**Part 1**

And Lo, The Dead Shall Rise - **PCs Lv4**

**A1 [Low 4, 60 XP]:** x6 Zombies (lv0 *elite zombie shambler, PB p.340*).

**A3 [Low 4, 60 XP]:** x6 Crawling Hand (lv0 *elite crawling hand, PB2 p.56*).

**A4 [Low 4, 60 XP]:** Amadjawet (lv5 *weak mummy guardian, PB p.240*).

A Little Bird Told Me

**Event 1:** Qasin (lv2 *elite nosoi, PB p.270*). [Not expected to fight.]

**Event 2:** x8 Looters (lv0 *elite commoner, GMG p.214*) and Wight (lv3 *wight PB p.332*).

**Event 3 [Low 4, 60 XP]:** x2 Esoboks (lv3 *esobok, PB2 p.208*).

**B [Low 4, 60 XP]:** x6 Zombies (lv0 *elite zombie shambler, PB p.340*).

**C [Trivial 4, 40 XP]:** Raging Shade (lv4 *shadow, PB p.289*) [Expected to fight] and Bal Themm (lv1 *acolyte of nethys, GMG p.212*) Replace spells with: **1st** *disrupting weapons*, *heal* (x2), *spirit link*; **Cantrips (1st)** *detect magic*, *disrupt undead*, *light*, *read aura*, *shield*; **Cleric Domain Spells** *death's call* [Not expected to fight].

**D:** x6 Angry Locals (lv0 *elite commoner, GMG p.214*), Bentu Naahn (lv0 *elite zombie shambler, PB p.340*), and Sehhosep Naahn (lv4 *elite mage for hire, GMG p.226*) - replace *dancing lights* cantrip with *ghost sound*.

**E [Low 4, 70 XP]:** “Old Eye-Taker” Sotenre (lv3 *see below*) and x4 Skeletal Bailiffs (lv0 *elite skeleton guard, PB p.298*) add **Explosive Death** Adjacent creatures take 1d6 slashing damage with a basic DC 14 Reflex save, and increase Athletics to +7.

F. Chains of Silver

**F1 [Low 4, 60 XP]:** x3 Silver Chain Smugglers (lv2 *bandit, GMG p.208*).

**F3 [Hazard 4, 6 XP]:** Camouflaged Pit Trap (lv3 *hazard, see below*).

**F4 [Moderate 4, 80 XP]:** Tekenu (lv6 *see below*).

**F5 [Hazard 4, 8 XP]:** Poisonous Alchemical Gas (lv4 *hazard, see below*).

**F6 [Moderate 4, 75 XP]:** x3 Silver Chain Smugglers (lv2 *bandit, GMG p.208*) and Trained Hyena (lv1 *hyena, PB p.211*).

**F8:** Ptemenib (lv7 *elite priest of pharasma, GMG p.213*) [Not expected to fight].

**F9 [Severe 4, 100 XP]:** Ekram Iffek (lv4 *weak tomb raider, GMG p.217*) replace *+1 kukri* with the *natron blade* (see below) and x3 Forgotten Pharaoh Cultists (lv2 *prophet, GMG p.212*).

**Event 4 [Impossible 4, 180 XP]:** x2 Esoboks (lv 3 *esobok, PB2 p.208*) and Ajin Ra Baqa (lv7 *vanth, PB2 p.210*). [This fight lasts until half of one side’s combatants are knocked unconscious. You can choose to reduce the Vanth’s level to 6 with the weak template to reduce the difficulty to Extreme 4, 140 XP. Otherwise, the party may be incapable of even hitting Ajin.]

**Part 2**

Best Left Buried - **PCs Lv5**

**Event 5 [Low 5, 60 XP]:** Velriana Hypaxes (lv6 *revenant, PB2 p.227*).

**G [Low 5, 60 XP]:** x2 Venomous Snake Swarm (lv4 *viper swarm, PB3 p.249*).

**H1 [Trivial 5, 40 XP]:** Iriri (lv5 *emperor cobra, PB2 p.245*).

**H4 [Trivial 5, 55 XP]:** Akshu and Bezar (lv3 *lion, PB p.52*) and Tarouk (lv2 *elite guard, GMG p.232*).

**H5 [Low 5, 60 XP]:** Hepsushep Amushet (lv6 *lamia, PB p. 216*).

**I [Moderate 5, 90 XP]:** Unwrapped Harmony (lv6 *caligni caller, PB3 p.40*) and x2 Handmaidens (lv2 *caligni creeper, PB p.50*). [Not expected to fight, but rather earn the Story Award.]

