacks** paired weapons, raptor dive

**Spell-Like Abilities** (CL 8th; concentration +7)

Constant—*mage armor*

3/day—*magic weapon*

1/day—*cat's grace*, *protection from evil*

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#### Statistics

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**Str** 20, **Dex** 21, **Con** 18, **Int** 10, **Wis** 17, **Cha** 9

**Base Atk** +10; **CMB** +15; **CMD** 30

**Feats** Combat Reflexes<sup>B</sup>, Double Slice, Improved Two-Weapon Fighting, Point-Blank Shot, Rapid Shot, Spirited Flyby, Two-Weapon Fighting, Weapon Focus (scimitar)

**Skills** Fly +20, Knowledge (history) +8, Perception +21, Stealth +25; **Racial Modifiers** +4 Stealth

**Languages** Common, Sphinx

**SQ** runic tattoos, winged warrior (+1)

**Combat Gear** *potions of cure moderate wounds* (2); **Gear** mwk scimitar (2), mwk lance, mwk composite longbow and 40 arrows, *cloak of elvenkind*, *eyes of the eagle*, *ring of aerobatics*, pouch with 107 gp worth of mixed coins and gems

Sirios is a graceful and proud maftet, eager to make a name for himself and his struggling race. He believes that no maftet life should be wasted in pointless warfare, and that all efforts to enrich his colony should be pursued- but at a cautious and wise pace. Sirios prefers to use his lance to make spirited flyby attacks, using the bow if it is safer for him. Sirios is especially protective

## Sirios



of young maftets, and woe betide any enemy that harms the weak and the helpless of his tribe.

### Maftet Adventurers

Maftets are drawn to adventure by instinctual urges to protect certain sites, fight traditional enemies of the sphinxes and the modafi, and build their prowess for the day they are called upon to serve the Masters That Are Three.

- **Alchemist:** Aerial warfare conveyed by dropping bombs on opponents is a new application that delights maftets that have the wherewithal to carry it out.
- **Barbarian:** Lone survivors of decimated prides often turn barbaric and savage, and woe betide those that are conveniently at hand to receive that mad maftet's wrath.
- **Cleric:** Some enigmatic maftets claim to be able to commune with Lost Atum, and lead their prides on crusades to unite the prides and include other sphinx

servant races as one force.

- **Druid:** Many modafi are drawn to the element of stone, and their druids accordingly; animal companions of lions and eagles are very common with maftet druids.
- **Fighter:** A very common profession, maftet fighters lead the rank-and-file in raids and organize patrols of their territory.
- **Gunslinger:** Renegade maftet sometimes adopt the use of long-range firearms, secreting themselves in high mountain perches so they can kill at a distance and loot travellers.
- **Inquisitor:** Though inquisitors among the maftet can serve any cause, they typically obey a nature god of some sort, or take the Fate, Imprisonment or Truth inquisitions.
- **Living Monolith:** To be chosen to wear the ka stone is the highest honor a maftet can achieve. A large, stony monolith diving from above strikes fear into the most monstrous heart.
- **Magus:** Larger tribes sometimes fall under the



leadership of a magic-wielding swordfighter of high calibre, and carve out a small territory instead of sticking to old traditional ways.

- **Medium:** Consulting with the spirits is an alternate way for maftet to explore their misty origins; any influence is fair game because of this, and mediums are seen as rather eccentric.
- **Monk:** Combining flight with martial arts, an unarmed maftet is a sight to be feared, though special abilities replace the falling abilities of traditional monks.
- **Ninja:** Occasionally a black-furred and –feathered maftet is born, and specializes in night-fighting and stealthy scouting of maftet territory.
- **Oracle:** Respected oracles of the Ancestors, Lore, and Stone mysteries are common among the maftet, - the curse of stunted wings is common, as well as the Aged and Feral curses.
- **Paladin:** Maftets that are adopted by crusaders form the Golden Wing Squadron, paladins all who provide air cover for desert-Paladin Peacekeepers.
- **Rangers:** Rangers acquainted with deserts and mountains are the most common, whose favourite enemies include gnolls, humans, and lair-seeking dragons, especially blues.
- **Rogue:** Preferring the title of scout, some smaller-built maftets act as stealthy spies in their rocky homelands, dealing devastating sneak attacks with their twinned scimitars.
- **Samurai:** Those maftet obsessed with the sword sometimes choose to be samurai,
- **Sorcerer:** Though the Sphinx\* bloodline is the most desired and common, Arcane and Destined bloodlines are just as common, and sorcerers act as artillery and support for maftet tribes.
- **Summoner:** Eidolons of the odd maftet that pursues summoning almost always resemble sphinxes of variant design, and evolve flight as early as possible.
- **Witch:** Desert hermits who seek the guidance of enigmatic patrons often choose from the Ancestors, Devotion, Elements, Time and Wisdom patronages, and have hawks, cats or scorpions as familiars.
- **Wizard:** Wizards among the maftet typically pursue the school of Divination, acting as seers for their people, as well as support for ground actions.

\*see *Monstrous Bloodlines* from *Purple Duck Games*

### Oracle Curse: Stunted Wings

One or both of your wings is misshapen reducing your flight speed by 10 if your base flying speed is less than

60, and by 20 if your base flying speed is 60 or more. Your manoeuvrability class degrades by one step ie. from average to poor, poor to clumsy.

- At 5th level, you are immune to the fatigued condition (but not exhaustion).
- At 10th level, you gain Acrobatic as a bonus feat.
- At 15th level, you are immune to the exhausted condition.

This curse can be taken by any race that possesses wings as an oracle, such as sphinxes, Teyori enigmon, and maftets.

## The Race of Enigmon

*“And in the ancient days there were blasphemous creatures that claimed to be servants of the ‘Eternal Ones’, who were themselves servants of a Higher Being called Atun or Atum, a charlatan of a being who claimed the power of creation, outside of the Four. Similar to men but with some aspects of beasts intermingled, with haughty mien, they fled before the blades of the Righteous. But still they remained, though their cities fell- in the sand, in the air, and among the Righteous themselves...”*

-from Annals of the  
Zendiq Conquest (1700 BC)

The enigmon race was created by powerful elder sphinx councils in ages past, as servants rather than as slaves, to serve sphinx interests. Though the centuries of time, and the dwindling of the influence of sphinxes have loosened the traditional burdens on enigmon, they still pursue the avocations of guarding sphinx lairs, searching for information to relate to sphinxes, and preserving ancient sites. Many clans live their lives much as their human neighbours have for centuries, but their habit of keeping cloaked, even with headscarves, turbans and burqa largely conceal their identities. Enigmon will go far to steal back their own dead.

There are four types of enigmon; standard, Teyori (or Hawkwing), guardian, and seeker. These types are not like separate racial groups who each live in separate communities, though clans may be made up of all of one type. Seeker enigmons (detailed later) live in the urban areas of other races but that doesn't prevent different types of enigmon visiting them. On the whole though, enigmon communities will have all types of enigmon present, even if the urban ones are just visiting for a time.

## Physical Description

Enigmons look mostly like humans, but they have furry forearms and legs like those of a lion. They are roughly the same size as humans, with the same age categories and lifespan. Guardian enigmons are much bigger than other enigmons (but still Medium size). When amongst others, they typically wear clothing that obscures such features. Some say that the eyes of enigmon carry the qualities of the lion and the falcon, combined. They are perfectly well adapted to desert life, being able to travel over desert terrain with ease. Additionally they seem completely unaffected by the heat, which sometimes leads to strange rumors about the race; in fact, this is a simple spell-like ability that they possess.

## Habitat and Society

Though enigmon are well-adapted to live in a variety of climates and terrains, even in large human cities, they tend to stay in hot southern lands, or in fringe areas nearby- including mountain ranges, which they will enthusiastically colonize. This is mostly due to their inbred desire to live and work near areas where sphinxes are prevalent, even if their clan has little to do with their erstwhile masters. Where sphinxes are found, enigmon are almost always nearby. Most enigmon villages and communities should be simple affairs, unless they live in ancient sites. Their homes are typically build in easily-defended areas, and always include lots of difficult terrain, through which the enigmon easily move around. Urban enigmons live in courtyard houses; these allow for privacy in the teeming towns of Ghadab.

Guardian enigmon are frequently found near oases and desert ruin sites, scouting ahead for standard enigmon, who are the farmers, herders, and hunters of the race. Teyori are found with any group, but sometimes strike out independently and form small mountain clans, sometimes near maftet. The leaders of enigmon communities are referred to as 'Speakers', that is, speakers for their true masters, the sphinxes. In this manner, enigmon society is a naviocracy, government by seers and prophets; the highest ranking oracle determines the direction of the clan. Temporarily chosen 'war chiefs' will rule the clan in times of trouble or war, with the Speaker as advisor, but subservient.

Regarding reproduction, the type of the mother determines the type of enigmon that is born. However, female enigmons know a ritual (that they do not disclose to outsiders) that enables them to determine the type of enigmon that will be born. These rituals are used when community elders determine that more enigmons of a

certain type are needed within that community in the future. Enigmons will usually find partners from other enigmon communities. In the family, females have a great deal of control in the household, while males provide and defend; much like lion prides in the natural world.

## Relations

Enigmons get on well with maftets and sphinxes, and are friendly towards those who are convivial with those races, as well. Most of the humans they deal with are zendiqi, and there is a very wary acceptance of each other, violated primarily if zendiqi think that enigmon clans are practicing deific religion. Enigmon clans that pay some homage to Elementalism are accepted as equals by zendiqi. Associating with elemental-kin (ifrits, undines, oreads, sylphs and suli) is frowned upon, probably due to ancient prejudices against outsiders by the sphinxes. It is a current controversy that brings hot debate to the clans. More exotic races are seen as being variants on the simple human form, with no prejudice being given to any core race. Catfolk, knuk and qir'ar are seen as being distant kin, though those catlike races usually don't know what is going on, and the enigmon don't enlighten them. Enigmon passionately hate gnolls, but (ironically) have good relations with anpur- though they don't understand the defensiveness anpur have for their degraded cousins. Naturally, enigmon are enemies of the threats that plague all Ghadab.

