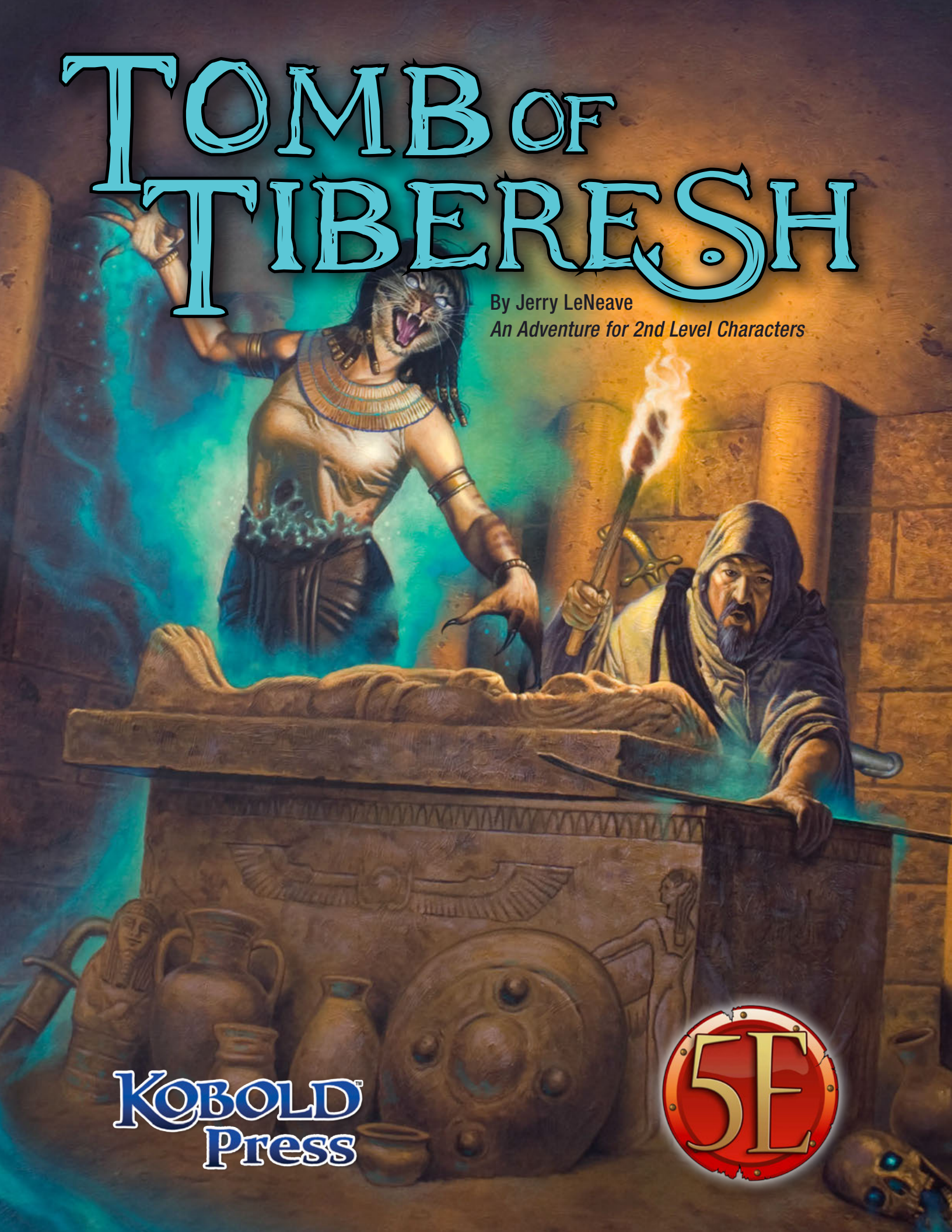


TOMB OF TIBERESH

By Jerry LeNeave

An Adventure for 2nd Level Characters



KOBOLD
Press



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A *Southlands* adventure for 2nd-Level Characters

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ISBN: 978-1-936781-53-9

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For the GM

Tomb of Tiberesh is an adventure set in the *Southlands Campaign Setting*. It's designed for five or six 2nd-level characters and uses the 5th Edition rules.