**J1 [Trivial 5, 40 XP]:** x2 Ankhegs (lv3 *ankhrav, PB p.22*).

**J2 [Trivial 5, 45 XP]:** x3 Dark Creepers (lv2 *caligni creeper, PB p.50*).

**J3 [Trivial 5, 30 XP]:** Carrion Golem (lv4 *carrion golem, PB2 p.128*).

**J4 [Moderate 5, 90 XP]:** x3 Cadaver Converts (lv3 *see below*) and Gaunt Cadaver (lv4 *caligni stalker, PB p.51*).

**L [Moderate 5, 80 XP]:** Shardizhad (lv7 *young crystal dragon, PB2 p.91*). [If dealt with peacefully, earn the Story Award.]

**M1 [Trivial 5, 40 XP]:** x4 Ghouls (lv1 *ghoul, PB p.169*).

**M2 [Trivial 5, 48 XP]:** Date Palm, Oshwyt, and Worm (lv2 *bandit, GMG p.208*) and Alchemist’s Fire Trap (lv2 *hazard, see below*).

**M4 [Low 5, 60 XP]:** Bheg (lv6 *see below*).

**N1 [Trivial 5, 45 XP]:** x3 Forgotten Pharaoh Cultists (lv2 *prophet, GMG p.212*).

**N2 [Trivial 5, 30 XP]:** x2 Allip (lv2 *see below*).

**N3 [Moderate 5, 80 XP]:** x2 Mummy (lv5 *weak mummy guardian, PB p.240*).

**O [Hazard 5, 8 XP]:** Fireball Trap (lv5 *fireball rune, CRB p.524*).

**Part 3**

Sepulcher of the Servant - **PCs Lv6**

**Q2 [Moderate 6, 90 XP]:** Zombies (12) (lv5 *elite shambler troop, PB3 p.302*), x3 Forgotten Pharaoh Cultists (lv2 *prophet, GMG p.212*), Meret-Hetef (lv5 *necromancer, GMG p.230*) She has a *wand of bind undead (Lv7)* and replace her light mace with a Sickle +12 [+8/+4] (agile, finesse, trip), Damage 1d4+4 slashing

**Q3 [Hazard 6, 6 XP]:** Falling Rubble Trap (lv5 *hazard, see below*).

**Q4 [Low 6, 60 XP]:** x3 Skeletal Champions (lv2 *skeletal champion, PB p.298*) and Neferekhu (lv5 *see below*).

**Q6 [Trivial 6, 50 XP]:** x5 Festrogs (lv2 *elite festrog, PB3 p.98*).

**Q8 [Hazard 6, 40 XP]:** Hurtling Tiles Trap (lv6 *hazard, see below*).

**Q9 [Trivial 6, 30 XP]:** Crypt Thing (lv5 *see below*).

**Q10 [Low 6, 60 XP]:** Sekuer (lv7 *sceaduinar, PB2 p.233*).

**Q11 [Low 6, 60 XP]:** Naghut (lv7 *see below*).

**Q13 [Trivial 6, 40 XP]:** Enormous Graven Guardian of Anubis (lv6 *elite divine warden of nethys, PB3 p.73*) It is a warden for Anubis and wields a *+1 striking flail* +14 [+9/+4] (disarm, magical, reach 10 feet, sweep, trip), Damage 2d6+7 bludgeoning plus Grab.

