**Part 1**

Search For The Forgotten Pharaoh - **PCs Lv7**

**A1 [Low 7, 60 XP]:** x4 Library Guards (lv4 *palace guard, GMG p.206*)

**A1 (Night) [Hazard 7, 16 XP]:** Hail of Arrows Trap (lv9 *hazard, see below)*.

**A2:** x3 Curators of the Great Library (lv6 *priest of pharasma, GMG p.213*) Worships Nethys, replace focus domain spell with *scholarly recollection*.

**A4:** Tophet (lv10 *elite animated furnace, PB3 p.18)* and x4 Curators of the Great Library (lv6 *priest of pharasma, GMG p.213*) Worships Nethys and replace focus domain spell with *scholarly recollection*.

**A5 [Hazard 7, 16 XP]:** Insanity Mist Trap (lv7 *hazard, see below)* and Symbol of Fear Trap (lv7 *hazard, see below)*.

**An Audience with the Governor:** Deka An-Keret (lv10 *weak abendego priest, P#171 pg.46)* Change NE alignment to LN, replace religious symbol of Norgorber to Nethys, and change Cleric Domain Spells from wealth (*appearance of wealth* & *precious metals*)to knowledge (*scholarly recollection* & *know the enemy*).

The Palace of Gentle Reeds

**B:** Muminofrah (lv9 *elite guildmaster, GMG p.245*) Replace Architecture Lore with Performance +27 and *+1 striking light hammer* with *+1 striking dagger*.

**The Unnamed Isle:** Akitar (lv5 *hieracosphinx, PB3 p.250)*, Khabekh-Shu (lv9 *see below*), x6 Forgotten Pharaoh Cultists (lv6 *see below*).

C. Spiral Archive

**C1 [Trivial 7, 30 XP]:** Thorlurtu (lv6 *ceustodaemon, PB p.71)*.

**C2 [Trivial 7, 40 XP]:** Udjebet (lv7 *medusa, PB p.234)*.

**C3 [Trivial 7, 40 XP]:** Invisible Stalker (lv7 *invisible stalker, PB p.144)*.

Event 2

**Chariot Race [Low 7, 60 XP]:** Light Chariot (*Light Chariot, GMG p.178)*, Camel (lv1 *camel, PB3 p.43)*, and x2 Forgotten Pharaoh Cultists (lv6 *see below*).

Dark Depository

**D1 [Hazard 7, 8 XP]:** Blast Glyph (lv7 *hazard, see below)*.

**D2 [Low 7, 60 XP]:** Bone Golem (lv8 *see below*).

**D4 [Hazard 7, 6 XP]:** Flame Strike Trap (lv6 hazard, see below).

**D6 [Moderate 7, 90 XP]:** x3 Shadow Mastiffs (lv6 *see below*).

**D7 [Moderate 7, 80 XP]:** Inevitable Trap (lv9 *hazard, see below*) and Zelekhut (lv9 *zelekhut, PB2 p.9)*.

**D8 [Hazard 7, 8 XP]:** Slay Living Glyph (lv7 *hazard, see below)*.

**D11 [Trivial 7, 30 XP]:** Mummy Golem (lv6 *see below*).

Event 4 - **PCs Lv8**

**Nameless Assassins [Severe 8, 120 XP]:** x3 Nameless Assassins (lv8 *assassin, GMG p.211)*.

Vault of Hidden Wisdom

**E1 [Hazard 8, 8 XP]:** Camouflaged Spiked Pit Trap (lv8 *hazard, see below)*.

**E2:** Clockwork Servant (lv2 *see below*), speaks Ancient Osiriani and has +8 Ancient Osiriani Lore.

**E3 [Low 8, 60 XP]:** x2 Theletos (lv7 *theletos, PB2 p.8*).

**E4 [Trivial 8, 40 XP]:** x2 Clockwork Soldier (lv6 *clockwork soldier, PB3 p.49*).

**E5 [Low 8, 68 XP]:** x2 Ubashki Lynxes (lv7 *see below*) and False Ceiling Trap (lv8 *hazard, see below*).

**Event 6 [Moderate 8, 75 XP to Impossible 8, 195 XP]:** Akitar (lv5 *hieracosphinx, PB3 p.250)*, Khabekh-Shu (lv9 *see below*), up to x6 Forgotten Pharaoh Cultists (lv6 *see below*).

**Part 2**

The Parched Dunes

**F [Low 8, 60 XP]:** x4 Gnoll Slaver (lv5 *elite gnoll sergeant, PB p.179*) and x4 Hyena Animal Companions (lv2 *elite hyena, PB p.211*).

**G [Trivial 8, 40 XP]:** Giant Death Worm(lv8 *elite empress bore worm, PB3 p.37*).

**H [Low 8, 60 XP]:** The Singing Storm (lv9 *elite behir, PB2 p.38*).

**I [Low 8, 60 XP]:** x4 Basilisk (lv5 *basilisks, PB p.38*).

**J:** Agymah (lv5 *fence, GMG p.210*), Nseema (lv5 *weak captain of the guard, GMG p.234*), and x12 Caravan Guards (lv1 *guard, GMG p.232*).

**K [Severe 8, 110 XP]:** x2 Flame Drake (lv5 *flame drake, PB p.131*) and x4 Forgotten Pharaoh Cultists (lv6 *see below*).

**L [Low 8, 60 XP]:** Roc (lv9 *roc, PB p.281*).

**M [Moderate 8, 75 XP]:** x2 Giant Queen Bees (lv2 *giant mining bee, P#169 p.80*), x3 Thriae Soldiers (lv5 *see below*), and Thriae Dancer (lv7 *see below*).