## Alignment and Religion

Enigmons as a race are primarily lawful neutral. Because of the environment they live in, they need to work together, and usually try to avoid moralistic causes. For that reason also, there are few evil enigmon; those who are would typically be exiles (self-imposed or otherwise!). They live in regions that are quite fanatical about religion, as well, and keep their opinions to themselves. Atum is largely unknown to them, though those honoured to join the living monoliths grow to know the legendarium concerning Him. Humanoid religions are quietly practiced among the enigmon, for their true devotion, if they are not devolved beyond considering it, is to the sphinxes. Common faiths in enigmon communities are that of Shankhil, Saren, Ferrakus and Ithreia, while those who practice Elementalism focus on the Air Lords Wind-of-Jewels and Djinnlord Qarryn. Consorting with elemental-kin and suli is considered base behaviour, and enigmon who do so are no longer modafi.

## Adventurers

Enigmon adventure for one of two reasons; either they have an overarching mission or task assigned to them by their erstwhile sphinx masters, or they have rejected clan and heritage and are seeking to make a name for themselves, and perhaps found a new clan. There is no special focus among enigmon for either martial or spellcasting classes, as enigmon see both paths as equally important. There are such things as all-enigmon adventuring parties, which are often made up of all four body types as well as the four core adventure types: thus, a standard enigmon wizard, a guardian fighter, a Teyori rogue, and a seeker cleric.

## Names

The totem spirit of the enigmon is the lion, and their naming traditions follow various forms, and curiously, in various languages, the terms used for that noble beast.

**Male:** Aslan, Bayhas, Goryoun, Raion, Shumba

**Female:** Arimathea, Hamzah, Leandra, Senge, Shetani

## Enigmon Racial Characteristics

Enigmons are defined by character class levels and the following racial characteristics.

- **+2 Dex, -2 Con, +2 Int, +2 Wis:** Enigmons are lithe and mentally strong, but are relatively frail when compared to other races.
- **Type:** Enigmons are humanoids of the enigmon subtype.
- **Medium:** Enigmons are medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Enigmons have a base speed of 30 feet.
- **Enigmon Resistance:** Enigmons gain a +2 racial bonuses on saving throws against disease and mind-affecting effects.
- **Defensive Training:** Enigmons gain a +4 dodge bonus to AC against humanoids of the human subtype.
- **Desert Stride (Ex):** An enigmon moves through nonmagical difficult terrain in desert environments at normal speed.
- **Magical Linguist:** Enigmons study languages in both their mundane and supernatural manifestations. Enigmons with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus

on saving throws against such spells. Enigmons with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark, comprehend languages, message, read magic*. The caster level for these effects is equal to the enigmon's level.

- **Spell-Like Ability:** 1/day—*endure elements* (self only) (caster level equals the enigmon's character level).
- **Stalker:** Perception and Stealth are always class skills for enigmons.
- **Weapon Familiarity:** Enigmons are proficient with falchions, longbows (including composite longbows), and shortbows (including composite shortbows).
- **Languages:** Enigmons begin play speaking Common and Sphinx. Enigmons with high Intelligence scores can choose from the following: Aquan, Auran, Celestial, Giant, Ignan, Infernal, and Terran.

## Alternate Racial Characteristics

The following racial characteristics may be selected instead of existing enigmon racial characteristics, but of course you cannot exchange the same racial characteristic more than once. Consult your GM before selecting any of these new options.

- **Bond to the Land:** Enigmons with this trait gain a +2 dodge bonus to AC when in deserts. This replaces magical linguist.
- **Burly:** Some enigmons are big and burly. They gain +2 Str and -2 Dex instead of +2 Dex, -2 Con.
- **Camouflage:** Enigmons with this trait gain a +4 racial bonus on Stealth checks while within deserts. This replaces weapon familiarity.
- **Flight:** Enigmons with this trait have a fly speed of 30 feet with clumsy manoeuvrability. This replaces defensive training, desert stride, magical linguist.
- **Integrated:** Some enigmons are well adapted to city life. Those enigmons gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This replaces desert stride.
- **Urbanite:** Enigmons with this trait gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation. This replaces weapon familiarity.

## Racial Subtypes

You can combine various alternate racial traits to create enigmon variants, such as the following.



- **Hawkwing (Teyori):** Teyori enigmons have wings, and typically serve as scouts for enigmon communities. These enigmons have the flight alternate racial trait.
- **Guardian:** While most enigmon have skills and abilities useful to desert life, guardian enigmons excel at desert survival. They are big and burly, although clumsy compared to other enigmon types, but they are not empty-headed. Guardian enigmon are just as intellectually capable as others. These enigmons have the bond to the land, burly and camouflage alternate racial traits.
- **Seeker:** Seeker enigmon live in towns and cities, where they adapt well to the surroundings. In such places they typically work as merchants, and live in houses that are built around courtyards. These enigmon perform a role in greater enigmon life, in that they seek to identify those who wish to interact with sphinxes, for whatever purpose. In the case of worthy supplicants, they may try to help such people. These enigmons have the integrated and urbanite alternate racial traits.

## Racial Spells

The following spells are iconic of the enigmon, though those that study with them or follow their ways may make use of them.

### Guise

**School** illusion; **Level** bard 2, inquisitor 2, rook 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 round

**Components** V, S, M (bat guano)

**Range** touch

**Target** personal or creature touched

**Duration** 1 hour/ level

**Saving Throw** Will negates; **Spell Resistance** no

This spell does not alter the appearance of the subject, but changes the perception of those that see it, possibly mistaking it for something else. When a monster knowledge check is made against a creature under the effect of *guise*, or a specific detect spell is used against it (*detect*; *aberration*, *animals and plants*, or *undead*) the caster or checker must make a Will save; if the save is not made, the perceiver is confused as to the type of the creature under *guise*, and believes it is a different type or subtype. This can affect effects that are dependent on monster type, such as favored enemy.

### Guise Categories

|                                   |
|-----------------------------------|
| Fey, Humanoid, Monstrous Humanoid |
| Construct, Outsider, Undead       |
| Plant, Ooze, Vermin               |
| Animal, Dragon, Magical Beast     |
| Aberration, any                   |

A failed save mixes up the true type with one of the other types in its category; the GM can then make up false monster knowledge (including its species name) to feed the player, such as the fact that an enigmon is vulnerable only to cold iron. Note that the spell does not change any physical properties, only the perception of them, ie. a ranger that thinks he is fighting an outsider when he is fighting a treant would not get his favored enemy bonus vs. plants.

### Riddle of the Sands

**School** enchantment [language-dependent, mind-affecting]; **Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/F (riddle-book)

**Range** close (25 ft. plus 5 ft./2 levels)

**Target** 1 creature

**Duration** 1 round (or minute)/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell magically augments a riddle asked by the caster, so as to confound the target, making it unable to speak or use spells. The target may attempt a saving throw each round to be able to speak or use spells- if they make the save they have “answered the riddle”. If the spell is cast outside of combat, the duration increases to 1 minute per level, with the save allowed each minute. If the duration of the spell elapses without the target making the save, the target takes 1d6 points of Intelligence damage. Note that many special abilities and powers depend on speech, such as command words, Diplomacy, and battle cries.

The spell *wall of sand* from *Heroes of the Deserts of Siwath* is also an appropriate racial spell for enigmon.

## Enigmon Adventurers

Enigmon are tasked with many duties by their erstwhile masters, some of which take many generations to complete. Even though their communities are small, they tend to keep a wide variety of professions in play, in case

a mission demands it. Motivation for hybrid classes often stems from one or the other of their constituent classes.

- **Alchemist:** Alchemy is a popular profession among enigmons, though abuse of chemicals for transformation is forbidden by the Eternal Ones.
- **Barbarian:** Some of the smaller, more remote communities of enigmons have lost their civilized veneer, somewhat, and are dangerous to annoy, possessing strange taboos.
- **Bard:** Storytellers of old, maftet bards are also known for “air dancing”, a form of performance that can inspire warriors from above while keeping the bard out of combat’s way.
- **Cavalier:** Camel troops are a popular means of transport, cavalry and patrol for many enigmon, and they are said to be expert camel breeders, sought out by some desert tribes.
- **Cleric:** Enigmon are largely freed from devotion to Atum, and worship whomever they please; deities of Lawful Neutral aspect who favour trade and guardianship are typical.
- **Druid:** Seekers and caretakers of oases, enigmon druids are sacred within their society, and can declare a zone of no conflict for parley and resupply of caravans.
- **Fighter:** Most classed enigmon are fighters, specializing in techniques that maximize the terrain they live in, mounted warfare, and even ranged combat.
- **Gunslinger:** The zendiqi have begun experimenting with firearms of all types, and some new ones, and enigmon have followed their lead, though in a more cautious manner.
- **Inquisitor:** Those that wrong the enigmon community as a whole can expect to be hunted down by inquisitors that follow one of the maftet’s nature gods, a ritual killer that forgoes inquisitions.
- **Living Monolith:** It is considered a great honor to undergo the ritual of the Ka stone, and pledge oneself to eternal guardianship as a living monolith. An enigmon can assume no greater position.
- **Magus:** Enigmon who travel to northern lands sometimes follow the way of the magus, or learn from the zendiqi if they have left their people.
- **Medium:** Those outcast enigmon who feel a pull towards forbidden spirits often follow the Stony Silence influence.
- **Monk:** Enigmon monks study in lonely desert monasteries, reading tidbits of Atumite lore and learning

the way to physical perfection; Djinni Style is very common amongst them.