**Q14 [Severe 6, 120 XP]:** x2 Mummy (lv5 *weak mummy guardian, PB p.240*) and Nebta-Khufre (lv7 *see below*).

**Story Awards**

* The party earns 30 XP for successfully freeing Maru and Namaru.
* If the party calms Qasin and learn of Ptemenib’s capture, they earn 30 XP.
* If the party stops the looter’s rampage in Event 2, they earn 110 XP. If they recruit the gang, they earn an additional 30 XP.
* If the party saves Bal Themm, they earn 15 XP. If the party delivers her message to the temple and returns with supplies, then earn an additional 30 XP.
* If the party diffuses the Mob in D, they earn 80 XP.
* If the party successfully defends themselves in Sotenre’s court, they earn 70 XP.
* If the party avoids the trap in F5, they earn 8 XP.
* If the party rescues Ptemenib, they earn 80 XP.
* If the party frees Taurok, they earn 30 XP.
* If the party deals with Hepsushep, they earn 60 XP.
* If the party peacefully deals with Unwrapped Harmony, they earn 90 XP. If they learn about the star chart scrap, they earn an additional 80 XP.
* If the party deals with Shardizard peacefully, they earn 80 XP.
* The party earns 30 XP for repairing the *elegiac compass* and narrowing down their search.
* For discovering the entrance to the Sepulcher of the Servant, they earn 80 XP.
* If the party restores Shepses' seal and consecrates the area, they earn 80 XP.
* Based on the Panic Level in Wati, the party earns 120 XP if *Unsettling Times*, 80 XP if *Unrest at Night*, 30 XP if *Civil Unrest*, and none if *Ghost Town* or *Mass Exodus*.

**NPCs**

**Allip** / Creature 2

*CE* / *Medium* / *Spirit* / *Incorporeal* / *Undead*

**Perception** +7; darkvision

**Languages** Aklo, Common

**Skills** Intimidation +7, Stealth +9

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

**AC** 17; **Fort** +5, **Ref** +9, **Will** +5

**HP** 16 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 3 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Babble** (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of an allip must attempt a DC 17 Will save. On a failure, they are fascinated for 1 round. On a success, they are temporarily immune for 24 hours.

**Speed** fly 25 feet

**Melee** 1Action touch +11 [+7/+3] (agile, finesse, magical), **Damage** 1d6+3 negative plus touch of insanity

**Touch of Insanity** A creature hit by the allip's touch is stupefied 1 for 1 day unless it succeeds at a DC 17 Will save.

**Bheg** / Creature 6

*Unique* / *CE* / *Medium* / *Undead* / *Ghoul*

**Perception** +11; darkvision

**Languages** Common, Elven, Gnoll, Kelish, Osiriani, Polyglot

**Skills** Acrobatics +17, Athletics +12, Crafting +15, Deception +14 (+16 to Appear Human), Stealth +15, Survival +13

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

**Infused Items** Bheg carries 2 infused moderate acid flasks, 2 infused moderate alchemist’s fires, 2 infused moderate frost vials, and 2 hunting spider venom. These items last for 24 hours, or until the next time he makes his daily preparations.

**Items** *dagger of venom* lv5

**AC** 23; **Fort** +12, **Ref** +17, **Will** +13

**HP** 96 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Civilized Ghoul** FreeAction Bheg can activate or deactivate his Stench aura once per round.

**Stench** (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

**Speed** 30 feet, burrow 5 feet

**Melee** 1Action *dagger of venom* +17 [+13/+9] (agile, finesse, versatile S), **Damage** 2d4+8 piercing

**Melee** 1Action jaws +17 [+12/+7] (finesse), **Damage** 2d6+8 piercing plus ghast fever and paralysis

**Melee** 1Action claw +17 [+13/+9] (agile, finesse), **Damage** 2d4+8 slashing plus paralysis

**Ranged** 1Action alchemical bomb +17 [+12/+7] (range increment 20 feet, splash), **Damage** Effect varies by bomb

**Ranged** 1Action *dagger of venom* +17 [+13/+9] (agile, finesse, thrown 10 ft., versatile S), **Damage** 2d4+8 piercing

**Consume Flesh** 1Action (manipulate); **Requirements** Bheg is adjacent to the corpse of a creature that died within the last hour. **Effect** Bheg devours a chunk of the corpse and regains 3d6 Hit Points. He can regain Hit Points from any given corpse only once.