**M3 [Severe 8, 110 XP]:** x4 Thriae Soldiers (lv5 *see below*), Xerippe (lv6 *elite thriae soldier, see below*) and has the *swarmbow (see below)*, and Thriae Dancer (lv7 *see below*).

**M4 [Severe 8, 120 XP]:** Zizzira (lv11 *thriae seer, see below*).

**O [Low 8, 60 XP]:** Sand Kraken (lv9 *see below*).

**Part 3**

The Tomb of Chisisek - **PCs Lv9**

**N1 [Severe 9, 100 XP]:** x2 Forgotten Pharaoh Cultists (lv7 *elite see below*) and Desert Giant (lv10 *elite desert giant, PB3 p.109*).

**N2 [Moderate 9, 80 XP]:** Seps (lv11 *see below*).

**N3 [Trivial 9, 50 XP]:** Forgotten Pharaoh Cultist (lv7 *elite see below*) and Bekutenre &

Inihete (lv6 *lamia, PB p.216*).

**N4:** Tetisurah (lv10 see below).

**N6 [Moderate 9, 80 XP]:** x4 Forgotten Pharaoh Cultists (lv7 *elite* *see below*).

**N7 [Trivial 9, 40 XP]:** x2 Forgotten Pharaoh Cultists (lv7 *elite* *see below*).

**N9 [Trivial 9, 40 XP]:** x2 Forgotten Pharaoh Cultists (lv7 *elite* *see below*).

**N10 [Severe 9, 120 XP]:** Jamirah (lv12 see below).

**N13 [Hazard 9, 16 XP]:** Rolling Sphere Trap (lv11 *hazard, see below*).

**N15 [Moderate 9, 80 XP]:** Stone Golem (lv11 *stone golem, PB p.187*).

**N16 [Severe 9, 120 XP]:** Clockwork Golem (lv12 see below).

**Story Awards**

* If the party completes their research in the Outer Sanctum, they earn 120 XP.
* If the party avoids fighting Tholurtu, they earn 30 XP.
* If the party gains Udjebet’s aid without fighting, they earn 40 XP.
* If the party completes their research in the Spiral Archive, they earn 120 XP.
* If the party wins the race, they earn 120 XP. If they don’t win but still earn additional time in the library, they earn 60 XP.
* If the party completes their research in the Dark Depository, they earn 120 XP.
* If the party earns more time in the library in Event 3, they earn 80 XP.
* If the party winds up the clockwork servant and uses it to help them, they earn 30 XP.
* If the party completes their research in the Vault of Hidden Wisdom, they earn 120 XP.
* The party earns 5 XP for each hex they fully explore.
* The party earns 80 XP if they rescue the prisoners in F and return them to civilization.
* If the party successfully negotiates with the thriae, they earn 120 XP.
* If the party frees Tetisurah and defeats the cultists, they earn 80 XP.
* If the party completes their research in Chisisek’s Treasure Trove, they earn 120 XP.

**NPCs**

**Bone Golem** / Creature 8

*Uncommon* / *N* / *Large* / *Construct* / *Golem* / *Mindless*

**Perception** +12; darkvision

**Skills** Athletics +19 (+21 to Grab)

**Str** +5, **Dex** +3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 25; **Fort** +18, **Ref** +15, **Will** +14

**HP** 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)

**Golem Antimagic** harmed by positive (6d6, 2d6 from areas or persistent damage); healed by negative (2d6 HP); slowed by earth

**Vulnerable to Raise** Dead A raise dead spell negates the golem's golem antimagic and its resistance to physical damage for 1 round.

**Speed** 25 feet

**Melee** 1Action bite +20 [+15/+10] (deadly 1d12, magical), **Damage** 2d10+9 bludgeoning

**Melee** 1Action slam +20 [+15/+10] (magical, reach 10 feet), **Damage** 2d6+9 bludgeoning

**Ranged** 1Action bone prison +17 (+12/+7) (magical, thrown 30 feet), **Effect** see Bone Prison

**Bone Prison** A creature hit by a bone prison takes 2d10 bludgeoning damage and must make a DC 24 Reflex saving throw or be captured by the bone prison. If the bone golem uses this attack again, any previous bone prisons collapse into a pile of bones and any captured creature is freed. A bone prison is an object and has hardness 10 and 24 Hit Points. A captured creature can attempt to Escape (DC 26) or attack the prison against an AC of 20.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is grabbed by the bone prison.

**Failure** The creature takes full damage and is grabbed by the bone prison.

**Critical Failure** The creature takes double damage and is restrained by the bone prison.

**Aching Bones** 1Action The bone prison squeezes a captured creature. The target takes 1d10+9 bludgeoning damage (DC 24 basic Fortitude save).

**Clockwork Golem** / Creature 12

*Uncommon* / *N* / *Medium* / *Construct* / *Clockwork* / *Mindless*

**Perception** +18; darkvision

**Skills** Athletics +26

**Str** +8, **Dex** +4, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

**AC** 32; **Fort** +25, **Ref** +20, **Will** +18

**HP** 266; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 10 (except adamantine or orichalcum); **Weaknesses** electricity 15, orichalcum 15

**Death Burst** When the clockwork golem is destroyed, it explodes in a shower of razor-sharp gears and debris, dealing 13d6 slashing damage in a 10-foot burst. Each creature in the area must attempt a DC 31 basic Reflex save.