- **Ninja:** Rogue-type assassins are sometimes sent after groups or individuals that have insulted enigmon leaders or wronged the enigmon people.
- **Oracle:** Oracles are common and respected leaders of desert village tribes, adhering to the Ancestor, Battle, Time and Wasteland mysteries.
- **Paladin:** The influx of Deist troops led by shining paladins has encouraged many enigmon to join their ranks, which has not endeared them to the zendiqi of the southern lands.
- **Rangers:** Desert rangers with favoured enemies such as humans and gnolls are common camp guards and scouts for enigmon forces.
- **Rogue:** Enigmon scouts and spies (and sometimes assassins) have a low reputation in enigmon communities, though the wealth they often obtain is usually shared with all.
- **Rook:** Seeker enigmon use the tricks of the rook both to ingratiate themselves into foreign society, and to infiltrate places they are not allowed.
- **Samurai:** The Way of the Warrior is as popular with enigmon as that of the myriad cavalier orders, though the wandering enigmon ronin is also a staple of southern tales.
- **Sorcerer:** Sorcerous bloodlines among the enigmon include the Sphinx bloodline, naturally, with the Destined and Elemental bloodlines occurring occasionally. Sorcerers of the Djinni and Div bloodlines are held to be cursed, and summarily exiled.
- **Summoner:** Enigmon eidolons are as varied as human exemplars, though eidolons with wings, fur and humanoid forms do crop up with growing frequency.
- **Witch:** Virtually any patron is appropriate for an enigmon witch, and their society attaches no stigma to the practice, which enigmon witches do openly.
- **Wizard:** All types of enigmon practice wizardry, though in a utilitarian rather than academic fashion, serving their communities and masters in the most practical way. Many are evokers and diviners.

## Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, enigmons have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to all enigmons who have the listed Favored Class, and unless otherwise stated, the

bonus applies each time you select the listed Favored Class reward. These options are available to greater sphinxes and maftets as well.

- **Alchemist:** Add +1/4 to the alchemist's natural armor bonus when using his mutagen.
- **Arcanist:** Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level the arcanist can cast.
- **Barbarian:** Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.
- **Bard:** Add a +1/2 bonus on Bluff checks to feint and a +1/2 bonus on Diplomacy checks to gather information.
- **Bloodrager:** Gain a +1/4 dodge bonus to AC while bloodraging against creatures at least one size category larger than the bloodrager.
- **Brawler:** Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the brawler's unarmed strike (minimum 0).
- **Cavalier:** Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.
- **Cleric:** Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.
- **Druid:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.
- **Fighter:** Add +1 to the fighter's CMD when resisting a trip or grapple attempt.
- **Gunslinger:** Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).
- **Hunter:** Add 1 hit point to the hunter's animal companion. If the hunter replaces his animal companion, the new animal companion gains these bonus hit points.
- **Inquisitor:** Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.
- **Investigator:** Add one extract formula from the investigator's list to his formula book. This formula must be at least 1 formula level below the highest level the investigator can create.
- **Living Monolith:** Add +1 to the living monolith's CMD to resist disarm or trip attempts.
- **Magus:** Add +1/4 point to the magus's arcane pool.
- **Medium:** Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence.
- **Monk:** Add +1/3 to the monk's AC bonus class ability.
- **Occultist:** Add +1/2 to all binding checks made with hero spirits.
- **Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.
- **Paladin:** Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).
- **Ranger:** Add a +1/4 dodge bonus to Armor Class against the ranger's favored enemies.
- **Rogue:** The rogue gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.
- **Rook:** Add one spell known from the rook spell list. This spell must be at least one level below the highest spell level the rook can cast.
- **Shaman:** Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.
- **Skald:** Add one spell from the skald's spell list to the skald's known spells. This spell must be at least 1 spell level below the highest level the skald can cast.
- **Slayer:** Add a +1/4 dodge bonus to Armor Class against the slayer's studied target.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- **Summoner:** Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.
- **Swashbuckler:** Increase the total number of points in the swashbuckler's panache pool by 1/4.
- **Warpriest:** Gain a +1/3 bonus on the damage dealt or healed with the warpriest's channel energy ability.
- **Witch:** Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.
- **Wizard:** Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

## Sample Enigmon Characters

The following are examples of the various types of enigmon and their motivations.



## Arimathea

*"Come closer, unfurred-one. We are not so much different, you and I. Well, except for the fact that I serve the Eternal Ones and you are a monkey wearing clothes, that is..."*

### Arimathea (CR 2; XP 600)

Female enigmon witch 3

N Medium humanoid (enigmon)

**Init** +6; **Senses** Perception +5

#### Defense

**AC** 12, touch 12, flat-footed 10; +4 dodge vs humans (+2 Dex)

**hp** 16 (3d6+3; 24 if *false life* cast)

**Fort** +3, **Ref** +4, **Will** +4; +2 vs disease and mind-affecting effects, +1 vs language-dependent spells and magical writing

#### Offense

**Speed** 30 ft.; desert stride

**Melee** falchion +1 (2d4/18-20)

**Ranged** composite longbow +3 (1d8/x3)

**Special Attacks** hexes (healing [1d8+3], slumber [W-DC 14])

**Witch Spells Prepared** (CL 3rd; concentration +6)

2nd—*false life*, *web* (R-DC 15)

1st—*charm person* (W-DC 14), *mage armor*, *sleep* (W-DC 14)

0th—*detect magic*, *guidance*, *message*, *stabilize*

**Spell-Like Abilities** (CL 3rd; concentration +4)

1/day—*arcane mark*, *comprehend languages*, *endure elements* (self only), *message*, *read magic*

#### Statistics

**Str** 10, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 12

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Combat Casting, Improved Initiative

**Skills** Knowledge (arcana, history, nature, planes) +9, Perception +5, Spellcraft +7

**Languages** Auran, Common, Giant, Sphinx

**SQ** magical linguist, patron (endurance), stalker, weapon familiarity (enigmon), witch's familiar (scorpion)

**Combat Gear** *wand of cure light wounds* (20 charges);

**Gear** falchion, composite longbow with 40 arrows, *cloak of protection* +1, spell component pouch, pouch with 167 gp worth of mixed coins and gems

A skilled practitioner of witchcraft, and a minor leader among the enigmon people, Arimathea tends towards a paternalistic view of other humanoids, and inspires her people to pursue great deeds in the name of the Great Sphinxes. Unfortunately, they visit far too seldom to cement her position, and she is mostly known for her vast

catalogue of encyclopedic knowledge, in the hopes that the Eternal Ones will be impressed. Within the tribe, she is a valued healer as well, and her lore of the desert has no match in her region of the Siwath. She has no great love for the zendiqi elementalists, and will make that fact known to anyone who questions it in the least.

Arimathea is a power player, and plays to win, as she knows enough about herself that cannot remain a lesser light forever, and the best way to get to the top is over the defeated bodies of those less able, that is, humanoids not sure of their place in the desert, and are this easily manipulated. Having a friend like Arimathea is a bargain that all must consider carefully. The price for the use of her knowledge, for use by adventurers in surviving the desert and the inhabitants within, will be to help her in her power schemes, which may include the sphinxes themselves.



## Hamzah

*"No one unapproved by the Eternal Ones shall approach Helios City! So do I swear!"*

### Hamzah (CR 5; XP 1,600)

Female enigmon (Teyori) fighter (winged) 6

N Medium humanoid (enigmon)

**Init** +6; **Senses** Perception +11

#### Defense

**AC** 19, touch 12, flat-footed 17

(+7 armor, +2 Dex)

**hp** 49 (6d10+12)

**Fort** +7, **Ref** +5, **Will** +5; +2 vs disease and mind-affecting effects

#### Offense

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

**Melee** mwk falchion +10/+5 (2d4+4/18-20)

**Melee** mwk lance +10/+5 (1d8+4/x3)

**Ranged** mwk composite longbow +11/+6 (1d8+6/x3)

**Special Attacks** weapon training (bows +1)

**Spell-Like Abilities** (CL 6th; concentration +5)

1/day—*endure elements* (self only)

#### Statistics

**Str** 16, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +6; **CMB** +9; **CMD** 21

**Feats** Hover, Improved Initiative, Improved Flight, Point-Blank Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Toughness

**Skills** Fly +8, Perception +11, Stealth +9

**Languages** Common, Sphinx

**SQ** armor training 1, stalker, weapon familiarity (enigmon), winged warrior

**Combat Gear** *elixirs of aerobatics* (2), *potions of cure light wounds* (4); **Gear** +1 *breastplate*, masterwork falchion, masterwork lance, masterwork composite longbow with 40 arrows, *cloak of protection* +1, four rings (worth 200 gp), pouch with 112 gp worth of mixed coins and gems

The Teyori branch of the enigmon people has always had a reputation for aspirations to heroic gestures, grand gestures, and the adoption of steely resolve. Hamzah, chief patrol scout of the semipermanent enigmon camp known as Helios City has taken these stereotypes to heart, and embraces the legacy of protectorship that her teyori forbears have left to her. Her skills as a dealer of death from the skies or the ground has done more for protecting the secrets of the enigmon than many that can be named, and she is on the verge of being promoted to Speaker by the enigmon collective—provided she can begin to show some skills at leadership, as well

as martial ability. The falchion, lance and massive longbow that are seldom far from her side may speak louder than any inspiring words she might utter.

The truth is, however, that Hamzah has a secret of her own. For most of her life she has harbored a burning desire to join the ranks of the moon-touched. Only those close to her have any notion of her admiration for these magical beings that can bridge the corporeal gap between humanoids and the master race of sphinxes on an achievable basis. She has, so far, covered up this obsession with her attention to duty, but the future could hold a mysterious fate for Hamzah, which, combined with the power she is about to be given, could spell interesting times for the enigmon race.



