

in interfering in the affairs of mortals and generally avoid all such entanglements. However, when their cherished protectorate is severely threatened they coalesce into action, using diplomacy, subterfuge, and outright aggression to secure their aims. The clergy is also expected to bless the fields and plantations at the beginning of the sowing and again during the reaping.

**Rights of the Clergy:** The rights of the clergy varies from priest to priest, but generally involves the privilege of taking choice portions of the local harvest and herds as their own. Sometimes this can include byproducts, such as wine, cheese, leather, and other natural items that have been respectfully gathered and created. This precedence even supersedes the rule of pharaoh, who usually acquiesce priority rights so as not to incur the wrath of the Father of Pharaohs.

**Restrictions of the Clergy:** Priests of Geb are not allowed to eat fresh fish or amphibians, as they are seen as being unclean. However, dried or salted fish and amphibians are permitted on certain holy days corresponding to the flooding cycles of the Nile.

**Rituals:** Since the priest class of Geb is fractious and devoid of a central authority, and thus a core method of worship, rituals performed in his name are diverse and wide-ranging. Nevertheless, all priests of Geb instill in their ceremonies the bounty of nature and their obligation to maintain natural order. They hold the beginning of the flooding of the Nile especially holy, as well as the equinoxes and solstices.

**Vestments:** During ceremonial rituals, the clergy of Geb wear green robes or white robes draped with fresh greenery native to the area. They usually employ a staff and hooked knife, as they present the bridge between natural life and man's interconnection with it.

## Geb's Path of the Devout

**Devout Classes:** Druid, hunter, ranger, and shaman.

**Devout Alignments:** LG and LN

**Favored Weapon:** quarterstaff

**Devout Oath:** The clergy of the Geb must forswear to never eating fish or amphibians while the sun shines in the sky. They must also sacrifice the first mouthful of each meal to Geb, casting it to the ground or into water.

**Devout Benefits:** Druids or rangers who worship Geb may cast spells from the Earth and Plant domains at +1 caster level.

**Greater Avatar of Geb** **CR 40**  
**XP 314,880,000**

LN Medium outsider (avatar, earth, lawful, native)

**Init** +20; **Senses** darkvision 120 ft., low-light vision, avatar senses, tremorsense 1 mile; **Perception** +79

**Aura** ordered presence (1 mile)

### DEFENSE

**AC** 63, touch 39, flat-footed 46 (+8 armor, +12 deflection, +16 Dex, +1 dodge, +16 natural)

**hp** 1,040 (40d10+640)

**Fort** +38, **Ref** +38, **Will** +54

**Defensive Abilities** acid healing, avatar traits, evasion, rejuvenation; **DR** 25/—; **Immune** acid, chaos, cold, electricity, fire, sonic; **SR** 51

### OFFENSE

**Speed** 70 ft., burrow 120 ft.; earth glide

**Melee** *Staff of Earthly Might* +52/+47/+42/+37 (1d6+14) or *Staff of Earthly Might* +50/+45/+40/+35 (1d6+11), *Staff of Earthly Might* +60/+55/+50 (1d6+11) or *Razor of Geb* +61/+56/+51/+46 (1d4+11 plus 1d6 cold/19-20 plus 1d10 cold) or *wooden fist* +56/+51/+46/+41 (2d10+26/17-20/x3) or *wooden fist* +54/+49/+44/+39 (2d10+26/17-20/x3), *wooden fist* +54/+49/+44 (2d10+26/17-20/x3)

**Ranged** *Razor of Geb* +61 (1d4+11 plus 1d6 cold/19-20 plus 1d10 cold) or 2 acid darts +56 touch (20d6)

**Special Attacks** axiomatic strike, bramble armor, rebuke death, wild shape (at will; *beast shape III*, *elemental body IV*, *plant shape III*)

**Spell-Like Abilities** (CL 40th; concentration +72)

At will – *align weapon* (law only, DC 54), *animal shapes*, *animate plants*, *antilife shell*, *barkskin*, *breath of life* (DC 57), *calm animals* (DC 53), *command plants* (DC 56), *control plants* (DC 60), *cure critical wounds* (DC 57), *cure light wounds* (DC 54), *cure moderate wounds* (DC 55), *cure serious wounds* (DC 56), *dictum* (DC 59), *dispel chaos* (DC 57), *dominate animal* (DC 55), *earthquake*, *elemental body IV* (earth only), *elemental swarm* (earth only), *entangle* (DC 53), *heal* (DC 59), *hold animal* (DC 54), *hold monster* (DC 57), *magic circle against chaos* (DC 55), *magic stone* (DC 53), *mass cure critical wounds* (DC 61), *mass heal* (DC 61), *order's wrath* (DC 56), *plant growth*, *protection from chaos* (DC 53), *regenerate* (DC 61), *repel wood*, *shambler*, *shapechange*, *shield of law* (DC 60), *soften earth and stone*, *spike stones* (DC 56), *stone shape*, *stoneskin* (DC 57), *summon monster IX* (law only), *summon nature's ally IX* (animals only, free action), *wall of stone* (DC 58), *wall of thorns*