HISTORY

Just outside Per-Bastet, in the kingdom of Nuria Natal, lie the newly discovered remains of a city once believed to exist only in myth. Until now, the city of Anu-Asir lay submerged under accumulations of sand, floodwater, and tall tales. It is home to a population shrouded in mystery and rumors of magical decimation brought upon them by a false prophet. Although it lies in largely unexplored ruins, Anu-Asir is now a hub of activity for those wishing to uncover its secrets and profit from them. Doves of the curious, hopeful, entrepreneurial, and eccentric, as well as those with less pure intentions, congregate around the unearthed city.

Just outside Anu-Asir, north of the city walls and across the River Nuria, lies another recently surfaced relic: the Pyramid of Tiberesh. A narrow limestone causeway leads from the city gates to the pyramid's mortuary temple across the river. Scholars claim this pyramid is the burial place of the prophet and self-proclaimed god-king Tiberesh. Little is known about Tiberesh, but most ancient legends attribute the disaster that plunged the city beneath the sand and the plagues that swept over its people to his hubris.

SYNOPSIS

A traveling archaeological team, Golden Falcon Antiquities (GFA), has set up a bustling encampment just outside the eastern perimeter of Per-Bastet's walls and south of the river. These scholars issued a call for assistance in surveying residential areas, mapping tombs, and recovering relics and valuables from within them. Golden Falcon Antiquities pays well

for this assistance, and anyone pursuing these jobs is thoroughly interviewed in an effort to weed out lurking thieves and looters. While documenting the history of the local people is important to GFA, its top priority remains uncovering what lies inside the Pyramid of Tiberesh. GFA is seeking a very particular group of explorers with the right combination of talents who will agree to a rigorous contract relating to anything they find inside the pyramid.

While many adventurers seek fame and fortune in Anu-Asir, GFA will only retain one group of explorers at a time for security reasons. An escort will see them to the pyramid and set up camp outside for three days awaiting their return and then bring the group back to the main GFA encampment for contract fulfillment and distribution of anything brought out of the tomb.

Provided they survive, adventurers meet back with GFA at the end of the adventure for one final interaction, and a plot twist of your choice from the sidebar at the end of Part 3.

CITY OF ANU-ASIR

Lost to the sands of time for hundreds of years, the city of Anu-Asir recently emerged from the dunes, and archaeologists, explorers, adventurers, scribes, and scoundrels from all around the Southlands now flock to it. While some portions of Anu-Asir remain buried or completely eroded, recent developments in archaeology along with an unexplained shift in the strength and direction of the wind has begun to unearth the city. The powerful magic holding Tiberesh at bay beneath his pyramid is beginning to wane and he is stirring within his tomb, causing the shift.

The city itself is about 2 square miles, filled with tightly packed gypsum and clay homes of simple design. It lies slightly below the river level, so flooding was (and still is) a possibility for the city. Recent digs show evidence of the entire city being submerged at one point. Two open areas in the city, one to the northeast and the other to the southwest, served as a bazaar and trading location, but now are staked off so they can be explored for archaeological finds. Larger houses that speckle the city were once occupied by royalty or those who were close to Tiberesh who were granted small portions of the city to oversee while he was away gathering slaves to further expedite the building of his tomb.

TIBERESH, FALSE PROPHET AND SELF-PROCLAIMED GOD-KING

Tiberesh was a human sorcerer who came to Nuria Natal with an unknown past and found kingship through fear and blasphemous magic. He wore a finned headdress with a stalk in the center, resembling an angler fish. In hieroglyphics he is depicted as a fish-headed god wielding a dagger in one hand and a hook-shaped rod studded with gems in the other. His foul magic angered the protective spirits of the River Nuria. The spirits cursed the city, filling it with plague and floods.

Knowing he was not truly a god, Tiberesh also understood the river was more powerful than him. To overcome this deficiency, he set into motion plans to ascend to true godhood. This required he take his own life and put his body into stasis as he journeyed through the afterlife so he could emerge centuries later as a deity greater than Aten, Horus, and Bastet combined. Many lives were sacrificed in a blood ritual for live mummification, and Tiberesh began his journey on the path to divinity.