## Aszlan

*"What the Eternal Ones say, and what the enigmon leaders in camp say are too often at odds. The conflict between them makes it difficult to concentrate on one's duties."*

### Aszlan (CR 1; XP 400)

Male enigmon (guardian) ranger 2

N Medium humanoid (enigmon)

**Init** +5; **Senses** Perception +7

#### Defense

**AC** 13, touch 11, flat-footed 12 ; +4 dodge vs humans, +2 dodge while in deserts

(+2 armor, +1 Dex)

**hp** 17 (2d10+2)

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

#### Offense

**Speed** 30 ft.; desert stride

**Melee** falchion +5 (2d4+4/18-20)

**Melee** ranseur +5 (2d4+4/x3)

**Ranged** composite longbow +3 (1d8+3/x3)

**Special Attacks** favored enemy (magical beasts +2)

**Spell-Like Abilities** (CL 2nd; concentration +1)

1/day—*endure elements* (self only)

#### Statistics

**Str** 16, **Dex** 13, **Con** 13, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Improved Initiative, Point-Blank Shot

**Skills** Climb +8, Heal +7, Knowledge (geography, nature) +6, Perception +7, Profession (hunter) +7, Spellcraft +6, Stealth +6 (+10 in deserts), Survival +7 (+8 tracking)

**Languages** Common, Sphinx

**SQ** bond to the land (desert), camouflage (desert), combat style (archery), stalker, track +1, wild empathy +2

**Combat Gear** *potions of cure light wounds* (4), tanglefoot bag (2); **Gear** leather armor, falchion, ranseur, composite longbow with 40 arrows, pouch with 82gp worth of mixed coins and gems

Aszlan is among the tireless enigmon known as guard-ians, a high honor in their culture, as guardians betokens the duties of the Eternal Ones themselves. Guardians have the reputation of being stoic, implacable, mystical, and all-enduring. The reality is less glamorous, as Aszlan and his comrades are mostly assigned to keeping treasure hunters and large caravans away from sites that sphinxes wish to lair in, visit, or idly inhabit. All the while they have to upkeep oasis crops, herd animals, and camp followers to support themselves, if they are too far away for resupply from enigmon encampments. Aszlan

has begun to doubt the worth of his duty, a dire prospect for one of his kind.

Though sphinxes are impressive masters, and exemplars of ancient accomplishments, they are not very attentive with their servants, who must live their lives as mortals must. Aszlan has a devoted mate and a large family, which he protects from the hydrae, chimeras and amphisbaenas, among other horrors of the Ghadab, at the same time as fulfilling his guardian duties. Even for a skilled enigmon hunter, impressive with falchion, ranseur and bow, it is a trial, and no amount of trophies can soothe his mind. Aszlan is searching for something more, a way to support his family, his clan, his race, and the duty set before him, hoping that one of those will not have to give way for him to achieve what he really wants.





## Bessus

*"Just got this shipment in! It's... turnips? It is turnips. Where are you from again?"*

### Bessus (CR 1; XP 400)

Male enigmon (seeker) rogue 2

N Medium humanoid (enigmon)

**Init** +1; **Senses** Perception +7 (+8 to locate traps)

#### Defense

**AC** 13, touch 11, flat-footed 12; +4 dodge vs humans (+2 armor, +1 Dex)

**hp** 15 (2d8+3)

**Fort** +0, **Ref** +4, **Will** +2; evasion; +2 vs disease and mind-affecting effects, +1 vs language-dependent spells and magical writing

#### Offense

**Speed** 30 ft.

**Melee** mwk rapier +4 (1d6+2/18-20)

**Ranged** composite shortbow +2 (1d6+2/x3)

**Special Attacks** sneak attack +1d6, slow reactions

**Spell-Like Abilities** (CL 2nd; concentration +4)

1/day—*arcane mark*, *comprehend languages*, *endure elements* (self only), *message*, *read magic*

#### Statistics

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

**Base Atk** +1; **CMB** +3; **CMD** 14

**Feats** Toughness

**Skills** Bluff +6, Disguise +8, Diplomacy +7 (+9 to gather information), Disable Device +7, Knowledge (local) +6, Perception +7 (+8 to locate traps), Profession (merchant) +7, Sense Motive +7 (+9 to get a hunch), Stealth+6

**Languages** Common, Sphinx

**SQ** integrated, magical linguist, rogue talent (slow reactions), stalker, trapfinding (+1), urbanite

**Combat Gear** *potions of cure light wounds* (4), tanglefoot bag (2)[200]; **Gear** leather armor, masterwork rapier, composite longbow with 40 arrows, pouch with 22 gp worth of mixed coins

The population of the southern deserts is not as eternal and unchanging as the legends would have one believe. Many people come and go from the temporary desert tent-cities, and Bessus, of the Seeker clan of the enigmon people simply slides in and out of various roles among them. He is able to acquire and move goods quickly, with the wealth of the sphinxes behind him, and constantly feeds information to his network. In a trouble situation, Bessus will typically try to talk his way out of it, or even suggest a bribe. There are others more suited to fighting, and he knows his prowess is best suited to

dark ambushes of those who would oppose his agendas.

Bessus' latest scheme is to infiltrate the fractious border tribes of the zendiqi raiders, or perhaps the monotheistic B'nai barbarians of the eastern hills (he hasn't decided which, yet) and foment warlike intentions to the point that they raid into the Deist-supported lands to the north. He wishes to see the Deists in large-scale action against the desert people, the better to judge their worth against the scattered enigmon people; there must be some sphinx in a lair that would be interested in that, surely. The leftovers of such a conflict, collected by his network of Seekers, could accomplish much, and promote the position of the enigmon people. And himself, as Bessus is not averse to acquiring a great deal of personal wealth- it has to be owned by somebody!



## Feats

Below is a selection of feats designed for use with enigmon, maftet or sphinx characters. With GM permission they may be allowed for other races.

### Enigmon Exemplar

*Your enigmon traits are more defined and prominent than those of other members of your race.*

**Prerequisite:** enigmon, maftet or sphinx.

**Benefit:** You can take the Aspect of the Beast feat (see *Pathfinder Roleplaying Game Advanced Player's Guide*) even if you do not meet the normal prerequisites. Furthermore, your enigmon-like nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

*Bond to the Land (Ex):* You gain a +2 dodge bonus to AC when in deserts. If you already have this ability, you gain it with an additional type of terrain as well. Urban enigmon can pick urban instead of deserts. Maftets and sphinxes can choose any terrain type with which they are familiar.

*Camouflage (Ex):* You gain a +4 racial bonus on Stealth checks while within deserts. If you already have this ability, you gain it with an additional type of terrain as well. Urban enigmon can pick urban instead of deserts. Maftets and sphinxes can choose any terrain type with which they are familiar.

*Defensive Training (Ex):* You gain a +4 dodge bonus to AC against humanoid of the human subtype. If you already have this ability, then you gain it with an additional type of humanoid as well.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

### Dreamweaver

*You are adept at using dream magic.*

**Prerequisite:** enigmon, maftet or sphinx.

**Benefit:** You gain a +1 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that you cast. In addition, if you have a Charisma score of 15 or higher you may use *dream* once per day as a spell-like ability (caster level is equal to your character level).

### Greater Maftet Magic

*You master your runic tattoos, improving their effectiveness.*

**Prerequisite:** Maftet, character level 11th.

**Benefit:** Treat your CR as your caster level for purposes of using your maftet spell-like abilities.

### Greater Sphinx Magic

*You master your innate magic, improving its effectiveness.*

**Prerequisite:** Sphinx, CR 13.

**Benefit:** Treat your CR as your caster level for purposes of using your sphinx spell-like abilities.

### Improved Flight

*You can fly more gracefully than you could before.*

**Prerequisite:** Dex 13, Fly speed.

**Benefit:** Your flight manoeuvrability improves by one step. This feat can be taken a second time, to improve manoeuvrability by a second step.

### Improved Flyby Attack (Combat)

*You can move even faster when making a flyby attack.*

**Prerequisite:** Flyby Attack.

**Benefit:** When flying and using the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your fly speed. You do not provoke an attack of opportunity from the opponent that you attack.

### Improved Maftet Armor

*Your control over your own mystic armor improves.*

**Prerequisite:** Maftet, oracle revelation that grants an armor bonus.

**Benefit:** Treat your oracle level as being four higher than it actually is for purposes of determining the AC bonus granted by your armor-granting revelation, such as armor of bones or coat of many stars.

### Improved Maftet Magic

*You enhance your innate spell-like abilities.*

**Prerequisite:** Maftet, character level 9th.

**Benefit:** You gain one additional use per day each of *cat's grace* and *protection from evil*, and you cast *greater magic weapon* instead of *magic weapon*.

### Sandsight

*Sandstorms and dust storms cause you few difficulties.*

**Prerequisite:** Enigmon, maftet, or sphinx.

**Benefit:** You can see through dust storms and sandstorms as though they were transparent, and do not suffer the usual -4 penalty on Perception. Sandstorms offer no concealment to your sight, although solid sand still blocks your line of sight. In addition, you do not take any damage from these types of weather, although you are still potentially affected by choking (see Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

### Silver Tongued

*You are adept at persuading others.*

**Prerequisite:** seeker enigmon.

**Benefit:** You gain a +2 bonus on Bluff and Diplomacy checks. In addition, when you use Diplomacy to shift a creature's attitude, you can do so up to three steps up rather than just two.

### Spirited Flyby (Combat)

*Your flying charge attacks deal a tremendous amount of damage.*

**Prerequisite:** Flyby Attack, Improved Flyby Attack.

**Benefit:** When flying and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

**Special:** Maftets can gain this feat without meeting the prerequisites, as long as they have the raptor dive special attack. If they use it, then this action replaces the use of raptor dive for that round. Maftets using this feat do not provoke an attack of opportunity from the opponent they attack.

## Racial Archetypes

Below is a selection of archetypes for enigmon, maftet, and sphinx characters. They may be available to other races with GM permission.

### Eagle-Eyed Ranger (Ranger Archetype)

Eagle-eyed rangers develop almost supernatural sight, which is enhanced even more if he is airborne. Furthermore, their incredible sight makes them deadly ranged attackers. They make excellent scouts.

**Eagle Eyes (Ex):** Starting at 2nd level, an eagle-eyed ranger receives a morale bonus on all Perception and Sense Motive checks equal to 1/2 her ranger level (minimum +1). If he is at least 100 feet above the ground, the usual +1 increase to Perception DC per 10 feet of distance is improved to +1 per 50 feet, but this is only for the purposes of noticing creatures. From 8th level, the DC for noticing creatures improves again to +1 per 100 feet when he is at least 100 feet above the ground. This ability replaces the 2nd level combat style feat and wild empathy.

