**Part 1**

Tomb of Akhentepi - **PCs Lv1**

**A1 [Trivial 1, 30 XP]:** Ghost Scorpion (lv0 *weak cave scorpion, PB2 p.234*).

**A4 [Hazard 1, 12 XP]:** Corridor Dart Trap (lv2 hazard, see below).

**A6 [Hazard 1, 8 XP]:** Poison Blade Trap (lv1 hazard, see below).

**A8 [Moderate 1, 90 XP]:** x3 Warrior Doll (lv0 see below).

**A10 [Moderate 1, 80 XP]:** x2 Giant Solifugid (lv1 *giant solifugid, PB2 p.246*).

**A11 [Low 1, 60 XP]:** Sandling (lv2 *living boulder, PB2 p.108*).

**A13 [Low 1, 60 XP]:** x2 Hunting Beetle (lv0 *elite flash beetle, PB p.41*).

**A14 [Low 1, 60 XP]:** x2 Hunting Beetle (lv0 *elite flash beetle, PB p.41*).

**A15 [Moderate 1, 80 XP, Hazard 12 XP]:** False Sarcophagus (lv3 see below) and Malfunctioning Deathtrap (lv2 hazard, see below).

**A17 [Hazard 1, 80 XP]:** Summon Swarm Trap (lv2 complex hazard, see below) and Cockroach Swarm (lv2 *cockroach swarm, PB2 p.53*).

**A18 [Low 1, 60 XP]:** Iron Cobra (lv2 see below).

**Note:** There is not enough XP available for the party to reach Lv2 by only clearing Akhentepi’s tomb. To give them the chance to reach Lv2 before they begin Part 2, they can earn additional XP for interacting with each of the competing adventuring groups.

**Part 2**

House of Pentheru - **PCs Lv2**

**B2 [Hazard 2, 8 XP]:** Memories of Violence (lv2 haunt, see below).

**B3 [Low 2, 60 XP]:** Giant Whiptail Centipede (lv3 *giant whiptail centipede, PB2 p.50*).

**B5 [Trivial 2, 40 XP]:** Asp (lv2 *giant viper, PB p.303*).

**B6 [Trivial 2, 40 XP]:** Death Dog (lv2 *elite goblin dog, PB p.182*); change alignment to Neutral Evil, size to Large, and disease to **Wormpox** (disease) **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 and drained 1 (1 day); **Stage 3** enfeebled 1 and drained 2 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

**B8 [Trivial 2, 45 XP]:** x3 Skeletons (lv-1 *skeleton guard, PB p.298*).

**B9 [Low 2, 60 XP]:** Scarab Swarm (lv3 *centipede swarm, PB p.61*).

**B10 [Trivial 2, 30 XP]:** Giant Solifugid (lv1 *giant solifugid, PB2 p.246*).

**B11 [Trivial 2, 45 XP, Hazard 8 XP]:** x3 Skeletons (lv-1 *skeleton guard, PB p.298*) and Echoes of Confusion (lv2 haunt, see below).

**B12 [Hazard 2, 12 XP]:** Final Nights (lv3 haunt, see below).

**B15 [Low 2, 60 XP]:** Heshsharu (lv3 sandman, see below).

**B17 [Moderate 2, 90 XP]:** x6 Beheaded (lv-1 *severed head, PB3 p.30*).

**B21 [Trivial 2, 40 XP]:** Vargouille (lv2 *vargouille, P#157 p.35*).

**B22 [Trivial 2, 40 XP]:** Vargouille (lv2 *vargouille, P#157 p.35*).

**B25 [Trivial 2, 40 XP, Hazard 12 XP]:** Imanish (lv2 *elite doru, PB3 p.68*) and Poisoned Bolt Trap (lv3 hazard, see below).

**B26 [Low 2, 60 XP]:** Adherer (lv3 see below).

**B27 [Hazard 2, 12 XP]:** Stabbing Spear Staircase (lv3 hazard, see below).

**B29 [Trivial 2, 40 XP]:** Ubashki Swarm (lv2 see below).

**Note:** If the party has completed every encounter and gained all Story Awards, they will still be about 20 XP short of reaching Part 3. You might include an additional encounter, like a random encounter in the Necropolis, increase the danger of an existing encounter, perhaps a character accomplishes a personal goal, or the party helps the Pharasmins and give them detailed notes about who is interred where and any historical records they find.