**Speed** 30 feet

**Melee** 1Action slam +26 [+21/+16] (reach 10 ft.), **Damage** 2d12+18 bludgeoning plus Grab

**Grind** A clockwork golem deals an additional 1d12 slashing damage when it Grabs a creature or extends the duration of its Grab on a creature. Razor-sharp gears and blades emerge from its body to grind and slice its foe.

**Wall of Gears** 2Actions The clockwork golem folds into a whirling wall of grinding gears that is 10 feet high and 10 feet long or 5 feet high and 20 feet long. If the wall appears in a creature's space or if a creature crosses the wall, it takes 5d8 slashing damage (DC 31 basic Reflex save). While in this form, the clockwork golem can take no other actions except to spend a single Interact action with the manipulate trait, returning to its original form.

**Clockwork Servant** / Creature 2

*Uncommon* / *N* / *Medium* / *Construct* / *Clockwork* / *Mindless*

**Perception** +11; darkvision

**Skills** Athletics +8, Crafting +5 (+7 to Repair)

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

**Wind-Up** 24 hours, DC 15, standby

**Items** net

**AC** 18; **Fort** +11, **Ref** +6, **Will** +7

**HP** 23; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 2 (except adamantine or orichalcum); **Weaknesses** electricity 5, orichalcum 5

**Speed** 25 feet

**Melee** 1Action fist +12 [+8/+4] (agile, unarmed), Damage 1d6+4 bludgeoning plus Grab

**Net Launcher** 1Action **Requirements** The clockwork servant hasn't fired its net launcher and it is loaded; **Effect** The clockwork servant shoots their net, attempting to hamper a foe. The clockwork servant makes a ranged Strike (with a +8 modifier) against a Medium or smaller creature within 40 feet. On a hit, the target is flat-footed and takes a –10-foot circumstance penalty to its Speeds. On a critical hit, the creature is instead restrained. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it from the target.

**Repair Clockwork** 1Action (manipulate) A clockwork servant can repair damage done to itself or an adjacent clockwork creature, by attempting a DC 15 Crafting check. The target is then temporarily immune to Repair Clockwork for 1 hour.

**Critical Success** As a success, but restores 20 Hit Points.

**Success** The clockwork servant restores 10 Hit Points to the clockwork.

**Critical Failure** The target takes 10 damage.

**Forgotten Pharaoh Cultists** / Creature 6

*LE* / *Medium* / *Humanoid* / *Human*

**Perception** +14

**Languages** Ancient Osiriani, Common, Osiriani

**Skills** Acrobatics +12, Arcana +11, Athletics +13, Intimidation +13, Osiriani Lore +11

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

**Items** *+1 falchion*, heavy crossbow and 20 bolts, gold funerary mask worth 1 gp

**AC** 22; **Fort** +16, **Ref** +10, **Will** +12; +1 status vs. fear

**HP** 96

**Outflank** Reaction If an ally is flanking a creature with the cultist and critically succeeds on a melee Strike against the creature, the cultist can make a melee Strike.

**Troth of the Forgotten Pharaoh** When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 5d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 21 basic Reflex save). This reduces the cultist's body to ash but does not affect worn equipment. A cultist can also activate this sigil as a free action on its turn, killing the cultist instantly.

**Speed** 25 feet

**Melee** 1Action falchion +18 [+13/+8] (forceful, sweep), **Damage** 1d10+9 slashing

**Melee** 1Action heavy crossbow +14 [+9/+4] (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing

**Arcane Spontaneous Spells** DC 21, attack +13 ; **2nd** *acid arrow*, *dispel magic*, *mirror image*, *touch of idiocy* (4 slots); **1st** *fear*, *magic missile*, *magic weapon*, *true strike* (4 slots); **cantrips (2nd)** *acid splash*, *chill touch*, *detect magic*, *read aura*, *shield*

**Jamirah** / Creature 12

*Unique* / *CE* / *Large* / *Beast*

**Perception** +21; darkvision

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

**Skills** Acrobatics +23, Arcana +24, Athletics +19 (+21 to Climb), Deception +27, Intimidation +25, Occultism +22, Society +20, Stealth +21, Cult Lore +20

**Str** +5, **Dex** +7, **Con** +4, **Int** +4, **Wis** +5, **Cha** +7

**Items** *locust cuirass (P, Lv9 see below)*, *+1 striking fearsome longspear*, *+1 striking composite shortbow* (20 arrows), thieves' tools, gold funerary mask worth 10 gp

**AC** 34; **Fort** +19, **Ref** +24, **Will** +22; +1 status to all saves vs. magic

**HP** 215; **Immunities** controlled; **Resistances** mental 15

**Speed** 30 feet, climb 30 feet, swim 30 feet

**Melee** 1Action longspear +24 [+19/+14] (reach), **Damage** 3d8+10 piercing

**Ranged** 1Action shortbow +26 [+22/+17] (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 3d6+7 piercing

**Occult Spontaneous Spells** DC 33, attack +25 ; **5th** *false vision*, *paralyze*, *repelling pulse*, *soothe* (4 slots); **4th** *confusion*, *invisibility*, *painful vibrations*, *replicate* (4 slots); **3rd** *dispel magic*, *enthrall*, *haste*, *mind reading* (4 slots); **2nd** *blur*, *death knell*, *invisibility*, *sound burst* (4 slots); **1st** *bless*, *magic missile*, *phantom pain*, *soothe* (4 slots); **cantrips (5th)** *daze*, *detect magic*, *mage hand*, *prestidigitation*, *shield*

**Occult Innate Spells** DC 33 , **4th** *charm* (×3), *suggestion* (×3); **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *mirror image*; **1st** *ventriloquism* (at will);

**Change Shape** 1Action (concentrate, occult, polymorph, transmutation) The lamia matriarch can take on the appearance of a Medium humanoid. This doesn’t change their Speed or their attack and damage modifiers with their Strikes, but it does prevent them from using their cursed touch. Each lamia matriarch has a fixed humanoid form—they cannot adopt a different appearance each time they use this ability, and the appearance resembles that of their upper torso when in their true form.