**Accuracy (Ex):** At 4th level, an eagle-eyed ranged halves all range increment penalties when making attacks with a ranged weapon; this applies to thrown weapons as well. This ability replaces hunter's bond.

### Conundria (Witch Archetype)

These witches take their name from the fact that sphinxes are said to like riddles. Conundrias are witches who have a strong connection to sphinxes, such as enigmon, maftets, and the rare individual of another race who grew up in an enigmon community, steeped in their culture. Conundrias have the ability to form a sphinx council- much like a hag coven- when a greater sphinx is present (see page 39 for more details on these).

**Council (Ex):** At 1st level, a conundria counts as a greater sphinx for the purpose of joining a sphinx council. The council must contain at least one greater sphinx. In addition, whenever the conundria is within 30 feet of another conundria, she can use the aid another action to grant a +1 bonus to the other witch's caster level for 1 round. This bonus applies to the witch's spells and all of her hexes. A conundria cannot gain the Coven hex. This ability replaces the 1st level hex.

### Monstrous Brawler (Fighter Archetype)

Many creatures have innate natural weapons and extensive training in their natural weapons and armor use. Monstrous brawlers have that, and are extremely dangerous in close combat. They are especially dangerous against spellcasters.

**Natural Attacks:** A monstrous brawler must have at least two innate natural weapons, such as a pair of claws or a bite and tail attack. The character does not qualify if the natural weapons are gained through class features, items, spells, and so on.

**Note:** This archetype is exactly the same as the brawler archetype from *Pathfinder Roleplaying Game Ultimate Combat*, except that the character's natural weapons are treated as part of the close weapon group for purposes of that archetype's abilities, and a monstrous brawler must have innate natural weapons.

### Winged Fighter (Fighter Archetype)

Many creatures have innate flight abilities and extensive training in weapon and armor use. Winged fighters have that, but also extensively practice their flight skills so that they are much more agile in aerial combat.

**Fly Speed:** A winged fighter must have a fly speed that is innate, that is, the creature is born with wings or a supernatural ability to fly. The character does not qualify if a fly speed is gained through spells, items and so on.



**Winged Warrior (Ex):** Starting at 2nd level, a winged fighter receives a morale bonus on all Fly checks equal to 1/2 her fighter level (minimum +1). At 6th level, her flight manoeuvrability improves by one step, and by a second step at 12th level; this ability cannot improve her manoeuvrability to perfect unless she has the Air subtype, or the innate flight is a supernatural ability. This ability replaces bravery.

## Magic Items

Below is a selection of sphinx themed magical items for inclusion in your games.

### Cloak of the Elder Sphinx

**Aura** moderate abjuration/evocation; **CL** 7th  
**Slot** shoulders; **Price** 18,800 gp; **Weight** 1 lb.

#### Description

This richly tapestried cloak bears gold-thread embroidered symbols of sphinxes and ancient rituals, yet slips away from the mind if not focused upon. If the wearer of the *cloak of the elder sphinx* spends more than an hour out of the sight of a being, that being must make a DC 17 Will save or be unable to recall the encounter with the wearer. Users of *clairaudience/clairvoyance*, *detect* or *locate object* spells also must make a DC 17 Will save to find the wearer with their spell. The wearer may cast *modify memory* and *shout* once per day, requiring a DC 17 Will save to resist. Additionally, the wearer of the *cloak of the elder sphinx* gains a +2 sacred bonus to saves vs. death effects and the permanency of negative energy level loss.

#### Construction

**Requirements** Craft Wondrous Item, *modify memory*, *non-detection*, *shout*, creator must have 7 ranks of Knowledge (history); **Cost** 9,400 gp

### Elixir of Aerobatics

**Aura** faint transmutation; **CL** 2nd  
**Slot** —; **Price** 250 gp; **Weight** —

#### Description

This elixir improves a creature's innate ability to fly. A character drinking this liquid gains an intuitive ability to more easily move tactically when flying (+10 competence bonus on Fly checks for 1 hour). This elixir has no effect on creatures with no innate fly speed.

#### Construction

**Requirements** Craft Wondrous Item, creator must have 5 ranks in the Fly skill; **Cost** 125 gp

### Ring of Aerobatics

**Aura** faint transmutation; **CL** 2nd  
**Slot** ring; **Price** 2,500 gp; **Weight** —

#### Description

This ring continually improves a creature's innate ability to fly, providing a +5 competence bonus on all his Fly checks. This elixir has no effect on creatures with no innate fly speed.

#### Construction

**Requirements** Forge Ring, creator must have 5 ranks in the Fly skill; **Cost** 1,250 gp

### Ring of Aerobatics, Improved

**Aura** faint transmutation; **CL** 7th  
**Slot** ring; **Price** 10,000 gp; **Weight** —

#### Description

This item is identical to a ring of aerobatics, except that it grants a +10 competence bonus on its wearer's Fly checks.

#### Construction

**Requirements** Forge Ring, creator must have 10 ranks in the Fly skill; **Cost** 5,000 gp

### Token of Atum

**Aura** moderate conjuration; **CL** 7th  
**Slot** none; **Price** 8,000 gp; **Weight** 8 lbs.

#### Description

Though referred to as a 'token', these items aren't tiny ornaments, but 2 ft. wide ornate sculptures of bronze, depicting two broad wings attached to a bird-headed human torso, painted with red and white lacquer and attached to an inverted bronze cup. Though it can be carried around in unwieldy fashion and used to cast *lesser planar ally* once per week, dispensing with the 500 gp offering, it is an item far more valuable to sphinx-kind and their modafi servants. When the cup-base is placed on a stone plinth shaped to fit it, sphinxes, enigmmon, maftet and beings with levels in living monolith are under a *bless* spell when within 30 ft. of it. Additionally, if three greater sphinxes spend 1 minute performing a ritual within its circle, they can form a sphinx council that is effective for 1 week, according to the rules of sphinx councils (see Sphinx Councils)

#### Construction

**Requirements** Craft Wondrous Item, *bless*, *lesser planar ally*, creator must be a worshiper of Atum; **Cost** 4,000 gp

## Bestiary

Below is a collection of variant sphinxes for use against player characters.

### Arcane Sphinx Template

*This creature has the body of a lion, wings of a falcon, and seems to have magic surging from its very presence, looking at you with an appraising eye.*

#### Sphinx, Arcane (CR 9; 6,400 XP)

N Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +21

#### Defense

**AC** 21, touch 10, flat-footed 20

(+1 Dex, +11 natural, -1 size)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +9, **Will** +10

#### Offense

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

**Melee** 2 claws +17 (2d6+6/19-20)

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

**Special Attacks** pounce, rake (2 claws +17, 2d6+6)

**Spell-Like Abilities** (CL 12th; concentration +17 (+21 when casting defensively or when grappled))

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*

1/week—any one of the following: *symbol of fear* (W-DC 21), *symbol of pain* (F-DC 20), *symbol of persuasion* (W-DC 21), *symbol of sleep* (W-DC 20), *symbol of stunning* (W-DC 22); all symbols last for 1 week maximum

**Sorcerer Spells Known** (CL 7th; concentration +12 (+16 when casting defensively or when grappled))

3rd (5)—*displacement*, *haste*

2nd (7)—*glitterdust* (W-DC 17), *mirror image*, *protection from arrows*

1st (7)—*alarm*, *burning hands* (R-DC 16), *color spray* (W-DC 16), *mage armor*, *protection from evil*

0th (at-will)—*arcane mark*, *disrupt undead*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*

#### Statistics

**Str** 22, **Dex** 13, **Con** 18, **Int** 18, **Wis** 19, **Cha** 21

**Base Atk** +12; **CMB** +20; **CMD** 31 (35 vs. trip)

**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will

**Skills** Bluff +15, Diplomacy +15, Fly +7, Intimidate

+15, Knowledge (arcana, history) +6, Perception +21, Sense Motive +19, Spellcraft +12

**Languages** Common, Draconic, Sphinx

#### Ecology

**Environment** desert, hills

**Organization** solitary, pair, or cult (3-6)

**Treasure** double

### Arcane Sphinx Template (CR +1)

Some sphinxes have an unnatural knack for magic, and develop further magical abilities with ease. This template is open to any greater sphinx (those of the androsphinx, elder sphinx, and (gyno-)sphinx varieties). An arcane sphinx's quick rules and rebuild rules are the same.

#### Rebuild Rules

**Ability Scores:** Increase Con +2, Cha +2.

**Spellcasting (Su):** An arcane sphinx casts spells as a sorcerer. She does not gain a bloodline or any other benefits of the sorcerer class, however. The sphinx's sorcerer level equals her base sphinx CR minus 1 (8 for androsphinxes, 15 for elder sphinxes, 7 for (gyno-)sphinxes). Should the sphinx gain actual sorcerer levels, add her base sphinx CR minus 1 to her sorcerer level to determine her spellcasting abilities and spells known. If a sphinx has this template, sorcerer levels are always treated as associated for that sphinx.

A certain caste of greater sphinxes sought to secure the power to complete their researches unmolested quite early in the species' existence, and have done so through the accumulation of strong magic. The power seems to be family-bound, and those androsphinxes, elder sphinxes and gynosphinxes do not seem to be as nomadic as their less magically-inclined kin. They will often be quick to point out the virtually indistinguishable difference to any that visit them- their treasure will be much more likely to be of a magical, usable nature than a typical sphinx hoard.

### On Porphyra

Arcane sphinxes have established small clans near many of the destroyed cities in the Ghadab and the western reaches of the Mountains of Wrath. Though they will occasionally visit the Simoon and the Siwathi, they rarely set up permanent lairs there, for some unknown reason- rumoured to be some ancient feud with the cultist followers of Kadeg the Mercliess.