**Part 3**

The Sanctum of the Erudite Eye - **PCs Lv3**

**C [Low 60 XP]:** x2 Trappers (lv-1 *goblin warrior, PB p.180*); remove Goblin & Small trait, add Medium trait and Common & Osiriani language. x4 Wati Street Thug (lv-1 *weak orc brute, PB p.256*) remove Orc trait, add Common & Osiriani language.

Sanctum of the Erudite Eye

**D1 [Low 3, 60 XP]:** x6 Skeletal Jackals (lv-1 see below).

**D2a [Low 3, 60 XP]:** Ahkhat (lv4 see below).

**D2b [Low 3, 60 XP]:** Shargah-Katun (lv4 *aghash, PB3 p.69*)

**D4 [Low 3, 60 XP]:** x2 Huecuva (lv2 *herexen, PB3 p.134*).

**D6 [Trivial 3, 45 XP]:** x3 Zombies (lv0 *elite zombie shambler, PB p.340*).

**D9 [Trivial 3, 40 XP]:** Guardian Scroll (lv3 see below).

**D10 [Hazard 3, 12 XP]:** Wall Scythe Trap (lv4 *scythe blades, CRB p.523*).

**D13 [Moderate 3, 80 XP]:** Graven Guardian of Nethys (lv5 *divine warden of nethys, PB3 p.73*).

**D14 [Trivial 3, 40 XP]:** Necrophidius (lv3 *necrophidius, PB2 p.180)*.

**D15 [Moderate 3, 80 XP]:** x2 Caryatid Columns (lv3 *animated statue, PB p.21)*.

**D16 [Trivial 3, 40 XP]:** Coffer Corpse (lv3 see below).

**D17 [Low 3, 60 XP]:** Senenmerek (lv4 see below).

**D19 [Severe 3, 120 XP]:** Azaz Arafe (lv1 *see below*), Idorri (lv2 *tengu sneak, PB p.310*); remove Tengu trait and Low-Light Vision, swap beak for dagger and add Human trait, Khelru (lv2 *elite acolyte of Nethys, GMG p.212*), Velriana Hypaxes (lv3 *mage for hire, GMG p.226*).

**D20 [Hazard 3, 12 XP]:** Glyph of Warding (lv4 hazard, see below).

**Note:** If you follow Part 3 with no changes, the party will be about 100 XP short of reaching Lv4. You can wait to award them additional XP for the next book or grant them additional XP with random encounters, increasing the severity of the encounters in the Sanctum, accomplishing personal character goals, or the party helps the Pharasmins and give them detailed notes about who is interred where and any historical records they find.

**Story Awards**

* The party earns 92 XP for bypassing or disabling the trap and avoids animating the false sarcophagus in **A15** as if they had defeated it in combat.
* The party earns 80 XP for exploring all of Akhentepi’s tomb.
* The party earns 80 XP for each competing adventuring group they interact with (Cryptfinders, Daughters of the Desert, Dog Soldiers, Sand Scorpions).
* The party earns 80 XP for interacting with the Scorched’s Hand and learning of their preoccupation with the Sanctum of the Erudite Eye.
* The party earns 50 XP for returning Akar’s ring to Panhet.
* The party earns 80 XP for exploring all of the House of Pentheru.
* The party earns 80 XP for exploring all of the Sanctum of the Erudite Eye.

**NPCs**

**Adherer** / Creature 3

*LE* / *Medium* / *Humanoid*

**Perception** +9; darkvision

**Languages** Aklo

**Skills** Athletics +11, Crafting +4, Stealth +10

**Str** +2, **Dex** +3, **Con** +4, **Int** -3, **Wis** +2, **Cha** +1

**AC** 18; **Fort** +9, **Ref** +12, **Will** +7

**HP** 56

**Adhesive Body** Any creature that Strikes the adherer with a melee weapon must attempt a DC 21 Reflex save. On a failure, the creature is disarmed of its weapon, which becomes stuck to the adherer's body; if the Strike was an unarmed attack, the creature’s limb sticks to the adherer’s body and the creature becomes immobilized. A creature must succeed at a DC 21 Athletics check to retrieve a stuck weapon. On a critical failure, the creature also becomes stuck to the adherer and becomes immobilized. A stuck creature can use an Escape action to try to free itself from the adherer (DC 21). If the adherer is subjected to an effect that deals fire damage, and fails the saving throw, its adhesive body is temporarily disabled for 1d4 rounds, if anything is stuck to its body, it falls off.