**Dervish Strike** 3Actions The lamia matriarch makes a scimitar attack against each enemy within reach. Each attack counts toward their multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy she damages is subject to matriarch’s caress.

**Matriarch's Caress** 2Actions (curse, enchantment, mental, occult) The lamia touches a creature, who must succeed at a DC 28 Will save or become stupefied 1 (stupefied 2 if critically failed). If the target fails additional saves against this ability, the condition value increases by 1 if failed or 2 if critically failed (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

**Khabekh-Shu** / Creature 9

*Unique* / *CE* / *Medium* / *Humanoid* / *Human*

**Perception** +16; low-light vision

**Languages** Ancient Osiriani, Common, Osiriani, Sphinx

**Skills** Acrobatics +17, Arcana +15, Deception +21, Diplomacy +23, Intimidation +19, Nature +15

**Str** +0, **Dex** +4, **Con** +3, **Int** +2, **Wis** +1, **Cha** +6

**Voidwalker** Khabekh gains low-light vision, resistance 6 to fire and cold damage, and no longer needs to breathe. When Khabekh uses a bloodline spell, the extra damage can either be fire or cold.

**Items** *messenger's ring*, *+1 striking dagger*, gold funerary mask worth 5 gp

**AC** 25; **Fort** +14, **Ref** +17, **Will** +18; +1 status vs. fear

**HP** 110; **Resistances** fire 6, cold 6

**Speed** 25 feet

**Melee** 1Action dagger +18 [+14/+10] (agile, finesse, versatile S), **Damage** 2d4+2 piercing

**Ranged** 1Action dagger +18 [+14/+10] (agile, thrown 10 feet, versatile S), **Damage** 2d4+2 piercing

**Primal Spontaneous Spells** DC 31, attack +23; **5th** *elemental form*, *cone of cold*, *stormburst* (3 slots); **4th** *charm*, *fly*, *freedom of movement*, *wall of fire* (4 slots); **3rd** *elemental annihilation wave*, *fireball*, *lightning bolt*, *shifting sand* (4 slots); **2nd** *acid arrow*, *glitterdust*, *resist energy*, *scorching ray* (4 slots); **1st** *burning hands*, *fear*, *feather fall*, *ventriloquism* (4 slots); **cantrips (5th)** *detect magic*, *produce flame*, *ray of frost*, *read aura*, *shield*

**Elemental Bloodline Spells** 2 Focus Points, DC 31, attack +23; **5th** *elemental motion*, *elemental toss*;

**Arcane Innate Spells** DC 25, **cantrips (5th)** *message***Minute Meteors** 2Actions (evocation, fire, primal) Khabekh summons a rain of tiny meteorites, sending them crashing into a point within 60 feet of him. These meteors deal 4d6 bludgeoning and 4d6 fire damage to each creature in a 15-foot burst (DC 31 basic Reflex save). He can't use Minute Meteors again for 1d4 rounds.

**Mummy Golem** / Creature 6

*Uncommon* / *N* / *Medium* / *Construct* / *Golem* / *Mindless*

**Perception** +12; darkvision

**Skills** Athletics +17

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

**AC** 22; **Fort** +16, **Ref** +10, **Will** +10

**HP** 105; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine and slashing)

**Golem Antimagic** harmed by fire (4d8, 2d6 from areas or persistent damage); healed by earth (area 2d6 HP); slowed by cold

**Vulnerable to Entangle** The golem can be targeted by *entangle*. If targeted, the golem becomes wrapped up in its bandages and is slowed 1 for 1d4 rounds. The spell has no other effect.

**Speed** 25 feet

**Melee** 1Action fist +17 [+12/+7] (magical), **Damage** 2d6+9 bludgeoning plus Grab

**Grasping Wrappings** Reaction **Trigger** the golem Grabs a creature; **Effect** The target is covered in bandages and become restrained (Escape DC 24). The wrappings are not connected to the golem and the creature remains restrained until it escapes, destroys the bandages, or kills the golem. The bandages are an object and have Hardness 5, 16 Hit Points (BT 8), and immunity to bludgeoning damage. A creature that starts its turn restrained by the wrappings takes 2d6 bludgeoning damage (DC 24 basic Fortitude save).

**Sand Kraken** / Creature 9

*Uncommon* / *N* / *Large* / *Animal*

**Perception** +16; tremorsense 60 feet

**Skills** Athletics +19, Stealth +15 (+17 to Hide in sand)

**Str** +6, **Dex** +0, **Con** +5, **Int** -4, **Wis** +3, **Cha** -1

**Grasping Tentacles** The kraken has 10 tentacles. A creature can sever a tentacle with a successful Strike against AC 24 that deals at least 15 slashing damage. This deals no damage to the kraken but prevents it from using one of its tentacles to Strike until it regrows its tentacle, which takes 1d4 days.