## Elder Sphinx

*The brooding face of this towering limestone statue of a bearded androsphinx reflects a harsh wisdom acquired through untold ages of experience; all surmounted by a glittering black stone.*

### Ktephru-Na, Elder Sphinx (CR 16; 76,800 XP)

N Gargantuan magical beast

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

#### Defense

**AC** 35, touch 7, flat-footed 28

(+1 Dex, +8 armor, +20 natural, –4 size)

**hp** 220 (21d10+105)

**Fort** +17, **Ref** +15, **Will** +19; +2 vs. death effects, negative energy

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

#### Offense

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

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

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

**Special Attacks** pounce, rake (2 claws +30, 2d6+13), trample (2d6+20, R-DC 34)

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

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

3/day—*clairaudience/clairvoyance*, *greater dispel magic*, *bestow curse* (W-DC 21), *divine favor*, *remove curse*, *sirocco*<sup>APG</sup> (F-DC 23), *summon monster VIII*

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

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

#### Statistics

**Str** 37, **Dex** 12, **Con** 21, **Int** 26, **Wis** 30, **Cha** 25

**Base Atk** +21; **CMB** +38 (+40 bull rush); **CMD** 50 (52 vs. bull rush, 54 vs. trip)

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

**Skills** Diplomacy +20, Fly +8, Intimidate +15, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (engineering) +15, Knowledge (geography) +20, Knowledge (history) +20, Knowledge (local) +20, Knowledge (nature) +20, Knowledge (nobility) +20, Knowledge (planes) +20, Knowledge (religion) +20,

Linguistics +15, Perception +27, Sense Motive +24, Spellcraft +28, Use Magic Device +20

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Giant, Ignan, Infernal, Gnoll, Old Porphyrans, Protean, Sphinx, Sylvan, Terran; *telepathy* 100 ft.

**SQ** enigma, sphinx monolith, stone of ka

#### Ecology

**Environment** desert, hills

**Organization** solitary

**Treasure** double

#### Special Abilities

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

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

**Roar of Elders (Su)** Three times per day, as a standard action, Ktephru-Na can take a standard action to create a sonic effect in a 60-foot burst, centred on the elder sphinx.

Those that fail a DC 33 Fort save are petrified, turned to stone. Those that make the save are knocked prone, take 6d6 sonic damage, and are feeble-minded for 2d8 rounds, taking 1d8 Int and Wis damage; the target can make a DC 33 Will save to avoid the feeblemind and the ability damage. Sphinx and modafi are immune to this effect.

**Sphinx Monolith (Su)** Ktephru-Na can enter a state of suspended animation and transform its massive body



into a stone monument. This transformation takes 1 minute to complete, during which the elder sphinx is immobile. The elder sphinx's body hardens to stone, granting it hardness 30 and 350 hit points. If the elder sphinx's stony body is reduced to 0 hit points, it is destroyed and the elder sphinx is slain. While transformed, an elder sphinx doesn't need to breathe, eat, drink, or sleep. Ktephru-Na is aware of its surroundings and it can use astral projection at will when in this form. Anytime an elder sphinx's body takes damage while using astral projection, its astral form immediately becomes aware that it is in danger and can, as a free action, end the astral projection and begin reverting back to its natural form (though the process still takes 1 minute). When an elder sphinx ends its transformation, it is immediately healed of all hit point damage it may have sustained while transformed. An elder sphinx can remain in its sphinx monolith form indefinitely.

**Stone of Ka (Su)** Ktephru-Na bears a huge ka stone, holding his powerful life essence. It works much as a living monolith's does, granting +8 armor and allowing Ktephru-Na to enlarge to Colossal size three times per day. It also grants Ktephru-Na a +2 save bonus against death effects and the permanence of negative energy levels.

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

### Ecology

Sphinxes gradually become more sedentary over their long lifespans as they lose their inclination toward physical activity. The eldest and most knowledgeable sphinxes undergo a transformation that allows them to remain undisturbed as they ponder the knowledge they've obtained. They turn into creatures of living limestone and grow to tremendous proportions, until they resemble ancient and weathered statues. Not content with the Material Plane, elder sphinxes cast their minds out into the Astral Plane in search of the secrets of the universe, as their mortal hunger for nourishment is replaced by a metaphysical hunger for knowledge.

### Habitat & Society

Elder sphinxes predate even the Elemental Ascendancy, and thus possess first-hand knowledge of the world as it once was, and have learned of the contemporary world only through their astral wandering or during the rare times they walk in their corporeal form. Whatever purpose they served in their youth has long since been forgotten or abandoned, leaving them to pursue more esoteric ambitions. These ancient creatures exist solely to seek out new information and to understand the great mysteries of the universe while their stony physical remains sit idle as time passes. In time, these elder sphinxes come to be seen as monuments, and sometimes humanoid cultures gather around them and worship them as idols. Infrequently, elder sphinxes can be coaxed to trade ancient knowledge for more current information or for arcane secrets they have yet to divine from the planes. Finding knowledge or information beyond an elder sphinx's experiences, however, is as monumental a task as locating one of their kind.

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

### On Porphyra

Ktephru-Na is the oldest of the elder sphinx still remaining on Porphyra, and his predecessors were contemporaries of Atum the First, Supreme Aeon progenitor of sphinxes, and of myriads of life on the Patchwork Planet in its youth. His calcified body sits south of the Oliti river in the heart of the Siwath, in barren ground that covers some of the ancient works of Atum's servants. Ktephru-Na is very old and very tired, and his patience with supplicants is thin; he is, however, an expert on the creation of life, and the enigmatic race of the Elohim.

Other elder sphinxes known to exist on Porphyra include Chiosa the Green, who occasionally wanders the northern Gaspwood of Tuthon/Iskander; Abu al-Hawul, a malevolent being that haunts the fringes of the Glass Sea on nights of the new moon; The Silent One, who dwells in the sand south of Ahabhi; The Riddler, who stalks the shores of the Bay of Sphinxes; and Peliodana the Lonely, thought to reside in the Yeti Wastes.

Elder Sphinx



Arcane Sphinx



## Maftet

*Broad hawk wings support this creature with the torso of a bronze-skinned human and the lower body of a tawny, bipedal lion.*

### Maftet (CR 6; 2,400 XP)

N Medium monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +23

#### Defense

**AC** 20, touch 13, flat-footed 17  
(+4 armour, +3 Dex, +3 natural)

**hp** 68 (8d10+24)

**Fort** +5, **Ref** +9, **Will** +8

#### Offense

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

**Melee** mwk scimitar +11/+11/+6/+6 (1d6+3/18-20)

**Special Attacks** paired weapons, raptor dive

**Spell-Like Abilities** (CL 8th; concentration +8)

Constant—*mage armor*

3/day—*magic weapon*

1/day—*cat's grace*, *protection from evil*

#### Statistics

**Str** 16, **Dex** 17, **Con** 16, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +8; **CMB** +11; **CMD** 24

**Feats** Combat Reflexes<sup>B</sup>, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (scimitar)

**Skills** Fly +10, Knowledge (history) +8, Perception +13, Stealth +18; **Racial Modifiers** +4 Stealth

**Languages** Common, Sphinx

**SQ** runic tattoos

#### Ecology

**Environment** desert, mountains, ruins

**Organization** solitary, pair, and pride (6-10)

**Treasure** standard (2 masterwork scimitars, other treasure)

#### Special Abilities

**Paired Weapons (Ex)** Because of its intense training wielding a scimitar in each hand, a maftet's off-hand scimitar is treated as a light weapon.

**Raptor Dive (Ex)** When airborne, a maftet can swoop down and strike at lightning speed. This is equivalent to an aerial charge, but it must move downward at least 10 feet and may dive at twice its normal flying speed. Doing so grants the maftet a +2 bonus on its attack rolls and allows it to make a full attack at the end of the raptor dive.

**Runic Tattoos (Su)** The tattoos scribed on a maftet's body power its spell-like abilities and glow when those abilities are used. A maftet can activate up to two of its

spell-like abilities as a standard action. It may make a Fortitude save to resist the effects of an erase spell cast on its tattoos, but if it fails, it loses access to its spell-like abilities for 24 hours.

Dwelling in crumbling ruins and lost cities, maftets are a race of winged feline humanoids. Accomplished hunters and stalkers, maftets are highly skilled in fighting with dual scimitars.

At home in dry deserts and mountains, maftets prefer to lair in abandoned ruins, mysteriously drawn to such desolate places. They also make do with dens in cliff-side caves or mountaintop eyries, but only if no suitable abandoned edifices can be found.

When a young maftet comes of age, it receives its runic tattoos from a shaman, usually the eldest female in the pride. The art and magic of creating these tattoos has been passed down from mother to daughter for thousands of years, along with the race's oral history and legends. Their origins now lost to history, these tattoos are always the same (with minor cosmetic variations between the sexes and between different prides) and always have the same effects. Under no circumstances are these tattoos ever given to non-maftets.

## On Porphyra

Though maftet are found throughout the Siwathi, Simoon and Ghadabi deserts- including the Almuut Peninsula- they have slowly been moving north in the Calinsur mountains, taking over abandoned dwarf facilities. There are small clans of spotted maftet in the Dry Peninsula, isolated and somewhat xenophobic, but possessed of strange, ancient knowledge.