**Speed** 25 feet

**Melee** 1Action slam +12 [+8/+4] (agile, finesse), **Damage** 1d8+4 bludgeoning plus Grab

**Ahkhat** / Creature 4

*N* / *Small* / *Elemental* / *Earth*

**Perception** +11; darkvision, tremorsense (imprecise) 60 feet

**Languages** Terran

**Skills** Athletics +11, Crafting +9, Stealth +10, Engineering Lore +11

**Str** +3, **Dex** +2, **Con** +4, **Int** -1, **Wis** +1, **Cha** +2

**AC** 20; **Fort** +14, **Ref** +10, **Will** +7

**HP** 72; **Immunities** bleed, paralyzed, poison, sleep

**Integrated Body** An ahkhat derives its form from the structure it inhabits, emerging from the walls, floors, and ceilings. An ahkhat occupies the same space as the structure and if it is moved 10 or more feet away from the structure, it takes damage equal to half the number of feet it is away from its bounded structure. At the beginning of its next turn, it immediately teleports and returns to the nearest space within its structure. The ahkhat is immediately destroyed if its attuned building is destroyed or if its keystone is destroyed.

**Speed** 25 feet, structural mobility

**Melee** 1Action fist +13 [+8/+3], **Damage** 2d6+7 bludgeoning

**Ranged** 1Action urn +13 [+8/+3] (thrown 10 feet), **Damage** 2d4+7 bludgeoning

**Innate Primal Spells** DC 16 ; **2nd** mending (ahkhat's structure and permanent fixtures only); **cantrips (2nd)** mage hand, prestidigitation

**Structural Mobility** An ahkhat can move through the walls, floors, and ceilings of a structure it is tied, except for material made of metal. If a portion of the structure is broken or damaged, it can not move through it until it is repaired. When it moves through the structure, it moves at its full Speed, leaving no tunnels or signs of its passing.

**Azaz Arafe** / Creature 1

*Unique* / *N* / *Medium* / *Humanoid* / *Human*

**Perception** +7

**Languages** Common, Ancient Osiriani, Kelish, Osiriani

**Skills** Acrobatics +6, Arcana +7, Religion +7, Osirion Lore +7

**Str** +1, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +2

**Items** daggers (×2), spell component pouch, spellbook containing his prepared spells, wooden holy symbol of Nethys

**AC** 14; **Fort** +3, **Ref** +6, **Will** +5

**HP** 15

**Speed** 25 feet

**Melee** 1Action club +4 [-1/-6], **Damage** 1d6+1 bludgeoning

**Melee** 1Action dagger +6 [+2/-2] (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Ranged** 1Action club +4 [-1/-6] (thrown 10 feet), **Damage** 1d6+1 bludgeoning

**Ranged** 1Action dagger +6 [+2/-2] (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

**Arcane Prepared Spells** DC 17, attack +9; **1st** *gritty wheeze*, *noxious vapor*, *shocking grasp*; **cantrips (1st)** *daze*, *detect magic*, *light*, *prestidigitation*, *ray of frost*

**Wizard School Spells** 1 Focus Point, DC 17, attack +9; **1st** *force bolt*;

**Drain Familiar** FreeAction **Frequency** Once per day; **Requirements** Azaz hasn't acted yet on this turn. **Effect** Azaz expends the power stored in his scorpion familiar. This gives him the ability to cast one prepared spell he has already previously cast today, without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.

**Coffer Corpse** / Creature 3

*CE* / *Medium* / *Undead*

**Perception** +10; darkvision

**Languages** Common, Osirian

**Skills** Athletics +9 (+11 to Grab), Intimidation +9, Stealth +8

**Str** +4, **Dex** +1, **Con** +2, **Int** -2, **Wis** +3, **Cha** +2

**AC** 18; **Fort** +7, **Ref** +6, **Will** +12

**HP** 39 (negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** piercing 3, slashing 3

**Deceiving Death** Reaction If the coffer corpse takes 5 or more damage in a single round, it slumps to the ground, seemingly destroyed. If it was grabbing a creature, they are immediately released. At the start of its next turn, it stands up as a free action and all creatures are subjected to its Fearful Rise ability. Creatures can see through this ruse with a successful DC 18 Perception check to Sense Motive. Necromancers and creatures with the negative healing trait gain a +1 circumstance bonus to this check.