**AC** 25; **Fort** +20, **Ref** +15, **Will** +16

**HP** 180

**Speed** 5 feet, burrow 15 feet

**Melee** 1Action tentacle +21 [+17/+13] (agile, reach 20 feet), **Damage** 2d10+12 bludgeoning plus Grab

**Melee** 1Action jaws +19 [+14/+9] (reach 10 feet), **Damage** 2d12+14 piercing

**Constrict** 1Action 1d10+12 bludgeoning, DC 27

**Tentacle Flurry** 2Action The kraken makes up to four tentacle Strikes, each against a different target. These attacks count toward the kraken's multiple attack penalty, but the multiple attack penalty doesn't increase until after the kraken makes all these attacks. The kraken can then spend a single action to Grab all targets it successfully hit.

**Seps** / Creature 11

*Uncommon* / *N* / *Huge* / *Animal*

**Perception** +21; darkvision; scent (imprecise) 30 feet

**Skills** Athletics +24, Stealth +21

**Str** +7, **Dex** +4, **Con** +5, **Int** -4, **Wis** +2, **Cha** +0

**AC** 33; **Fort** +24, **Ref** +19, **Will** +17

**HP** 187; **Resistances** Acid 14, Poison 14

**Acid Blood** (aura, evocation, acid) Any creature that hits a seps with an unarmed Strike takes 2d6+5 acid damage, and a weapon that hits a seps takes 2d6+5 acid damage.

**Speed** 25 feet

**Melee** 1Action jaws +24 [+19/+14] (reach 15 feet), **Damage** 2d10+11 piercing plus seps venom

**Seps Venom** (poison) A creature killed by this venom dissolves into an acidic liquid; **Saving Throw** DC 30 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round), **Stage 2** 5d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 7d6 poison damage and enfeebled 2 (1 round)

**Shadow Mastiff** / Creature 6

*Uncommon* / *NE* / *Medium* / *Beast* / *Shadow*

**Perception** +12; darkvision, scent (imprecise) 30 feet

**Languages** Common; (can't speak any language)

**Skills** Athletics +13, Stealth +12 (+14 to Hide in shadows), Survival +12

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

**AC** 22; **Fort** +16, **Ref** +12, **Will** +12

**HP** 105

**Shadowed Form** (evocation, shadow) Shadow mastiffs are concealed in dim light and darkness even to creatures with low-light vision and darkvision. Magical light of a level equal to or less than half the shadow mastiff's level does not reveal it.

**Speed** 40 feet

**Melee** 1Action jaws +17 [+12/+7], **Damage** 2d8+9 piercing plus Knockdown

**Melee** 1Action claws +17 [+13/+9] (agile), **Damage** 2d6+9 slashing

**Bay** 3Actions (auditory, concentrate, divine, enchantment, fear, mental) The shadow mastiff emits an unearthly howl audible up to 300 feet away. Any non-fiend creature that hears the howl must succeed at a DC 22 Will save or become frightened 1. Any creature that critically fails and is within 60 feet of the shadow mastiff is instead frightened 3 and fleeing for 1d4 rounds (or until it recovers from its frightened condition). Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Bay for 24 hours.

**Tetisurah** / Creature 10

*Unique* / *N* / *Large* / *Beast*

**Perception** +23; darkvision; detect magic, see invisibility

**Languages** Ancient Osiriani, Common, Draconic, Druidic, Osiriani, Sphinx, Terran

**Skills** Arcana +18, Athletics +22, Deception +19, Diplomacy +19, Intimidation +21, Occultism +22, Bardic Lore +22

**Str** +6, **Dex** +4, **Con** +3, **Int** +6, **Wis** +7, **Cha** +5

**Bardic Lore** Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

**Items** *sun falcon pectoral* (P, Lv10 see below)

**AC** 30; **Fort** +19, **Ref** +18, **Will** +21

**HP** 175

**Speed** 35 feet, fly 40 feet

**Melee** 1Action claw +22 [+18/+14] (agile), **Damage** 2d6+12 slashing

**Occult Innate Spells** DC 29 ; **4th** *clairaudience* (at will), *clairvoyance* (at will), *read omens*, *remove curse*; **3rd** *dispel magic*, *locate*; **cantrips (5th)** *detect magic* **Constant** *tongues*; (**2nd**) *see invisibility*

**Claw Rake** 3Actions Tetisurah rears back on her hind legs and makes two claw Strikes at the same target, using the same attack bonus as her highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.

**Pounce** 1Action Tetisurah Strides and makes a Strike at the end of that movement. If she began this action hidden, she remains hidden until after the attack.

**Warding Glyph** Once per week, Tetisurah can create a magical symbol as though casting a heightened glyph of warding spell. Tetisurah usually shapes the glyph to take the form of a written riddle, and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 29 Will save or suffer one of the following spell effects, chosen by Tetisurah when creating the symbol: *synaptic pulse* (**5th**), *charm* (**4th**), *fear* (**3rd**), *phantom pain* (**3rd**), *sleep* (**3rd**). Tetisurah learns the identity of any creature that answers the riddle and tends to be friendly to them.