## Alternate Runic Tattoos

Different local circumstances call for different measures, and some tribes of maftet have adapted their traditions of runic tattoos for the situation at hand. Archer maftet are especially fond of the *abundant ammunition*, *magic weapon* or *align weapon* combination.

| Original                    | Options  |
|-----------------------------|--|
| <i>mage armor</i>           | <i>abundant ammunition</i> 3/day                 |
| <i>magic weapon</i>         | <i>align weapon</i>                              |
| <i>cat's grace</i>          | <i>bear's endurance</i> , <i>bull's strength</i> |
| <i>protection from evil</i> | <i>protection from chaos/good/law</i>            |



## Phix

*The enormous being crouching menacingly on the sand is a loathsome mixture of lion and human, though with demonic-looking horns, and scales of seething crimson on its human parts.*

### Phix (CR 18; 153,600 XP)

NE Gargantuan outsider (earth, native)

**Init** +12; **Senses** darkvision 60 ft., low-light vision, true seeing; Perception +21

**Auras** destruction (50 ft.), unluck (100 ft.)

#### Defense

**AC** 33, touch 15, flat-footed 25

(+8 Dex, +1 dodge, +18 natural, -4 size)

**hp** 300 (24d10+168)

**Fort** +20, **Ref** +16, **Will** +20

**DR** 15/adamantine and good; **Immune** acid, disease, mind-affecting effects, petrification, poison; **SR** 29

#### Offense

**Speed** 40 ft., burrow 40 ft., earth glide

**Melee** 2 claws +31 (2d6+11 plus 2d6 acid) and gore +31 (2d8+11 plus 2d6 acid)

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

**Special Attacks** pounce, rake (2 claws +31, 2d6+11 plus 2d6 acid), trample (2d6+16 plus 2d6 acid, R-DC 33)

**Spell-Like Abilities** (CL 20th; concentration +27 (+31 when casting defensively or when grappled))

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

3/day—*clairaudience/clairvoyance, diminish plants* (stunt growth only), *disintegrate* (F-DC 23, usable against objects or structures only), *quicken greater dispel magic*

1/week—any one *symbol*; symbols last for 1 week maximum

#### Statistics

**Str** 32, **Dex** 26, **Con** 22, **Int** 18, **Wis** 19, **Cha** 25

**Base Atk** +24; **CMB** +39; **CMD** 57 (61 vs. trip)

**Feats** Acrobatic Steps, Alertness, Combat Casting, Combat Reflexes, Dodge, Nimble Moves, Improved Initiative, Lightning Stance, Quicken Spell-Like Ability (greater dispel magic), Run, Toughness, Wind Stance

**Skills** Acrobatics +35, Climb +35, Intimidate +34, Knowledge (arcana, planes) +31, Perception +35, Sense Motive +35, Spellcraft +31, Stealth +23, Survival +28

**Languages** Common, Draconic, Sphinx

**SQ** hibernate

#### Ecology

**Environment** desert, hills

**Organization** solitary

**Treasure** double

### Special Abilities

**Aura of Destruction (Su)** A phix radiates an aura of destruction to a radius of 50 feet. Any creature in this area takes 2d6 damage per round. Affected creatures can attempt a Fortitude save (DC 28) for half damage. A creature that succeeds on its save is subsequently immune to that phix's aura of destruction for 24 hours. The save DC is Constitution-based.

**Aura of Unluck (Su)** A phix radiates an aura of unluck to a radius of 100 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) and phixes are immune to its aura of unluck.

**Hibernate (Su)** When a phix wishes to rest for a long time, it retreats deep underground to hibernate. When it does so, it enters a temporal stasis-like effect until it wishes or roused by deific command.

The apocalyptic being known as a phix is apparently a Gods-sent instrument of vengeance or forbiddance, as there is little information available concerning it/them, save for hastily-scribbled warnings and pictures on the walls of deep chambers. Though an outsider, a phix has, to best knowledge, only been encountered on the Material Plane; it is thought that when (or if ever) a phix is destroyed, a new phix is sent from the depths of some dismal Lower Plane to take the role of divine destroyer guardian. The mere presence of a phix is inimical to life, thus they are usually found in barren landscapes, whether by their actions or the preference of their commanding god-summoners. They tolerate no living thing, and are thus never allied or found with them, though undead and constructs are occasionally in their vicinity. It has been noted that one must be very careful when inquiring about the nature of the phix, especially with commune spells, as information about those seeking to oppose it supposedly can get back to the monstrosity quite easily.

## On Porphyra

A phix or something similar to it is credited with destroying the Ghadabi city of Thebu, apparently at the behest of shadowy Deist forces, perhaps allied with the godling Shade. Whether it still lurks there is a matter of discovery for the very brave.

Phix



Moon-Touched  
Sphinx



## Sphinx, Moon-Touched

*This curious creature stands upright, like a man, but bears wings like a falcon and shifting, furred features, moving from one shape to another, man, falcon, and lion.*

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### Sphinx, Moon-Touched (CR 9; 6,400 XP)

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N Medium/Large magical beast (shapechanger)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, see invisibility; Perception +21

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#### Defense

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**AC** 23, touch 10, flat-footed 22

(+1 Dex, +13 natural, -1 size) as sphinx or hybrid; 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) as maftet; or 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) as enigmon or human

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +9, **Will** +10

**DR** 10/silver

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#### Offense

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**Speed** 40 ft., fly 60 ft. (poor) as hybrid, maftet or sphinx, 30 ft. as enigmon or human

**Melee** 2 claws +18 (2d6+7/19-20) as sphinx or hybrid; or falchion +18/+13/+8 (2d6+10/19-20) as hybrid; or falchion +19/+14/+9 (2d4+10/19-20) as humanoid

**Ranged** composite longbow +13/+8/+3 (1d8+7/x3) as humanoid, or composite longbow +12/+7/+2 (2d6+7/x3) as hybrid

**Space** 10 ft. as sphinx or hybrid, 5 ft. as humanoid;

**Reach** 10 ft. as hybrid, 5 ft. as sphinx or humanoid

**Special Attacks** pounce, rake (2 claws +18, 2d6+7) as hybrid or sphinx

**Spell-Like Abilities** (CL 12th; concentration +16 (+20 when casting defensively or when grappled))

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*

1/week—any one of the following: *symbol of fear* (W-DC 20), *symbol of pain* (F-DC 19), *symbol of persuasion* (W-DC 20), *symbol of sleep* (W-DC 19), *symbol of stunning* (W-DC 21); all symbols last for 1 week maximum

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#### Statistics

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**Str** 24, **Dex** 13, **Con** 18, **Int** 18, **Wis** 19, **Cha** 19

**Base Atk** +12; **CMB** +20 as hybrid or sphinx +19 as humanoid; **CMD** 31 (35 vs. trip) as hybrid or sphinx +30 as humanoid

**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will

**Skills** Bluff +14, Diplomacy +14, Fly +7 (+9 as maftet),

Intimidate +14, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12

**Languages** Common, Draconic, Sphinx

**SQ** change shape (human, hybrid, maftet, and sphinx; *polymorph*), weapon familiarity (enigmon)

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#### Ecology

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**Environment** desert, hills

**Organization** solitary, pair, or cult (3-6)

**Treasure** double

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#### Special Qualities

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**Change Shape (Su)** A moon-touched sphinx's natural form is that of a greater sphinx. It can shift into four other forms as though using the *polymorph* spell, though only a specific human form, specific enigmon form, specific maftet form, or hybrid form can be assumed. Equipment carried or used by the sphinx in other forms that it cannot use while in sphinx form shifts with it and is absorbed into its sphinx form. Such magic items do not function while in this form. When the moon-touched sphinx shifts back into humanoid or hybrid form, equipment (including magic items) return to normal and function normally. In any of its humanoid forms, the sphinx always assumes the same appearance and traits (including Medium size). In these forms, it cannot use its natural weapons, pounce or rake. It can wield weapons, use shields, and wear armor however. A sphinx's other form is a Large bipedal hybrid form with improved paws and animalistic features (although it retains its humanoid face). The sphinx retains its natural attacks, pounce, and rake in this form, and can also wield weapons, use shields, and wear armor. A moon-touched sphinx can shift to any of these forms as a move-equivalent action. The sphinx's ability scores remain the same regardless of its size and form. A slain moon-touched sphinx reverts to its sphinx form, but remains dead.

#### Ecology

There are some scholars that pursue the knowledge about the Children of Atum (sphinxes and the modafi) in their various species that feel that the appearance of moon-touched sphinxes heralds the era of Atum's return, embodying the tenets of his primordial and amalgamated totems. That these strange shapechangers can assume human, enigmon, maftet, sphinx, and unprecedented hybrid forms seems to label them as harbingers of The First's return, in their opinion. That they are not of one mind or agenda seems to oppose this notion, however—but no one said the will of Atum was easy to understand.

Moon-touched sphinxes have singularly individual



personalities, almost to the point of being chaotic- but they would never go so far as to embrace one ethical path over another. They are born of gynosphinxes, as are other greater sphinxes, from a mating with a maftet or enigmon (of at least 8th character level) and born during a conjunction of the moons of the planetary system where it starts life. That this is a circumstance that can be engineered is interesting, though information on the subject is scant. Moon-touched sphinxes grow fairly quickly, about as fast as humans, though they stay in immature sphinx form until about the age of twelve; after that point, their ability to assume the forms of enigmon, human, hybrid and maftet come at about one each year thereafter. The diet of moon-touched sphinxes is as varied as the forms they take; they can be as vegan as a human, or subsist very occasionally on magical substances, as ancient sphinxes do. Even the oldest moon-touched sphinx would not be considered an elder, and it is not known whether they are capable of entering such a status.

## Habitat and Society

Moon-touched sphinxes are found in all places that their constituent forms are found, which gives them a much larger range than sphinxes or most modafi. In human guise they can travel almost anywhere, and their winged forms give them access to even the most remote locations. Not even cold regions bar them, as they can use their endure elements spell-like ability in enigmon form. This being said, they feel a pull to be with their constituent races, and moon-touched sphinxes always return to their parental lands on a regular basis. There is no known association between moon-touched sphinxes and conventional lycanthropes, except for weretigers of certain dispositions, who admire the moon-touched.

Children of moon-touched sphinxes live the lives of the form that their parent was in at the time of their conception; in the case of humanoid forms, this is probably the origin of the Sphinx bloodline of sorcerers. Moon-touched sphinxes are friendly with all of the races of the forms they can assume, and generally consider non-shapeshifting humanoids of other races to be dull and cloddish. Those that take on the ka stone of the living monoliths are exceptions. There are, of course, moon-touched sphinxes born in isolation, unsupported by the sphinx community at large- considered rogues by many. It is considered part of a moon-touched sphinxes assumption of its destiny to discover others of its kind, a proof that it is worthy to join the plots and causes that they follow.