**Speed** 15 feet

**Melee** 1Action slam +11 [+6/+1], **Damage** 1d8+6 bludgeoning plus Grab

**Constrict** 1Action 1d8+6 bludgeoning, DC 21

**Fearful Rise** (emotion, fear, mental, visual) If the coffer corpse uses its Deceiving Death ability, upon standing all creatures within 30 feet that can see it must attempt a DC 19 Will save.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Strangle** While a creature is grabbed by the coffer corpse, the creature is being strangled. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

**False Sarcophagus** / Creature 3

*N* / *Medium* / *Construct* / *Mindless*

**Perception** +9; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 19 (15 when broken); construct armor; **Fort** +15, **Ref** +5, **Will** +7

**HP** 39 **Hardness** 6; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** cold 3

**Construct Armor** Like normal objects, a false sarcophagus has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a false sarcophagus is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

**Speed** 15 feet

**Melee** 1Action lid +11 [+6/+1] (magical), **Damage** 1d8+6 bludgeoning plus Grab

**Melee** 1Action slam +11 [+6/+1] (magical), **Damage** 1d10+6 bludgeoning

**Swallow Whole** 1Action (attack) Medium, 1d8+4 bludgeoning, Rupture 6

**Guardian Scroll** / Creature 3

*N* / *Tiny* / *Construct*

**Perception** +9; darkvision

**Skills** Acrobatics +11, Athletics +8, Stealth +9

**Str** +3, **Dex** +4, **Con** +1, **Int** -4, **Wis** +2, **Cha** +1

**AC** 19; **Fort** +6, **Ref** +11, **Will** +7

**HP** 44; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** bludgeoning 6; **Weaknesses** fire 6

**Speed** 5 feet, fly 30 feet

**Melee** 1Action slice +11 [+7/+3] (agile, finesse, magical), **Damage** 1d4+3 slashing plus 1d4 persistent bleed and Grab

**Constrict** 1Action 1d4+3 slashing, DC 19

**Smothering Wrap** When the guardian scroll Grabs a creature, it covers the creature's head with an airtight grip. A creature grappled by the scroll is blinded and is being strangled. The creature is suffocating and can't speak as long as its strangled. This prevents it from casting spells with a verbal component or activating items with a command component. Any attacks targeting a guardian scroll while it has a creature grappled deals half damage to the scroll and the other half to the grappled creature.

**Iron Cobra** / Creature 2

*N* / *Small* / *Construct* / *Mindless*

**Perception** +8; darkvision

**Skills** Acrobatics +8, Athletics +6, Stealth +8

**Str** +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

**AC** 18; **Fort** +8, **Ref** +11, **Will** +5

**HP** 27; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Speed** 40 feet

**Melee** 1Action jaws +8 [+4/+0] (agile, finesse), **Damage** 1d6+2 piercing plus poison reservoir

**Black Adder Venom** (poison); **Saving Throw** 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison (1 round); **Stage 2** 1d10 poison (1 round); **Stage 3** 2d6 poison (1 round)

**Poison Reservoir** The iron cobra has an inner reservoir of poison that it can use when it makes a successful Strike. It can use this inner reservoir 5 times before it must be refilled. The iron cobra typically has black adder venom in its reservoir (CRB p.551). Once it uses its poison reservoir 5 times, it can no longer inflict its poison on a creature until it is refilled.

**Sandman** / Creature 3

*NE* / *Medium* / *Elemental* / *Earth*

**Perception** +10; darkvision, tremorsense 30 feet

**Languages** Terran

**Skills** Acrobatics +8, Athletics +11, Stealth +10 (+12 to Hide in sand)

**Str** +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0

**AC** 16; **Fort** +12, **Ref** +6, **Will** +8

**HP** 44; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** piercing 3, slashing 3

**Sleep Aura** (aura, enchantment, incapacitation, primal, sleep) 30 feet. Enemies that start their turn in the area or enter it must attempt a DC 18 Will save. On a failure, they fall unconscious for 1d6 rounds, or 1 minute on a critical failure. Regardless of the result, a creature is then temporarily immune to the sandman's sleep aura for 24 hours.

**Speed** 25 feet, burrow 25 feet

**Melee** 1Action slam +11 [+6/+1] (magical), **Damage** 1d8+6 bludgeoning plus Sleep

**Change Shape** 1Action (primal, concentrate, polymorph, transmutation) The sandman can take on the form of a pile of animated sand. In this form, it is becomes small. This transformation doesn't change their Speed or the attack and damage bonuses of their Strikes, but does removing their resistance to piercing and slashing damage. While in this form, the sandman has an automatic result of 32 on Deception checks and DCs to pass as inanimate sand and can Hide even if it doesn't have cover so long as it is on sandy surfaces.