**Ghast Fever** (disease); **Saving Throw** Fortitude DC 22; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghast the next midnight

**Paralysis** (incapacitation, occult, necromancy) Any living creature (including elves) hit by a Bheg's attack must succeed at a DC 22 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**Quick Bomber** 1Action Bheg draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

**Swift Leap** 1Action (move) Bheg jumps up to half his Speed. This movement doesn’t trigger reactions.

**Cadaver Converts** / Creature 3

*Rare* / *CE* / *Small* / *Caligni* / *Undead*

**Perception** +7; greater darkvision, light blindness

**Languages** Caligni

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

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

**Items** dagger

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

**HP** 54 (death throes, negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Death Throes** (negative) When the cadaver convert dies, their body disintegrates in a burst of negative energy. All creatures in a 10-foot emanation take 4d6 negative damage (basic DC 20 Fortitude save). The convert’s gear and treasure are left in a pile where they died.

**Speed** 25 feet

**Melee** 1Action dagger +12 [+8/+4] (agile, finesse, versatile S), **Damage** 1d4+7 piercing

**Melee** 1Action slam +12 [+7/+2], **Damage** 1d8+7 bludgeoning

**Ranged** 1Action dagger +12 [+8/+4] (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+7 piercing

**Occult Innate Spells** DC 17, attack +9 ; **2nd** darkness (at will); **cantrips (2nd)** detect magic

**Crypt Thing** / Creature 5

*Uncommon* / *NE* / *Medium* / *Undead*

**Perception** +15; darkvision

**Languages** Common

**Skills** Arcana +10, Deception +10, Intimidation +12, Stealth +13

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

**AC** 21; **Fort** +9, **Ref** +13, **Will** +15

**HP** 60 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** piercing 5, slashing 5

**Frightful Presence** (aura, emotion, fear, mental) 10 feet, DC 22

**Speed** 25 feet

**Melee** 1Action claw +14 [+10/+6] (agile), Damage 2d6+7 slashing

**Occult Innate Spells** DC 22 ; **4th** dimension door (×3);

**Teleporting Burst** 3Action (conjuration, incapacitation, occult, teleportation); **Frequency** Once per day **Effect** The crypt thing causes all creatures of its choice that it can see within 50 feet to make a DC 22 Will save. A creature teleported must appear in an unoccupied space on a solid surface capable of supporting its weight.

**Critical Success** The target is unaffected.

**Success** The target is magically teleported in a random direction up to 5 feet (roll 1d8 to determine direction).

**Failure** As a success, but the target moves up to 1d10 x 5 feet away.

**Critical Failure** As a success, but the target moves up to 1d10 x 100 feet away.

**Naghut** / Creature 7

*Unique* / *CE* / *Medium* / *Undead* / *Ghoul*

**Perception** +13; darkvision

**Languages** Common, Kelish, Orc, Osiriani

**Skills** Acrobatics +14, Athletics +17, Intimidation +14, Stealth +12, Survival +13

**Str** +6, **Dex** +3, **Con** +5, **Int** +1, **Wis** +2, **Cha** +3

**AC** 24; **Fort** +18, **Ref** +12, **Will** +13

**HP** 143 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Stench** (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 24 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

**Speed** 30 feet, burrow 5 feet

**Melee** 1Action jaws +17 [+12/+7] (finesse), **Damage** 2d6+12 piercing plus ghast fever and paralysis

**Melee** 1Action claw +17 [+13/+9] (agile, finesse), **Damage** 2d4+12 slashing plus paralysis

**Cleave** Reaction **Trigger** Naghut kills or knocks a creature to 0 Hit Points **Effect** Naghut makes a melee strike against a second foe.

**Consume Flesh** 1Action (manipulate); **Requirements** Naghut is adjacent to the corpse of a creature that died within the last hour. **Effect** Naghut devours a chunk of the corpse and regains 4d6 Hit Points. She can regain Hit Points from any given corpse only once.