That was centuries ago. Now Tiberesh is stirring again and his influence is beginning to spread across the land. The curse on the land was lifted long ago, as the river spirits dealt with greater concerns, easing the way for Tiberesh's rebirth.

GOLDEN FALCON ANTIQUITIES

Disguised as a varied group of scholars, entrepreneurs, artificers, and lore masters traveling the land in search of lore and enlightenment, Golden Falcon Antiquities is actually a front for a cult devoted to the resurrection of Tiberesh. Sensing that his presence has returned to the world, cultists of Tiberesh are gathering in the corners of Nuria Natal. Those who make up Golden Falcon Antiquities are on the front lines of their efforts.

Some members of GFA are sincere to their profession, but that sincerity comes second to uncovering knowledge regarding Tiberesh's re-ascension to power. Golden Falcon Antiquities is putting on a legitimate archaeological dig to detract from their true intent, which is finding prime candidates for sacrifice to bring their long-awaited god back to power. The digging and

the contract for exploring the tomb fall into line with those plans, as doing all the legwork themselves could look suspicious.

Local authorities are not interfering with or regulating GFA's activities because of the superstitious belief that a curse still lies upon the city of Anu-Asir. Because of this, the city itself and the GFA encampment are lawless areas where GFA can pretty much do as it pleases, although they would have the characters believe they are working under strict guidelines imposed by kingdom officials.





Part 1

Brave Souls Wanted

The adventure opens as the characters find themselves standing in a crowd of people bustling outside the city walls of Anu-Asir in front of the Golden Falcon Antiquities encampment. Each of them is there for their own reasons, though they soon find themselves brought together with a common goal: to explore the tomb of Tiberesh. Read both paragraphs under the “History” heading from the “For the GM” portion of this adventure to the players or paraphrase the information in your own words. Let players discuss the situation briefly, then read the following aloud.

The combination of the desert sun beating down on you and the roiling crowd surrounding the Golden Falcon Antiquities encampment is exhausting. A stocky, dark-haired man standing atop a makeshift wooden pedestal speaks to the crowd. “Those of you who have come to aid in residential excavation, please step this way. If you’re here to inquire about exploring the tomb, please move to the back of the line forming over there,” and he motions toward a line of rough-looking adventurers snaking 50 feet outward from a large tent.

Allow the players to introduce themselves and to elaborate on why they’re in the crowd. It’s likely they’re more interested in searching a tomb for ancient artifacts than in digging through deserted homes for mundane items and shallow graves. If that’s not the case, use elements from their backgrounds and other enticements to gently push them toward the tent. If characters insist on lining up for the mundane jobs, the

GFA hiring agent looks them over, says “we need folk like you on the exploration team, not swinging a pick or sifting gravel,” and sends them to speak with Hazi.

NPCs

Hazi Sucineri is the head of Golden Falcon

Antiquities. He is a middle-aged, bald human with sun-kissed skin, emerald eyes, handsome features, and a tall frame. His kind smile welcomes all who speak to him about the dig, and he is outwardly very excited about uncovering the secrets of Tiberesh’s Tomb. He is constantly accompanied by three bodyguards: 1 gnoll pack lord and 2 gnolls. Each of the two gnolls leads a barely-controlled giant scorpion on a leash.

Lugo Sintini is the stout human directing the crowd. He is Hazi’s assistant, and he oversees the hiring of all other workers aside from the party chosen to explore the tomb.

Galena Ealamassi is a traveling gypsy who has set up a makeshift shop inside the camp with permission from Hazi. She offers common supplies, rations, and basic weapons and armor at standard prices. She has no official connection with GFA.

NEGOTIATING EXPLORING THE TOMB

The characters are the top candidates for the new exploration team. Before they’ll be hired, however, each character must sign a contract with GFA. The contract states the party must provide a map of all passageways of the pyramid interior; a rough sketch will do. Everything brought out of the pyramid must be inspected by GFA personnel. Relics with religious or magical significance automatically become the property of Golden Falcon Antiquities. The explorers can keep 50 percent of all non-relic treasures (coins, gems, grave goods, nonmagical weapons and implements) they find, or they will be paid an equal value for items that have historical value. These terms are not negotiable, and Hazi assures characters that they are standard, even generous, for this type of work—as indeed they are. Any attempt at enchantment is likely to be noticed by Hazi’s bodyguards or Lugo, and being charmed isn’t likely to change Hazi’s position anyway, since he’s offering an attractive deal.