**Thriae Dancer** / Creature 7

*Uncommon* / *LN* / *Medium* / *Humanoid* / *Thriae*

**Perception** +15; darkvision

**Languages** Common, Sylvan, Thriae

**Skills** Acrobatics +15, Diplomacy +14, Performance +16, Stealth +15, Thievery +13

**Str** +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

**Items** *+1 glaive (P, Lv2)*, x3 merope

**AC** 23; **Fort** +13, **Ref** +17, **Will** +14; +1 vs mental

**HP** 110; **Resistances** acid 5, poison 10, sonic 10

**Speed** 25 feet, fly 40 feet

**Melee** 1Action glaive +18 [+13/+5] (deadly d8, forceful, reach), **Damage** 1d8+12 slashing plus thriae poison

**Melee** 1Action sting +17 [+13/+9] (agile), **Damage** 2d4+8 piercing plus thriae poison

**Occult Innate Spells** DC 22, attack +14 ; **3rd** *calm emotions* (x3), *charm* (x3), *hypnotic pattern*, *sleep*; **cantrips (3rd)** *haunting hymn*

**Inspiring Dance** 2Actions (interact, mental, visual); **Frequency** three times per day; **Effect** The thriae consumes a dose of merope and dances to create one of three effects. The thriae can maintain the dance as a free action with the interact trait. The thriae can dance for 7 rounds before becoming fatigued. The thriae can change dances by spending an action with the interact trait. A dance affects all within 60 feet.

**Dance of Fervor** All non-thriae within range must make a DC 22 Will save.

**Critical Success** The target is unaffected.

**Success** The target is stupefied 1 while the thriae dances.

**Failure** The target is stupefied 1 and confused while the thriae dances.

**Critical Failure** The target is stupedified 2 and confused while the thriae dances. When the  
 thriae ends its dance, the target becomes fatigued.

**Dance of Grace** All thriae within range gain a +1 circumstance bonus to AC and Reflex saves.

**Dance of Passion** All thriae within range gain a +1 circumstance bonus to attack and damage rolls.

**Thriae Poison** (poison); **Saving Throw** Fortitude DC 23; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and 1 enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)

**Thriae Seer** / Creature 11

*Uncommon* / *LN* / *Medium* / *Humanoid* / *Thriae*

**Perception** +20; darkvision

**Languages** Common, Sylvan, Thriae

**Skills** Acrobatics +20, Arcana +19, Deception +22, Diplomacy +22

**Str** +2, **Dex** +5, **Con** +4, **Int** +4, **Wis** +5, **Cha** +7

**Items** *+1 striking dueling spear* (P, Lv4), x3 merope

**AC** 30; **Fort** +17, **Ref** +22, **Will** +20; +1 vs mental

**HP** 185; **Resistances** Acid 7, Poison 14, Sonic 14

**Speed** 25 feet, fly 40 feet

**Melee** 1Action dueling spear +23 [+18/+13] (disarm, finesse, versatile S), **Damage** 2d8+10 piercing plus 1d6 persistent poison

**Melee** 1Action sting +22 [+18/+14] (agile, finesse), **Damage** 2d4+10 piercing plus mind sting

**Innate Occult Spells** DC 30, attack +22 ; **5th** *animal allies* (bees), *calm emotions* (at will); **4th** *sound burst* (at will); **3rd** *locate* (×3), *summon animal* (giant mining bee only) ; **2nd** *augury* (×3), *misdirection*, *see invisibility*; **Constant** *mind reading*

**Consume Merope** 2Action (interact); **Frequency** three times per day; **Effect** The thriae consumes a dose of merope and taps into their spiritual powers for 1d6+3 rounds. The thriae gains a +2 item bonus to its AC and damage rolls made with a melee attack.

**Mind Sting** (mental, poison) A target stung by the thriae must make a DC 27 Will save.

**Critical Success** The target is unaffected and is temporarily immune for 1 minute.

**Success** The target is unaffected.

**Failure** The target is confused for 1 round.

**Critical Failure** The target is confused for 1 minute.

**Thriae Soldier** / Creature 5

*Uncommon* / *LN* / *Medium* / *Humanoid* / *Thriae*

**Perception** +11; darkvision

**Languages** Common, Sylvan, Thriae

**Skills** Acrobatics +12, Intimidation +11, Stealth +12, Survival +9

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

**Items** chain shirt, composite longbow (20 arrows), x1 merope

**AC** 22; **Fort** +14, **Ref** +13, **Will** +11

**HP** 75; **Resistances** poison 8, sonic 8

**Speed** 25 feet, fly 40 feet

**Melee** 1Action sting +16 [+12/+8] (agile), **Damage** 2d4+6 piercing plus thriae poison

**Ranged** 1Action composite longbow +15 [+10/+5] (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 ft.), **Damage** 1d8+6 piercing plus thriae poison

**Consume Merope** 2Actions(interact); **Frequency** once per day; **Effect** The thriae consumes a dose of merope that enhances its combat ability for 1d6+3 rounds. The thriae gains a +1 item bonus on attack rolls and saving throws, and gains fast healing 5.

**Rapid Shot** 2Actions The thriae makes two Strikes with its longbow with a -2 penalty. Both attacks count toward the thriae's multiple attack penalty, but the penalty doesn't increase until after both Strikes.

**Thriae Poison** (poison); **Saving Throw** Fortitude DC 20; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage and enfeebled 2 (1 round)

**Ubashaki Lynxes** / Creature 7

*Uncommon* / *NE* / *Large* / *Undead* / *Mindless*

**Perception** +15; darkvision

**Skills** Acrobatics +17, Athletics +15 (+17 to Climb), Stealth +15

**Str** +4, **Dex** +6, **Con** +3, **Int** -5, **Wis** +2, **Cha** +2

**AC** 25; **Fort** +12, **Ref** +17, **Will** +13

**HP** 105 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious

**Speed** 30 feet

**Melee** 1Action jaws +17 [+12/+7], **Damage** 2d10+8 piercing plus Grab and Ubashki Rot

**Melee** 1Action claws +19 [+15/+11] (agile, finesse), **Damage** 2d6+8 slashing

**Pounce** 1Action The ubashki lynx Strides and makes a Strike at the end of that movement. If the ubashki lynx began this action hidden, it remains hidden until after this ability's Strike.