**Ghast Fever** (disease); **Saving Throw** Fortitude DC 24; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 4d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 4d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghast the next midnight

**Paralysis** (incapacitation, occult, necromancy) Any living creature (including elves) hit by Naghut's attack must succeed at a DC 24 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**Rage** 1Action As the barbarian class ability; AC 23, +12 Hit Points, +6 melee damage

**Swift Leap** 1Action (move) Naghut jumps up to half her Speed. This movement doesn't trigger reactions.

**Nebta-Khufre** / Creature 7

*Unique* / *NE* / *Medium* / *Humanoid* / *Human*

**Perception** +13

**Languages** Abyssal, Aklo, Ancient Osiriani, Common, Infernal, Necril, Osiriani

**Skills** Acrobatics +13, Arcana +18, Deception +12, Intimidation +14, Religion +16, Society +16, Osiriani Lore +18

**Str** +1, **Dex** +2, **Con** +4, **Int** +7, **Wis** +4, **Cha** +3

**Items** x2 *lesser healing potion (Lv3)*, *scroll of stinking cloud (Lv5)*, *Mask of the Forgotten Pharaoh*, *+1 striking club (Lv4)*, spell component pouch, spellbook, silver holy symbols of Anubis and Pharasma, silver unholy symbol of Urgathoa

**AC** 23; **Fort** +13, **Ref** +15, **Will** +17

**HP** 84

**Speed** 25 feet

**Melee** 1Action club +12 [+7/+2], **Damage** 2d6+5 bludgeoning

**Ranged** 1Action club +12 [+7/+2] (thrown 10 ft.), **Damage** 2d6+5 bludgeoning

**Arcane Prepared Spells** DC 28, attack +20; **4th** *enervation*, *fly*, *stoneskin*; **3rd** *bind undead*, *fear*, *haste*, *rouse skeletons*; **2nd** *false life*, *glitterdust*, *invisibility*, *touch of idiocy*; **1st** *magic missile* (×2), *necromancer's generosity*, *ray of enfeeblement*; **cantrips (4th)** *detect magic*, *light*, *ray of frost*, *read aura*, *shield*

**Wizard School Spells** 1 Focus Point, DC 28; **4th** *call of the grave*;

**Drain Bonded Item** FreeAction (arcane, wizard); **Frequency** Once per day. **Requirements** Nebta-Khufre hasn’t acted yet on this turn. **Effect** Nebta-Khufre expends the power stored in his club. This gives Nebta-Khufre the ability to cast one prepared spell he had already previously cast today, without spending a spell slot. He must still Cast the Spell and meet the spell’s other requirements.

**Undeath Burst** 2Actions (divine, necromancy) Nebta Khufre calls upon foul energy and all creatures within 30 feet take 4d8 negative damage (DC 28 basic Fortitude save). He can't use Undeath Burst again for 1d4 rounds. Undead in the area are quickened for 1 round.

**Neferekhu** / Creature 5

*Unique* / *NE* / *Tiny* / *Undead*

**Perception** +14; darkvision

**Languages** Abyssal, Ancient Osiriani, Common, Osiriani

**Skills** Arcana +13, Intimidation +14, Religion +12, Osiriani Lore +11

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

**Items** gilded cage

**AC** 21 (23 while in Gilded Cage); **Fort** +9, Ref +11, Will +14

**HP** 66 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Gilded Cage** Neferekhu is housed within a small golden cage (Hardness 5, HP 20, BT 10) etched with mystic sigils and soaked in alchemical reagents. While Neferekhu is in the cage, she gains a +2 item bonus to her AC. Small or larger creatures can carry Neferekhu while she is in her cage. There is a short length of chain affixed to the cage, allowing her and her cage to be wielded in combat as a flail; doing so allows Neferekhu to use her reaction to make a bite against the target of a successful hit. If Neferekhu is wielded in this way, she can only be targeted directly if her cage is successfully disarmed from its wielder. If Neferekhu attempts to cast spells while being wielded as a flail, the spell is disrupted unless she succeeds on a DC 5 flat check.

**Hateful Glare** (aura, emotion, enchantment, mental, misfortune, occult, visual) 30 feet. Neferekhu's transformation into a hate fueled severed head has amplified her disquieting presence. Each living creature that enters or starts their turn in the aura must succeed at a DC 22 Will save or her unnerving gaze causes them to fail and they must roll twice on all d20 rolls and use the lower result. A creature that succeeds is temporarily immune for 24 hours.