ADVENTURE HOOKS

Beyond the usual enticements—money, experience, adventure, knowledge—here are some other reasons why PCs might be interested in working with GFA to explore the Tomb of Tiberesh.

Church Investigation. A high-ranking clergy member has caught word of Anu-Asir being found and wants someone from the church to look into this place's history to uncover the truth and thwart any evil behind Tiberesh's legacy.

Scholarly Pilgrimage. The fabled city of Anu-Asir may hold the key to several other legends about the area. Perhaps clues from here can help fill out the annals of history.

A Grifter's Dream. Unscrupulous persons who duplicate historical documents, sell archaeological information to competitors, and trade in forged antiquities are always drawn to operations like GFA's. Characters with the right skills aren't above such temptations.

If players hesitate about signing up, prompt them with some of these hooks or with any others that might appeal to their characters. Adapt any hooks that meet the needs of your PCs' motivations.





Part 2

Exploring the Tomb

The Pyramid of Tiberesh is a sizable monument and the crowning architectural achievement of the city of Anu-Asir. It stands 50 feet tall and 100 feet wide with a 10-foot-high wall surrounding its base which extends from the mortuary temple. The mortuary temple stands along the southern face of the pyramid and extends approximately 20 feet outside the surrounding wall. A 15-foot-wide causeway extends from the pyramid, across the River Nuria, and into the city of Anu-Asir.

The pyramid is constructed of limestone blocks like other pyramids of its age. The mortuary temple's entrance is traced in alabaster and inscribed with decadent hieroglyphics inlaid with copper, aquamarine, and turquoise. Looters scraped away most of these adornments to remove the precious metals and gems. There is a gap in the perimeter wall on the east side of the pyramid where grave robbers chiseled through it in an effort to gain access to the Queen's chamber. Except where descriptions state otherwise, the interior of the pyramid is finished with featureless limestone blocks, has 10-foot ceilings, and contains no light sources.

1. CAUSEWAY

The limestone causeway is 15 feet wide and extends several hundred feet across the Nuria Natal River.

Deep ruts are worn into the limestone from the travel of carriages. Both sides of the causeway are lined with low walls adorned with alabaster hieroglyphs of a fish-headed god.

Characters who make successful DC 10 Intelligence (History or Religion) checks recall the significance of the fish-headed god Tiberesh, whose depictions relate back to the strength of the River Nuria and how it carries life in and out of the Kingdom. Tiberesh often compared his wisdom and power to the river.

2. MORTUARY TEMPLE

The causeway ends at a wide archway that opens into a symmetrical courtyard of granite paving stones and columns carved with depictions of the setting sun across the kingdom. Four shallow alcoves flank a narrow opening leading to the entrance hall, two on either side. Each alcove contains a depiction of naked humanoids sacrificing themselves in various bloody ways.

Characters who make a successful DC 10 Intelligence (History) check recall that Tiberesh was known for ritual sacrifices, but such sacrifices were a common aspect of magical practice during Tiberesh's time. With a successful DC 15 Wisdom (Perception) check, a PC notices some of the shapes in the carvings are actually small emeralds covered by plaster (2 emeralds per alcove, 10 gp each)

2A. ENTRANCE HALL

This triangular room has a 10-foot-high, curved ceiling and is 20 feet wide at its northern end, which is set with massive golden doors with brass pull rings. Each door has a carving of the fish-headed god facing the opposite door. The depiction on the left door wields a dagger, while the one on the right shows him wielding a curved rod.

The doors are unlocked but are very heavy; a successful DC 15 Strength (Athletics) check is needed to open them.

2B. BROKEN PERIMETER WALL

A 5-foot gap has been broken through the wall around the pyramid here, probably by looters. The sharp edges of broken stone show little sign of erosion.