**Ubashki Rot** (curse, disease, necromancy, negative) The enfeebled and stupefied conditions from ubashki rot can't end or be reduced and the disease can't be healed until it's successfully treated with *remove curse* or a similar effect. **Saving Throw** DC 23 Fortitude; Onset 1 hour; **Stage 1** enfeebled 1 and stupefied 1 (1 day); **Stage 2** enfeebled 2 and stupefied 2 (1 day); **Stage 3** enfeebled 3 and stupefied 3 (1 day)

**Traps**

**Blast Glyph** / Hazard 7

*Abjuration* / *Cold* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 26 (expert)

**Description** An invisible glyph creates an invisible, spherical magical sensor.

**Disable** Thievery DC 26 (expert) to erase the rune without triggering the sensor, or *dispel magic* (4th level; counteract DC 23) to counteract the rune

**Blast** Reaction (abjuration, *arcane*, *cold*); **Trigger** The doors are opened. **Effect** The rune expels a 10-foot burst of freezing cold centered on the door, dealing 10d6 cold damage (DC 25 basic Reflex save).

**Camouflaged Spiked Pit Trap** / Hazard 8

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** 31 (expert)

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

**Disable** Thievery DC 22 (trained) to jam the trapdoor; **Bypass** Perception DC 31 (expert) to locate a hidden switch on the east wall

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

**Hardness** 15, **HP** 62 (BT 31); **Immunities** critical hits, object immunities, precision damage

**Pitfall** Reaction **Trigger** Creatures or objects weighing 10 bulk walk or are placed onto the trapdoor. **Effect** The floor falls away, dumping everyone in the room into a deep pit. A creature near the edge of the wall can use the Grab an Edge reaction to avoid falling. A creature that falls in, falls 50 feet (25 bludgeoning) and makes a DC 26 basic Reflex save, taking 2d10+8 piercing.

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

**False Ceiling Trap** / Hazard 8

*Mechanical* / *Hazard*

**Complexity** Simple

**Stealth** DC 31 (expert)

**Description** To conceal all references to the location of Chisisek’s tomb, the Sacrosanct Order of the Blue Feather constructed the false ceiling as a trap, placing a quantity of loose rubble inside the hidden cavity, held up by the strength of the dome beneath.

**Disable** DC 28 Thievery (expert) or DC 25 Crafting (expert) to fracture the ceiling without allowing the rubble to fall in a specific place

**AC** 24, **Fort** +13, **Ref** +8

**Hardness** 15, **HP** 62 (BT 31); **Immunities** critical hits, object immunities, precision damage

**Drop Rocks** Reaction **Trigger** The false ceiling becomes broken or fractured; **Effect** The ceiling crumbles and the rubble cascades down into the rotunda below along with two Ubashki Lynxes. The falling rubble deals 4d8+18 bludgeoning damage (DC 30 basic Reflex save). The area then becomes difficult terrain.

**Flame Strike Trap /** Hazard 6

*Evocation* / *Fire* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 25 (expert)

**Description** An invisible glyph creates an invisible, spherical magical sensor.

**Disable** Thievery DC 25 (expert) to erase the rune without triggering the sensor, or *dispel magic* (3rd level; counteract DC 20) to counteract the rune

**Flame Strike** Reaction (divine, evocation, fire); **Trigger** The face of sorrow is pivoted to reveal another carved face or the southern secret door is opened. **Effect** The rune fills the end of the corridor with a pillar of divine fire. Each creature in a 10-foot radius, 40-foot-tall cylinder takes 8d6 fire damage (DC 24 basic Reflex save). Because the flame is infused with divine energy, creatures in the area apply only half their usual fire resistance. Creatures that are immune to fire, instead of gaining the usual benefit of immunity, treat the results of their saving throws as one degree of success better.

**Hail of Arrows Trap** / Hazard 9

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 32 (expert)

**Description** The library’s outer doors are well protected by hidden arrows.

**Disable** Thievery DC 30 (expert) to trick the lock; **Bypass** Rotate the lock on the door four times counterclockwise before opening

**AC** 28, **Fort** +21, **Ref** +11

**Hardness** 17, **HP** 68 (BT 34); **Immunities** critical hits, object immunities, precision damage

**Arrows** Reaction (attack); **Trigger** The door is forced open or improperly unlocked; **Effect** The trap unleashes a hail of arrows, making an attack against all creatures within 20 feet of the door.

**Ranged** arrows +25, **Damage** 4d6+26 piercing

**Reset** The trap automatically resets four times before it must be manually reset and reloaded.

**Insanity Mist Trap** / Hazard 7

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 26 (expert)

**Description** When this door is improperly opened, it causes a dangerous poison gas to be released.

**Disable** Thievery DC 28 (expert) to clog the holes where the gas is released; **Bypass** The key for the door is used to unlock the door but is is turned four times clockwise before opening the door, otherwise the trap still goes off

**AC** 25, **Fort** +18, **Ref** +12

**Hardness** 15, **HP** 62 (BT 31); **Immunities** critical hits, object immunities, precision damage

**Poison Gas** Reaction (alchemical, inhaled, poison); **Trigger** The door is forced open or improperly unlocked. **Effect** Gas is released affecting all creatures in a 30-foot cube in front of the door. Any creature in the cube must succeed at a DC 25 Fortitude save or be stupefied 1 for 1 minute and take a -2 status penalty to Wisdom checks and Will saves for 1d4 hours. On a critical failure, the penalty is -4.