## On Porphyra

Two factions of moon-touched sphinxes exist on Porphyra: Purple Moon Sphinxes, of basically benign nature and who revere the primary moon Shankhil's Chair, and the evil renegade Red Moon Sphinxes, who are guided by Vaar's Eye. Each has safe houses and temples, and recruit from the ranks of modafi and humans (zendiqi and Landed) as their agents and catspaws, avoiding true sphinxes, for the most part. These factions are usually locked in mortal campaigns of opposition to each other, though a few independent moon-touched sphinxes exist, trying to stay independent from the dangerous shadow war.

## Moon-Touched Sphinxes

The design of moon-touched sphinxes was influenced somewhat by lycanthropes (see the Pathfinder *Roleplaying Game Bestiary*) and the therianthrope template. Lycanthropes are humanoids that can assume an animal or hybrid form, while therianthropes are animals that can assume a humanoid or hybrid form. Neither templates were quite right to use for a shapechanging sphinx, so this variant has been developed.

Moon-touched sphinxes gain the following abilities: DR 10/silver, can change shape as described in the stat block above, and gain the weapon familiarity of enigmons. They also gain a +2 natural armor bonus, +2 Str and +2 Con in all forms, and in hybrid form retains the natural armor bonus of the sphinx form. Androsphinxes can be moon-touched as well. A moon-touched androsphinx gains the same benefits as listed above, and are CR 10.

## Spirit Binder Sphinx Template

This creature has the body of a lion, wings of a falcon, and a human head, which has swirling clouds of ectoplasm surrounding it, obscuring it, coming into material form...

### Sphinx, Spirit Binder (CR 9; 6,400 XP)

N Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +21

#### Defense

**AC** 21, touch 10, flat-footed 20

(+1 Dex, +11 natural, -1 size)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +9, **Will** +10; +4 bonus vs written magical traps

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### Offense

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

**Melee** 2 claws +17 (2d6+7/19-20)

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

**Special Attacks** pounce, rake (2 claws +17, 2d6+7)

**Spell-Like Abilities** (CL 12th; concentration +17 (+21 when casting defensively or when grappled))

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*

3/day—*clairaudience*/*clairvoyance*

1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*

1/week—any one of the following: *symbol of fear* (W-DC 21), *symbol of pain* (F-DC 20), *symbol of persuasion* (W-DC 21), *symbol of sleep* (W-DC 20), *symbol of stunning* (W-DC 22); all symbols last for 1 week maximum

**Pact Spirit Granted Abilities\*** (CL 8; concentration +13)

Major (1/5 rounds)—*genie jaunt* (W-DC 19), *shrink* (W-DC 19)

Minor—*elemental ascension* (13 rounds/day), *elemental tongue*, *enhance vessel's mind*, *forbidden lore* (+4), *genie steeds*, *locate writings*, *sustenance*, *thirst for knowledge*

**Pacted With** Humble Obhai, Xalen d'Marek (bound for 6 days each, capstone empowerments achieved)

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### Statistics

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**Str** 22, **Dex** 13, **Con** 18, **Int** 20, **Wis** 19, **Cha** 21

**Base Atk** +12; **CMB** +20; **CMD** 31 (35 vs. trip)

**Feats** Alertness, Combat Casting, Flexible Pactmaking\*, Hover, Improved Initiative, Iron Will

**Skills** Bluff +15, Diplomacy +15, Fly +7, Intimidate +15, Knowledge (arcana, planes) +7 (+11 to identify monsters), Knowledge (nature) +13 (+17 to identify monsters), Perception +21, Sense Motive +19, Spellcraft +17

**Languages** Common, Draconic, Sphinx

**SQ** bind spirits, bind additional spirits

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### Ecology

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**Environment** desert, hills

**Organization** solitary, pair, or cult (3-6)

**Treasure** double

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### Special Qualities

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**Bind Spirits (Su):** A spirit binder sphinx can seal pacts with spirits, as an 8th level occultist.

**Bind Additional Spirits (Su):** A spirit binder sphinx has the ability to bind additional spirits to her soul, just like an occultist. This sphinx can bind up to two spirits at a time.

\* See *Pact Magic Unbound, Volumes 1 and 2* for more details of the feat and granted abilities.

## Spirit Binder Sphinx Template (CR +1)

Sphinxes are great holders of secrets, and those who hold the secrets of spirit binding are the greatest still.

This template is open to any greater sphinx (those of the androsphinx, elder sphinx, and (gyno-)sphinx varieties).

A spirit binder sphinx's quick rules and rebuild rules are the same. To use this template, you need access to *Pact Magic Unbound*, volumes 1 and 2 (which are replaced by *Pact Magic Unbound: Grimoire of Lost Souls* later in 2015).

## Rebuild Rules

**Ability Scores:** Increase Con +2, Cha +2.

**Bind Spirits (Su):** A spirit binder sphinx can seal pacts with spirits. The sphinx's binder level equals her base sphinx CR (9 for androsphinxes, 16 for elder sphinxes, 8 for (gyno-)sphinxes), and she binds spirits as an occultist of the same level. Should the sphinx gain actual levels in the occultist class, add her base sphinx CR to her occultist level to determine her binder level, and treat her occultist levels as associated.

**Bind Additional Spirits (Su):** A spirit binder sphinx has the ability to bind additional spirits to her soul, just like an occultist, to a maximum of 4 spirits. Should the sphinx gain actual levels in the occultist class, add her base sphinx CR to her occultist level to determine her binder level for the purposes of how many spirits she may bind at a particular time.

Sphinxes are attracted to all kinds of lore, and pact magic and the spirit world are areas of knowledge that many are drawn to. Spirit binder sphinxes typically seek to take over a large necropolis or burial complex and make it their private showcase and kingdom for the glorification of the power of spirits and the control of outsiders wrested from the domination of the gods.

## On Porphyra

The spirit binder Al-Huqtaba is well known in the Southlands, having taken over a poorly-guarded dwarven platinum mine in the Mountains of Wrath and daring any adventurers to come and give their spirits over to her- and many who heed the call have not returned.

## Sphinx Councils

Great Atum,  
Great Atum,  
Great Atum...  
We call to you for your strength, your magic,  
your power and wisdom;  
Unite us,  
Unite us,  
Unite us,  
And bless us, we pray, we seekers after knowl-  
edge...

-ritual of the Sphinx Council

When three greater sphinxes of any type gather, they can form a council to gain increased magical ability, provided they have a *token of atum* (see Magic Items) as a focus for their power. Any combination of greater sphinxes can form a council, but gynosphinxes are the most common members of such gatherings.

Whenever all three sphinxes of a particular council are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities at will: *break enchantment*, *cat's grace*, *clairaudience/clairvoyance*, *charm monster* (W-DC 18), *commune*, *confusion* (W-DC 18), *create food and water*, *dimensional anchor*, *dream*, *forbiddance* (W-DC 20), *forcecage*, *greater magic fang*, *mage armor*, *mind blank*, *protection from evil*, *sending*, *stone shape*, *stone to flesh*, *teleport*, *vision*.

All three sphinxes must take a full-round action to take part in this form of cooperative magic. All council spell-like abilities function at CL 12th (or at the highest CL available to the most powerful sphinxes in the council). The save DCs are Charisma-based, and function as if with a Charisma score of 19 unless one of the sphinxes has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that sphinx's Charisma modifier. Note: a participating sphinx must be fully developed to qualify as a sphinx; that is, it must be equal to the *Pathfinder Roleplaying Game Bestiary* sphinx; for example, a 1st level sphinx doesn't qualify. At the GM's discretion, certain more powerful sphinx councils might have additional spell-like abilities.

### The Ectoplasmic Ecclesium (Sample Council)

Composed of a shapechanging moon-touched sphinx, his gynosphinx mother, and her magic-obsessed sister-gynosphinx, the sphinx council known as the Ectoplasmic Ecclesium has been active for the past few years,

subverting fence-houses in nearby cities of the south to obtain choice magic items, and the information to get more. Agotheclea uses her powers of divination, granted by their union, to find likely missions for Kharmoneth, and Sihrani-Alish protects their ruined temple lair and researches choice items and spells. Dedicated to each, woe betide them who betray or oppose this arcane association.

#### Kharmoneth, male moon-touched sphinx

**Magic Items** +1 menacing<sup>APG</sup> falchion

Kharmoneth is the son of Agotheclea, and extremely protective of her, grudgingly so of her compatriot Sihrani-Alish. He is their eyes and ears, their hand in the world outside. He does tasks for them out of devotion, not really considering the consequences of the agendas of his partners in the council. He advocates for the safest measure, to preserve life and remain hidden.

#### Agotheclea, gynosphinx

**Magic Items** prophet's pectoral<sup>UE</sup>, token of atum

Though not the most powerful of the Ectoplasmic Ecclesium, Agotheclea the gynosphinx sets the tone and direction for its efforts, controlling Kharmoneth through strict motherhood, and Sihrani-Alish through promises of magic and power. Her next scheme is to sponsor a team of enigma bandits to raid caravans transporting magic artifacts.

#### Sihrani-Alish, arcane sphinx

**Magic Items** ring of spell knowledge II<sup>UE</sup> (life pact<sup>ACG</sup>)

Magic-obsessed sister of Agotheclea and aunt of Kharmoneth, Sihrani-Alish simply loves to revel in her magic powers, to the point where she virtually ignores her physical attacks. Considered a little mad by other sphinxes and modafi, the arcane sphinx is a force to be reckoned with in her lair or otherwise.

#### Other Treasure of the Council

**Scroll Library:** scrolls of identify, alarm, discern next of kin<sup>ACG</sup>, mount, see alignment, comprehend languages

**Potion Rack:** aid, cure light wounds (3), lesser restoration

**Treasure Chest:** 900 gp in loose gold coins



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