If PCs inspect this area further, read this aloud.

A trail of faint footprints and drag marks in the sand parallels the wall northward for about 40 feet before taking a sharp turn to the left, where you can see from scuff marks on the stone that someone scaled the face of the pyramid to a point about 10 feet above ground level. There a hole has been chiseled into the limestone of the pyramid.

2C. QUEEN'S TUNNEL

A small tunnel cut through the side of the pyramid leads straight to the Queen's Chamber (area 13) and serves to bait grave robbers to their doom.

Approximately 10 feet up the wall of the pyramid is an opening that looks hastily cut through the limestone.

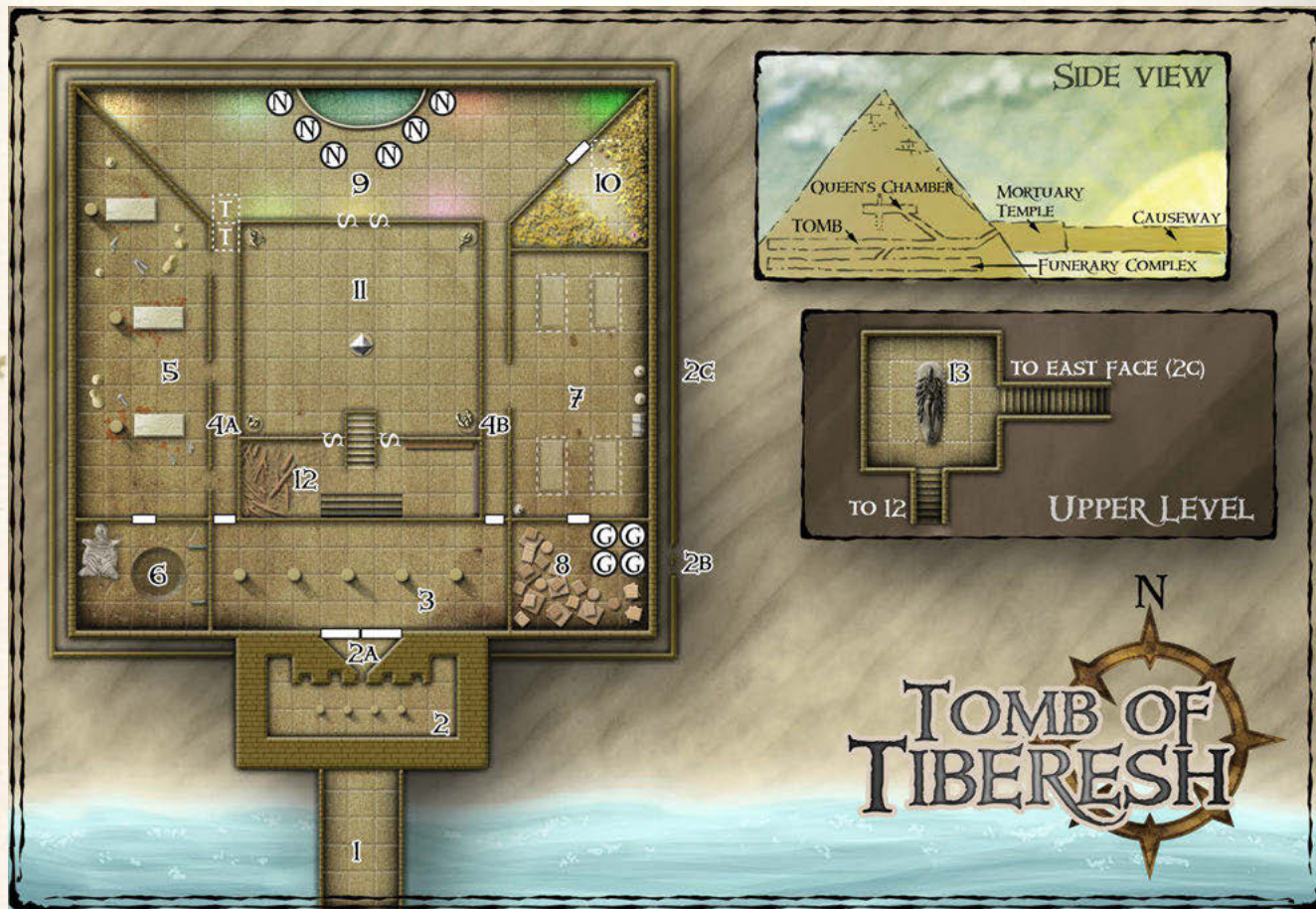
This cramped tunnel is only a few feet wide and tall; Medium characters must crawl on their hands and knees, and Small characters must crouch to traverse it. The walls, floor, and ceiling are roughly cut. The passage climbs upward at a 35-degree angle