### STATISTICS

**Str** 23, **Dex** 42, **Con** 43, **Int** 25, **Wis** 75, **Cha** 74

**Base Atk** +40; **CMB** +46 (+50 trip); **CMD** 85 (87 vs. trip)

**Feats** Agile Maneuvers, Alertness, Animal Affinity, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Double Slice, Greater Spell Penetration, Greater Trip, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Critical (quarterstaff), Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Vital Strike, Mobility, Natural Spell, Power Attack, Quick Draw, Sickening Critical, Spell Penetration, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Finesse, Weapon Focus (quarterstaff), Whirlwind Attack

**Skills** Acrobatics +59, Handle Animal +79, Perception +79, Ride +63, Sense Motive +79; **Other Skills** Strength +49, Dexterity +59, Intelligence +50, Wisdom +75, Charisma +75

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; *speak with animals*, truespeech

**SQ** animal companions (5 20th-level), domains (animal, earth, healing, law, plant), healer's blessing, wild empathy +52

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** special (*Staff of Earthly Might* [of Geb], *Razor of Geb* [+5 aberration bane icy burst dagger], *bracer of armor* +8, *sandals of striding and springing* [as boots], *cloak of displacement* [major], *ring of evasion*, *ring of elemental command* [earth], *rod of metal and mineral detection*)

**SPECIAL ABILITIES**

**Acid Healing (Ex)** Whenever a greater avatar of Geb is subjected to a damage dealing acid effect, it is instead healed the amount of damage the effect would cause, and the avatar is *hasted* (as the spell) for 1 minute.

**MORUS (GREATER DEITY)**

**God of the Heavens; God of the Sky; God of Kingship; Lord of the Two Lands; The Uniter**

**Deity Symbols:** Falcon, hawk, bull, double crown, winged disk, sphinx, iron weapons

**Alignment:** Lawful Good

**Portfolio:** Kingship, pharaonic authority, righteous justice, duty, purity

**Domain:** Good, Heaven, Law, Strength, Weather

**True Form:** Horus' true form is that of a human male with a falcon's head upon which rests the double crown of Egypt; he frequently carries a mace and bow

**Avatar Form:** Same as above

**Other Manifestations:** Falcon, falcon headed crocodile

**Allies:** Amon, auran creatures, Isis, Osiris, Ra, sphinxes

**Foes:** Set

**Racial Preferences:** Any

**Sacred Items:** Double crown of Egypt, iron weapons

**Sacred Animals:** Falcon, hawk, bull

**Sacred Plants:** Lotus blossom

**Sacred Minerals:** Iron, turquoise

**Divine Artifacts:** *The Eye of Horus* (amulet)

**Mythology:** The pedigree of Horus is obscured in legend and mortal embellishment. There are at least 15 versions of Horus' birth and parentage, each a reflection of that region's motivations and aspirations. These legends can be collectively grouped into two camps. The first is a solar group where Horus is the son of Amon, Ra, Geb, or Nut. The solar Horus is the embodiment of the sun's purity and blessing, and the antithesis of that which is hidden or obscured. The other group is Osirian, where Horus is the offspring of Isis and Osiris and the epitome of a dutiful son.

The truth lies in the middle. Horus is indeed the son of Isis and Osiris, but such was his beauty and virtue when he was born that he was blessed by Amon, Ra, Geb, and Nut, given aspects of those potent deities that has placed the falcon god at the fore of mortal adoration and set the stage for the telling events fated to him.

When Horus was a baby, his father Osiris was killed by Set in a fit of jealousy. Aware of their peril, Isis hid Horus and herself in the papyrus reeds of the Nile delta. There they remained until Horus grew to maturity, upon which he went to war with Set to reclaim his father's crown and kingdom and to enact vengeance on the Red One. Their battles raged for a long time. Once Set blinded Horus by taking out his eye and tearing it to bits, but Thoth, the god of wisdom, managed to heal the falcon god's eye. Eventually, Horus prevailed and avenged his father's death by castrating his evil uncle, and driving him into the desert.

This facet of restoring the authority to a rightful ruler is seen of a mandate for the pharaonic system of

kingship. This connection is so intense that pharaohs are considered his earthly manifestation and usually take the falcon god's name in some form.

**Main Tenets of the Faith:** Worshipers of Horus believe in the divine status of a pharaoh and strive to ensure his rule, provided the rule of that pharaoh is just and conforms to the general dictates of law and virtue. Law and virtue is usually interpreted as being dutiful in the state veneration of the myriad gods associated with maintaining the health of Egypt. Only in extreme circumstances do the clergy of the falcon god move contrary to the wishes of the seated pharaoh, and then only under the guise of cooperation.

**Location of the Faith:** The worship of Horus is universal throughout Egypt, with smaller temples and shrines found in nearly every reasonably sized settlement. Larger temple complexes are found in Heliopolis, Edfu, and the delta city of Pe.

**Sects:** While at least 15 different versions of Horus' ancestry exist, they are not sects per se, but rather slight, cosmetic variances that have no true impact on the core of Horus' worship.

**Responsibilities of the Clergy:** The priests of Horus