**Sleep** (enchantment, incapacitation, primal, sleep) A creature hit by the sandman's Strike must succeed at a DC 18 Will save or fall unconscious for 1d6 rounds, or 1 minute on a critical failure.

**Senenmerek** / Creature 4

*Unique* / *NE* / *Medium* / *Undead* / *Skeleton*

**Perception** +11; darkvision

**Languages** Ancient Osiriani

**Skills** Acrobatics +9, Athletics +11, Intimidation +10, Religion +7, Stealth +9

**Str** +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2

**Items** *Spear of the Watchful Guardian*, keys to the Sanctum

**AC** 21; **Fort** +10, **Ref** +9, **Will** +13

**HP** 48 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 7, electricity 7, fire 7, piercing 7, slashing 7

**Attack of Opportunity** Reaction

**Speed** 25 feet

**Melee** 1Action spear +14 [+9/+4] (magical), **Damage** 1d6+9 piercing

**Ranged** 1Action spear +14 [+9/+4] (magical, thrown 20 feet), **Damage** 1d6+9 piercing

**Divine Prepared Spells** DC 19, attack +11 ; **1st** *bane*, *harm* (×3), *magic missile*, *magic weapon*; **cantrips (1st)** *chill touch*, *detect magic*, *divine lance*, *guidance*, *shield*

**Domain Spells** 1 Focus Point, DC 19 , **1st** cry of destruction;

**Skeletal Jackal** / Creature -1

*NE* / *Small* / *Undead* / *Mindless*

**Perception** +4; darkvision

**Skills** Acrobatics +6, Athletics +4

**Str** +1, **Dex** +3, **Con** +0, **Int** -5, **Wis** +1, **Cha** +0

**AC** 14; **Fort** +3, **Ref** +8, **Will** +2

**HP** 4 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 35 feet

**Melee** 1Action jaws +6 [+1/-4] (finesse), **Damage** 1d4+1 piercing

**Ubashki Swarm** / Creature 2

*NE* / *Large* / *Undead* / *Swarm*

**Perception** +7; darkvision

**Skills** Athletics +7, Stealth +10

**Str** +1, **Dex** +4, **Con** +3, **Int** -4, **Wis** +1, **Cha** +2

**AC** 18; **Fort** +8, **Ref** +11, **Will** +6

**HP** 22 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind, unconscious; **Resistances** bludgeoning 5, piercing 5, slashing 2; **Weaknesses** area damage 5, splash damage 5

**Speed** 25 feet

**Swarming Bites** 1Action Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save) plus ubashki fever.

**Ubashki Fever** (disease, virulent); **Saving Throw** DC 17 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 and stupefied 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 and stupefied 1 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** enfeebled 2 and stupefied 2 (1 day)

**Warrior Doll** / Creature 0

*N* / *Tiny* / *Construct* / *Mindless*

**Perception** +4; darkvision

**Skills** Athletics +5

**Str** +1, **Dex** +2, **Con** +0, **Int** -5, **Wis** +0, **Cha** -5

**AC** 16 (14 when broken); construct armor; **Fort** +4, **Ref** +6, **Will** +4

**HP** 15; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3

**Construct Armor** Like normal objects, a warrior doll has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a warrior doll is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

**Speed** 25 feet

**Melee** 1Action slam +8 [+3/-2] (magical, finesse), **Damage** 1d4+1 bludgeoning

**Traps**

**Corridor Dart Trap** / Hazard 2

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 20 (trained)

**Description** This hall is trapped, triggered by a 5-foot-by-10-foot pressure plate on the floor in front of the western doors and fires a volley of darts from concealed holes down the length of the hallway.

**Disable** Thievery DC 18 (trained) pressure plate or holes in wall

**AC** 18, **Fort** +11, **Ref** +3

**Hardness** 8, **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

**Volley** Reaction (attack); **Trigger** A creature steps on the pressure plate. **Effect** A volley of darts are fired down the hallway, making a Strike against each creature in the hallway.

**Ranged** darts +14, **Damage** 2d4+4 piercing

**Reset** The darts automatically reload. They fire again if the pressure plate is triggered. This trap can be fired 10 times before needing to be reloaded.