3. ANTECHAMBER

Five smooth, granite columns stand across this 55-foot-wide chamber; the bodies of three gnolls lie slumped on the floor in a dark stain of dried blood. Their tools—hammers, chisels, prybars, and rope—are scattered around them. The otherwise pristine granite walls are splattered with dried blood. There are two brass doors at opposite ends of the north wall.

Inspection of the bodies shows they are fresh corpses, crisscrossed with lacerations. Any examination of the bodies reveals that the wounds were inflicted by claws, but a successful DC 15 Wisdom (Medicine) check reveals that some wounds are clean cuts from a slashing weapon. An obvious trail of blood leads toward the eastern door and area 4B.

Treasure. The gnolls wear leather armor and each carries a scimitar and short bow. The armor would need extensive repair and modification to be usable by





anyone who's not a gnoll. Each suit can be sold for 2 gp or repaired for 6 gp. The corpses also have a total of 17 gp, 15 sp, 13 arrows, and a small bronze idol of a cat with aquamarines set into its eyes (worth 50 gp).

4A. WEST HALL

This hallway is 5 feet wide. Three evenly-spaced granite archways line the west wall. A sickly smell wafts in the air.

All three archways lead to the preparation chamber (area 5).

At the end of this hallway is a **deadfall trap** triggered by a pressure plate (T) in the floor where the hallway enters area 9. The trigger has Stealth +2; make a Stealth check, with advantage, for the trap and compare its result to the passive Perception scores of characters who approach within 5 feet of the trigger. Anything weighing more than 75 lb. touching the plate triggers the trap, a massive (10 x 10 x 5 feet) granite block that drops from the ceiling to hit the floor just north of the pressure plate. Any creature in the squares marked "T" must make a DC 13 Dexterity saving throw. If the saving throw succeeds, move the character into a random adjacent space in area 9 or back into the hallway. If the saving throw fails by 4 or less, the creature takes 2d6 bludgeoning damage and its leg is pinned under the block. It can be freed with a successful DC 13 Strength check, but each time the check fails, the trapped character takes another 1d6 bludgeoning damage. If the original saving throw fails by 5 or more, the creature is instantly crushed to death.

This trap's purpose is to split up groups of intruders who enter the nkosi's den and to thin their numbers. Tiberesh's slaves knew to take bodies prepared for rituals or mummification directly to his tomb through the trap door in the floor of area 6 instead of traversing the main hall.

4B. EAST HALL

This hall is long and featureless, aside from the decorated limestone archway on its right side. The archway depicts dog-headed guards facing one another, each holding a spear at its right side so that it extends across the hallway and touches the opposite guard on the left shoulder.

There are no traps or magic in this hallway.

5. PREPARATION CHAMBER

Three large granite slabs, each with a thin, 6-foot-high pillar nearby, dominate this large room. Calcite canopic jars and varied iron instruments litter the floor. The stench of entrails and blood seems to have been sealed in with the sands of time, as the smell here is pungent. Old blood stains are apparent on the floor and the pillars.

The south wall of this room contains a painted golden door inlaid with a mosaic of lapis lazuli scarabs and a jade serpent (worth a total of 100 gp). A heavy brass lock is set into the door; it can be opened with thief's tools and a successful DC 15 Dexterity check.

Just under the lip of the northmost table is a hidden lever with the face of Anubis at its end. It can be found with a detailed search of the table or with a successful DC 15 Wisdom (Perception) check scanning the room. The lever is a manual release for the deadfall trap at the end of hallway 4A; it drops the stone, but it does nothing to lift it.