**Speed** 5 feet

**Melee** 1Action bite +13 [+9/+5] (agile, finesse), **Damage** 2d4+5 piercing plus Gnawing Curse

**Divine Spontaneous Spells** DC 22, attack +14 ; **3rd** *blindness*, *harm* (2 slots); **2nd** *deafness*, *harm*, *silence* (3 slots); **1st** *bane*, *fear*, *ray of enfeeblement* (3 slots); **cantrips (3rd)** *daze*, *detect magic*, *guidance*, *read aura*, *shield*

**Gnawing Curse** (curse, enchantment, magical, occult); **Saving Throw** DC 22 Will save or become enfeebled 1. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of enfeebled 4). This condition value decreases by 1 every 24 hours.

**"Old Eye-Taker" Sotenre** / Creature 3

*Unique* / *LE* / *Medium* / *Undead* / *Skeleton*

**Perception** +9; darkvision

**Languages** Ancient Osiriani

**Skills** Athletics +9, Deception +8, Diplomacy +8, Intimidation +10, Performance +8, Osiriani Lore +7

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

**Items** gavel

**AC** 18; **Fort** +8, **Ref** +12, **Will** +7

**HP** 36 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Explosive Death** Adjacent creatures take 2d6 slashing damage with a basic DC 16 Reflex save.

**Speed** 25 feet

Melee 1Action claws +11 [+7/+3] (agile, finesse), **Damage** 2d4+4 piercing

**Enucleation** 3Actions Old Eye-Taker plunges his claws through a creature’s eye socket. He makes a claws Strike against an adjacent restrained or unconscious creature. On a hit, the strike deals double damage, the target loses an eye, and increases their Wounded (or possibly Dying) value by 1. A creature that loses an eye takes a -2 status penalty on all visual Perception checks.

**Tekenu** / Creature 6

*Uncommon* / *NE* / *Small* / *Undead*

**Perception** +12; lifesense 60 feet

**Skills** Acrobatics +15, Stealth +15

**Str** +1, **Dex** +5, **Con** +0, **Int** -4, **Wis** +2, **Cha** +4

**AC** 23; **Fort** +10, **Ref** +17, **Will** +12

**HP** 66 (negative healing); **Immunities** death effects, disease, grappled, paralyze, poison, prone, restrained, unconscious ; **Resistances** all 5 (except force or positive); **Weaknesses** positive 9

**Speed** 10 feet, fly 30 feet

**Melee** 1Action slam +17 [+13/+9] (agile, finesse), **Damage** 2d6+5 bludgeoning

**Canopic Consumption** 3Actions (concentrate, manipulate) The tekenu consumes a single organ from the body of a helpless or dead humanoid. This organ must either be magically preserved, a living creature, or a creature that has been dead no longer than 3 days. Only one organ may be harvested from each body, with all others destroyed in the process. Each organ consumed grants the tekenu a unique ability as below. A tekenu typically has 1d4 of the following abilities, based on the most recent organs the creature had absorbed. Even when the tekenu has absorbed all four organs detailed below, it still hungers for more.

**Intestines** The tekenu can Grab when it makes a successful strike. In addition, the tekenu gains the action **Constrict** 1Action 1d6+5 bludgeoning, DC 23

**Liver** The tekenu's slam attacks inflict a poison.

**Liver Poison** (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 (1 round); **Stage 3** drained 3 (1 round).

**Lungs** The tekenu can spend a single action with the Interact trait and expel most of the air and moisture from its form, turning into a pile of desiccated viscera. While in this form, the tekenu gains a +3 status bonus to Hide checks. In addition, it's fly speed increases to 60 feet.

**Stomach** The tekenu's slam Strike deals an additional 1d6 acid damage.

**Traps**

**Alchemist’s Fire Trap** / Hazard 2

*Fire* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 19 (expert)

**Description** This trap sprays alchemist’s fire to deter intruders.

**Disable** Thievery DC 17 (expert) to clog the nozzle

**AC** 15, **Fort** +11, Ref +5

**Hardness** 7, **HP** 30 (BT 16); **Immunities** critical hits, object immunities, precision damage

**Touch** Reaction (interact); **Trigger** A creature touches the controls to set it off. **Effect** The trap sprays alchemist’s fire directly north and west of the counter in a 10-foot square. Each creature takes 2d8 fire damage (DC 18 basic Reflex save). A failed save also deals 2 persistent fire damage.