**Reset** The poison is manually replenished.

**Inevitable Trap** / Hazard 9

*Magical* / *Trap*

**Complexity** Complex

**Stealth** +18 (expert)

**Description** An invisible sensor has been placed on the door.

**Disable** Thievery DC 28 (expert), or *dispel magic* (5th level; counteract DC 26) to counteract the rune

**Summon Monster** Reaction (arcane, conjuration, summon); **Trigger** The door is opened. **Effect** The rune summons a Zelekhet (PB2 p.9) in a torrent of golden light. The creature rolls initiative and remains for 13 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 reaction, unlike most summoned creatures. The Zelekhet first casts *fear* on all creatures, and then attacks any who don’t flee.

**Rolling Sphere Trap** / Hazard 11

*Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 33 (master)

**Description** A huge sandstone sphere, nearly 10 feet in diameter, rests at the eastern end of the corridor behind a false wall of thin plaster.

**Disable** DC 33 Thievery (master) to stop the pressure plate from activating

**AC** 31, **Fort** +26, **Ref** +18

**Hardness** 14, **HP** 80 (BT 40); **Immunities** critical hits, object immunities, precision damage

**Rolling Sphere** Reaction; **Trigger** 5 bulk or more is placed on the pressure plate. **Effect** The sphere is released to roll down the corridor, crushing all in its path and dealing 4d12+15 bludgeoning (DC 30 basic Reflex save).

**Reset** The trap must be manually reset by rolling the sphere back into place and repairing the thin plaster wall to conceal it.

**Slay Living Glyph** / Hazard 7

*Magical* / *Necromancy* / *Negative* / *Trap*

**Complexity** Simple

**Stealth** DC 28 (expert)

**Description** The Sacrosanct Order of the Blue Feather realized that the knowledge contained herein could expose them, but unwilling to destroy such information, they placed protection on the Scrolls of lnquiry stored here.

**Disable** Thievery DC 25 (expert) to erase the rune without triggering the sensor, or *dispel magic* (4th level; counteract DC 23) to counteract the rune

**Slay** Reaction (necromancy, negative); **Trigger** The glyph targets the character who first learns useful information in the Inner Archive (likely the character who increases the Research points to 12 in this chamber) **Effect** The rune targets the triggering creature, dealing 4d10+18 negative damage (DC 25 basic Fortitude save).

**Symbol of Fear Trap** / Hazard 7

*Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 28 (expert)

**Description** Inscribed on the door is an invisible rune.

**Disable** Thievery DC 25 (expert) to erase the rune without triggering the sensor, or *dispel magic* (4th level; counteract DC 23) to counteract the rune; disabling the insanity mist trap has no effect on this trap

**Fear** Reaction (arcane, emotion, enchantment, fear, mental); **Trigger** A living creature passes through the door. **Effect** The rune targets all creatures within 60-feet with a *fear* spell heightened to 4th-level (DC 25 Will save).

**New Items**

**Locust Cuirass** / Level 9

*Uncommon* / *Invested* / *Magical*

**Price** 700 gp

**Usage** worn armor; **Bulk** 1

This *+1 resilient leather armor* feels oddly like insect chitin than supple leather. You gain a +2 item bonus to Athletic checks to High Jump and Long Jump.

**Activate** Reaction, Mental; **Trigger** You begin falling; **Duration** You land or have fallen for 6 rounds; **Frequency** Once per day; **Effect** A swarm of locusts spawn around you, arresting your fall. Your fall slows to 10 feet per round and, while falling, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, moving up to 50 feet per round. When calculating falling damage, you do not count the portion of the fall you are under this effect.

**Sun Falcon Pectoral** / Level 10

*Uncommon* / *Evocation* / *Light* / *Magical* / *Invested*

**Price** 900 gp

**Usage** worn around the neck; **Bulk** L

This ornate pectoral necklace is crafted out of articulated gold plates arranged in the shape of a falcon—the sacred animal of Horus, the Ancient Osirion god of the sun and the sky.

**Activate** 3Action; Mental, Concentrate; **Requirements** You are in an area with direct, natural sunlight; **Duration** 5 rounds; **Frequency** Once per day; **Effect** You call down a dazzling beam of sunlight. You call down a beam of sunlight that is 30 feet long and 5 feet wide within 100 feet. A creature struck by a beam takes 3d8 fire damage and makes a DC 27 Reflex save. Once per round for the duration, you can spend an action with the Mental and Concentrate trait to call down another beam of sunlight.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is dazzled for 1 round.

**Failure** The creature takes full damage and is blinded for 1 round.

**Critical Failure** The creature takes double damage and is blinded for 3 rounds.

**Activate** 1Action; Mental, Concentrate; **Requirements** You are indoors, underground, or in areas of darkness; **Frequency** Once per day; **Effect** You cast the cantrip *light* heightened to 4th-level.

**Swarmbow** / Item 8

*Uncommon* / *Conjuration* / *Magical*

**Price** 500 gp

**Usage** held in 1 hand; **Bulk** 1

This *+1 thundering striking composite shortbow* is carved of withered juniper wood to resemble a swarming mass of wasps.

**Activate** FreeAction (on a successful ranged Strike); mental; **Frequency** Once per day; **Effect** You conjure a wasp swarm (Lv4, PB p324) to fight for you. The wasp swarm immediately takes its turn after you and attacks any creature within its space. It can not leave its space and lasts for 1 minute or until destroyed.