6. ENVENOMING CHAMBER

A large, circular basin sits in the center of the room. Two protrusions from the east wall are corroded and stained a vibrant green color. The floor here is not smooth like the rest of the pyramid but is riddled with pockmarks and tiny craters. A tattered and decaying zebra rug lies on the floor in the northwest corner, with a large urn resting atop it.

A character who makes a successful DC 10 Intelligence (History) check understands that this room was used for drawing venom from snakes and acids from other creatures. The extractions were used

as poisons, as medicine, as magical and alchemical ingredients, and in religious rites. The urn and the tattered rug cover a stout wooden trapdoor; opening the trapdoor reveals a ladder leading down to the southern end of area 17. The floor shows signs of foot traffic toward the rug, but the rug itself, though tattered from age, doesn't show correspondings signs of wear. This fact is noticed by anyone who scans the room and makes a successful DC 15 Wisdom (Perception) check.

7. MENAGERIE OF THE FORGOTTEN

This long, plain room contains a few randomly-placed urns and a small bronze chest that's pushed against the wall in front of the entrance.

As characters begin examining the room, read the following aloud.

As you traverse the room, a subtle feeling moves over you. Glancing up, you notice four stone sarcophagi mounted on the ceiling, each containing a mummified corpse held in place with iron spikes.

This room served as a hall of honors for Tiberesh. Some of his finest conquests and sacrifices are entombed here: those who challenged him, mighty warriors and local legends. When Tiberesh defeated one of these foes, he would entomb them here as an example to those who might oppose his boundless desire for conquest and power.

The urns are empty. The bronze chest is inlaid with red velvet and embossed with the face of a feline. Each of the four sarcophagi contains a limestone placard with a name chiseled into it: Xerx, Phi, Tosanath, and Baelxi. Any further details about these individuals and their deeds are lost to the ages.

Each sarcophagus contains a **swarm of beetles** (swarm of insects). If a sarcophagus is disturbed, the scarabs swarm out and attack. Another swarm joins the fight each round until all four are involved. The sarcophagi contain nothing else but the corpses, which were entombed with nothing of value.

Beetle Swarm (4): AC 12; HP 22 (5d8); Spd 20ft, climb 20ft, burrow 5ft; **Melee** bite (+3, 4d4 piercing or 2d4 piercing if swarm has one-half or fewer of its original hit points); **Resist** bludgeoning, piercing, slashing; **Immune** charm, fright, paralysis, petrification, prone, restraint, stun; **Str** -4, **Dex** +1, **Con** +0, **Int** -5, **Wis** -2, **Cha** -5; **Senses** blindsight 10ft; **Traits** swarm; **AL** un; **CR** 1/2; **XP** 100.

8. STORAGE ROOM

This chamber has a lower ceiling than others you've seen. It's piled to the top with canopic jars and with wooden crates of every size and shape.

Four grave robbers—a **gnoll pack lord** and **3 gnolls**—are resting in this room. They attack as soon as someone opens the door, but they'll also come out to investigate if they hear loud noises or conversation in area 7, if someone sets off the trap in area 10, or once the obelisk puzzle in area 11 is solved.

Characters who search the crates quickly realize that most of them are empty; sometime in the past, they were carefully pried open, emptied of valuables, then reclosed and restacked so they would look undisturbed. Only a handful were overlooked by the looters. If characters spend 10 minutes shifting and checking crates and jars, they find 2d6 small, decorative bronze boxes, each containing three vials. Each vial has only a 1-in-6 chance to not be broken. The perfumes the vials contained evaporated long ago, but an unbroken vial is worth 1 gp and each bronze box is worth 5 gp.

Gnoll Pack Lord: AC 15; HP 49; Spd 30ft; **Melee** bite (+5, 1d4+3 piercing), glaive (+5, 1d10+3 slashing); **Ranged** longbow (+4, 150ft/600ft, 1d8+2 piercing); SA multiattack (glaive x2 or longbow x2, plus incite rampage), incite rampage (recharge 5-6; one creature within 30ft, line of sight, and with rampage trait can use reaction to make an immediate melee attack); **Str** +3, **Dex** +2, **Con** +1, **Int** -1, **Wis** +0, **Cha** -1; **Senses** darkvision 60ft; **Traits** rampage (if gnoll's melee attack reduces an enemy to 0 hp on gnoll's turn, can use a bonus action to move half speed and bite); **AL** CE; **CR** 1/2; **XP** 100.