**Camouflaged Pit Trap** / Hazard 3

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** 23 (expert)

**Description** This pit trap has been carefully camouflaged and is only activated if enough weight overcomes the counterweights.

**Disable** Thievery DC 15 to jam the trapdoor

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

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

**Pitfall** Reaction **Trigger** A creature or creatures weighing 10 bulk walks onto the trapdoor. **Effect** The triggering creature or creatures fall in and take 15 falling damage. The creature can use the Grab an Edge reaction to avoid falling.

**Reset** Creatures can still fall into the trap, but the camouflage must be reset manually for the trap to become hidden again.

**Falling Rubble Trap** / Hazard 5

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 24 (expert) to notice the pressure plate in front of the northern doors

**Description** This trap causes a cascade of rubble to crush trespassers.

**Disable** Thievery DC 20 (expert) to jam a spike in the pressure plate; **Bypass** Shaking one of the outstretched arms of the morrigna statues

**AC** 23, **Fort** +15, **Ref** +15

**Hardness** 12, **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

**Rubble** Reaction; **Trigger** A creature moves onto the pressure plate; **Effect** The trap causes rubble to fall that deals 5d12 bludgeoning damage to all creatures within a 10-foot square area in front of the northern doors (DC 22 basic Reflex save).

**Reset** The trap must be manually reset, which Nebta-Khufre uses his undead servants to do.

**Hurtling Tiles Trap** / Hazard 6

*Complex* / *Magical* / *Trap*

**Complexity** Complex

**Stealth** +18 (expert) to notice that the floor tiles are loose; darkvision

**Description** This room contains a trap intended to chase off the curious. When it detects a creature, it launches loose floor tiles at them to drive them away.

**Disable** Thievery DC 25 (trained) twice on the floor tiles, or a creature can Ready a Strike on their turn when a tile is hurtled at them to destroy the tile before it hits them. The tiles use the Single Tile statistics below; **Bypass** A creature wearing a holy symbol of Pharasma is not targeted, but will target any other creatures with them.

**AC** 24, **Fort** +13, **Ref** +17

x20 **Single Tile Hardness** 5, **Single Tile HP** 6 (BT 3); **Group Tiles Hardness** 15, **Group Tiles HP** 60 (BT 30); **Immunities** critical hits, object immunities, precision damage

**Hurtling Tile** Reaction (attack); **Trigger** A creature ends their turn in the room. **Effect** The trap hurls a single tile and makes a Strike against the triggering creature, then rolls initiative.

**Routine** (1 action) The trap hurls up to four tiles at separate creatures in the room, making a Strike against each creature. This trap doesn’t take a multiple attack penalty. The trap only has 20 tiles before it must be reset.

**Ranged** SingleAction hurtled tile +17, **Damage** 2d8+9 bludgeoning; on a critical success, a creature is knocked 5 feet back.

**Reset** The trap is reset once every 24 hours by a permanent unseen servant that clears the rubble and replaces missing tiles from the supply in area Q8a. The unseen servant doesn’t react to intruders in the storage room in any way.

**Poisonous Alchemical Gas** / Hazard 4

*Environmental* / *Inhaled* / *Poison*

**Stealth** DC 25 (expert) to detect the whiff of poison

**Description** Broken alchemical components have filled the room with dangerous gas.

**Disable** Leave the door open for 2d6 minutes to dissipate the gases or cast a spell that conjures wind

**Poison Gas** Reaction **Trigger** A creature moves into the room; **Effect** The gas infects all creatures who are in the area.

**Saving Throw** DC 21 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** confused and stupefied 2 (1 round); **Stage 3** confused and stupefied 3 (1 round)

**New Items**

**Natron Sword** / Level 5

*Rare* / *Magical* / *Necromancy* / *Negative* / *Positive*

**Price** 160 gp

**Bulk** 1

This *+1 striking khopesh* is carved from a single chunk of magically strengthened mineral salts. Any hit with this sword deals 1 extra damage; this extra damage becomes negative damage against living creatures or positive damage against undead.

**Activate** OneAction (concentrate); **Effect** Until the end of your turn, the blade deals 1d6 extra damage instead of just 1. After you use this action, you can’t use it again for 10 minutes.