**Echoes of Confusion** / Hazard 2

*Haunt*

**Stealth** DC 15 (trained)

**Description** The front doors (Hardness 7, HP 28 (BT 14)) slam shut and a woman’s voice cries out in Ancient Osiriani, “They’re inside! Protect the family!” and another voice shouts, “It’s too late! Save yourselves!” Followed by screams and the clash of arms fill the air.

**Disable** DC 18 Diplomacy (trained) to calm the spirits of the guards, or DC 18 Religion (trained) to ritually soothe the spirits; **Bypass** This haunt isn’t triggered by invisible creatures.

**Confused Screams** Reaction (emotion, enchantment, mental) **Trigger** A creature enters a 10-foot radius in B11; **Effect** All creatures within B11 must succeed on a DC 18 Will save or become confused until the haunt is disabled or destroyed, or they succeed on the flat check to end the condition.

**Reset** 1 week; **Destruction** The bodies of the household’s four guards are given proper burials.

**Final Nights** / Hazard 3

*Haunt*

**Stealth** DC 20 (expert) to feel a hot and fetid breeze on the back of the neck

**Description** A ring haunted by young love that afflicts any who touches it with a supernatural illness.

**Disable** DC 18 Religion (trained) to exorcise the spirit; or DC 20 Performance (trained) to perform a wedding to put the spirit to rest

**AC** 16; **Fort** +12, **Ref** +6

**Hardness** 12, **HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

**Lost Love** Reaction (illusion, necromancy) **Trigger** A creature touches the ring; **Effect** The creature is given a vision of Ariseti and her fiance in their final moments together. At the end of the vision, the creature must make a DC 20 Fortitude save or be afflicted with mindfire - there is no onset period when contracting the disease in this way.

**Reset** 1 Day; **Destruction** Ariseti’s engagement ring must be willingly given to another person as a token of love.

**Mindfire** (disease, virulent) **Saving Throw** DC 20 Fortitude; **Onset** 1 day; **Stage 1** stupefied 1 (1 day); **Stage 2** as Stage 1 (1 day); **Stage 3** stupefied 2 (1 day); **Stage 4** as Stage 3 (1 day); **Stage 5** stupefied 3 and the target can’t recover from the condition until they are cured (1 day)

**Glyph of Warding** / Hazard 4

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 24 (expert) to detect the faint rune before opening the sarcophagus

**Description** A magical glyph flashes before triggering a spell.

**Disable** DC 18 Thievery (trained) to disable the glyph, or *dispel magic* (2nd level, counteract DC 18) to counteract the glyph

**Discharge Glyph** Reaction (abjuration, divine);**Trigger** The secret compartment is opened; **Effect** The area is targeted with a 2nd-level *sound burst* spell (DC 25 Fortitude save).

**Malfunctioning Deathtrap** / Hazard 2

*Mechanical* / *Trap*

**Complexity** Complex

**Stealth** +9 (trained); DC 21 (expert) to notice the two triggering platforms

**Description** Two pressure plates are set up in this room, if one is triggered, the southern and western doors slam shut and an internal bar slides into place, sealing the doors until the trap is finished. The doors have Hardness 7, HP 28 (BT 14). A creature standing adjacent to either set of doors can jump to either side of the doorway with a successful DC 15 Reflex saving throw, on a failed save, they are knocked prone.

**Disable** Athletics DC 20 (trained) to hold the northern doors closed for 1 round and it must be repeated each round, on a failed check, the character must make a DC 15 Reflex saving throw or be knocked prone; **Bypass** A torch holder on the southwest wall can be pulled down before the trap is triggered, causing the pressure plates to be locked in place. It requires a DC 22 (expert) Perception check to spot it, but only if a creature is actively searching for it. The bypass can not be used if the trap is currently activated.

(electric arc pillars) **AC** 15; **Fort** +11, **Ref** +5

(electric arc pillars) **Hardness** 7, **HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage

**Malfunctioning Trap** Reaction; **Trigger** A creature walks onto one of the two pressure plates in the room. They are located on the steps leading up to the platform in the center of the room or in the 5-foot-by-10-foot space in front of the western secret double doors. **Effect** Bolts of electricity arc between the pillars on the central platform, all creatures on the central platform take 2d8 electricity (DC 18 basic Reflex save).

**Routine** (1 action) The trap Delays if the northern doors are closed, immediately returning to the initiative once the doors are released. On each of the trap’s actions, a wave of water fills the room, increasing the depth of the water by six inches in the room. Once the room reaches 2 feet deep, 4 rounds of uninterrupted flow through the northern doors, the trap loses this action.

**Reset** After 24 rounds (4 minutes) the water automatically begins to recede beneath the room at the rate of 6 inches per round. Once the room is drained, the doors automatically unlock. The trap can not be reset due to malfunctioning.

**Memories of Violence** / Hazard 2

*Haunt*

**Stealth** DC 18 (trained) to hear the sounds of an angry mob in the distance

**Description** An angry mob infected with the Plague of Madness attacks the house, causing fear in all those who hear it.

**Disable** DC 18 Religion (trained) to exorcise the spirits, or DC 20 Diplomacy (trained) to calm the mob’s spirit

**Mob Uprising** Reaction (emotion, mental, occult) **Trigger** A creature is near the main gate; **Effect** The sound of an angry mob rises from outside the walls. A woman’s voice cries out in Ancient Osiriani, “Hold the gates! Don’t let them inside the compound!” Powerful blows shake and rattle the gates and all creatures in the area are subjected to the *fear* spell (DC 22 Will save).

**Reset** 1 day; **Destruction** The gate must be sprinkled with holy water, repaired, and secured with a successful DC 15 Crafting or DC 18 Thievery check.

**Poison Blade Trap** / Hazard 1

*Mechanical* / Trap

**Complexity** Simple

**Stealth** DC 17 (trained)

**Description** This chest has a razor-sharp, envenomed blade that slices into the hand of would-be thieves who try to pick it.

**Disable** Thievery DC 17 (trained) on the spring mechanism

**AC** 15; **Fort** +8, **Ref** +4

**Hardness** 6, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

**Slice** Reaction (attack); **Trigger** The lock is picked or interacted with other than using the appropriate key. **Effect** A blade lashes out at the hands of anyone tampering with the lock.

**Melee** blade +13, **Damage** 1 piercing plus *spear frog poison* (PB2 p.121).

**Poisoned Bolt Trap** / Hazard 3

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 21 (trained)

**Description** When the chest’s lid is opened, whether by with a key or the lock is picked, a crossbow mechanism rises upward at an angle and fires a poisoned bolt at the chest of the individual opening the chest.

**Disable** Thievery DC 23 (trained) to cut the wires controlling the crossbow; **Bypass** There is a second lock concealed on the bottom of the chest that disables the hidden crossbow.

**AC** 16; **Fort** +12, **Ref** +6

**Hardness** 10, **HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

**Shot** Reaction (attack); **Trigger** The lid of the chest is opened, regardless if the key is used. **Effect** The crossbow mechanism fires a poisoned bolt at someone opening the chest.

**Ranged** crossbow +16, **Damage** 2d8+3 piercing plus *black adder venom (CRB p.551)*.

**Stabbing Spear Staircase** / Hazard 3

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 22 (trained)

**Description** This trap is the entire staircase though is only activated once the bottom step has been triggered. Once the bottom step is armed, the top step then activates the trap, hitting all creatures on the staircase. This trap is designed to activate only when someone is leaving the tomb, not entering it.

**Disable** Thievery DC 20 (trained) to break the triggering mechanism or prevent the steps from activating; **Bypass** A hidden bypass switch temporarily deactivates the trap in area B28.

**AC** 19; **Fort** +12, **Ref** +4

**Hardness** 11, **HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

**Spear** Reaction (attack); **Trigger** Pressure is applied to the bottom step to arm the trap, and then pressure is applied to the top step to trigger the trap. **Effect** The trap launches spears at all creatures on the staircase.

**Melee** spear +16, **Damage** 2d6+7 piercing, no multiple attack penalty

**Summon Swarm Trap** / Hazard 3

*Magical* / *Trap*

**Complexity** Complex

**Stealth** +8 (trained)

**Description** An invisible sensor has been placed on the door to Akhentepi’s final resting place.

**Disable** Thievery DC 18 (trained) to erase the rune, or dispel magic (2nd level; counteract DC 16) to counteract the rune

**Summon Monster** Reaction (arcane, conjuration, summon); **Trigger** A creature touching or interacting with the door. **Effect** This trap summons a *cockroach swarm* (PB2 p.53). The creature rolls initiative and remains for 2d6 rounds, after which the spell ends and the creature disappears. The creature also disappears if someone disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.