Gnoll (3): AC 15; HP 22; Spd 30ft; **Melee** bite (+4, 1d4+2 piercing), spear (+4, 1d8+2 piercing); **Ranged** spear (+4, 20ft/60ft, 1d6+2 piercing), longbow (+3, 150ft/600ft, 1d8+1 piercing); **Str** +2, **Dex** +1, **Con** +0, **Int** -2, **Wis** +0, **Cha** -2; **Senses** darkvision 60ft; **Traits** rampage (if gnoll's melee attack reduces an enemy to 0 hp on gnoll's turn, can use a bonus action to move half speed and bite); **AL** CE; **CR** 1/2; **XP** 100.

9. GRAND HALL

Seven magical torches light the room, each a different color. A shallow reflecting pool abuts the wall, and the colored torchlight reflecting off ripples on the water cast a kaleidoscope of color onto the walls. Larger-than-life carvings stretch across the northern wall of the chamber, spanning the entire width of the pyramid. Three large, bronze lion statues flank each side of the pool. The relief carvings on the north wall depict falcon-headed men slaying a lion with spears. Above the pool, painted servants pour water into its basin, with a rainbow painted on the horizon behind them. On the south wall, multi-colored scarabs are depicted on a 10-foot stone tablet. To the east and west are diagonal walls. The east wall holds a metallic door with a rusted iron lock, and a sarcophagus stands near the west wall.

The lion statues are actually **6 nkosi** in hunter's form (N) under an illusionary and stasis effect making them appear to be statues. The deception can be noticed with a successful DC 15 Intelligence (Arcana) check. They attack if they're moved, damaged, or climbed onto; if the sarcophagus is opened; if characters splash water onto the first two scarabs on the tablet or damage the tablet; or if the lock on the eastern door is tampered with.

Nkosi (6): AC 15; HP 11; Spd 30ft; Melee bite (+5, 1d6+3 piercing), scimitar (+5, 1d6+3 slashing; nkosi form only); **Ranged** hunga munga (+5, 20ft/60ft, 1d6+3 piercing; nkosi form only); **Str +3, Dex +3, Con +1, Int +0, Wis +0, Cha -1; Skills** Survival +2; **Senses** darkvision 60ft; **Traits** keen smell, shapechanger (can use its action to transform from nkosi form into Medium Zwana lion or vice versa; clothes and gear don't transform; lion's spd is 50ft, other attributes unchanged); **AL LN; CR 1/2; XP 100.**

The sarcophagus contains the dessicated corpse of an nkosi, wrapped like a mummy. Concealed in the wrappings are 1d6 small gems worth 15 gp apiece. The box holds nothing else of interest.

The stone tablet conceals a doorway into the obelisk chamber. Seven scarabs are carved into its surface, each about two handspans across and each a different color. At the center is a violet scarab. The others are arranged

in vertical arcs, three on either side of the central scarab, as indicated roughly below.

Yellow
Blue
Red

Violet

Green
Purple (Indigo)
Orange

These scarabs must be moistened with water from the pool in the order of the colors of the rainbow (red, orange, yellow, green, blue, indigo, violet). If that's done, the tablet unlocks and slides aside, revealing the obelisk chamber and the alabaster staircase to the funerary complex below.

Close inspection of the reflecting pool and mural area reveals that the floor is wet; water from what should be a completely still pool was splashed over the edge. A search of the room reveals a trail of water droplets between the pool and the scarab tablet. Provide this hint if players are having trouble with the scarab puzzle.

The door into area 10 is plated in gold, and the iron lock is rusted. It can be opened with thief's tools and a successful DC 15 Dexterity check or with a successful DC 15 Strength (Athletics) check.

10. FALSE HORDE, KEY TO THE OBELISK

This chamber is filled with real riches, but it is meant to serve as a trap for careless grave robbers and tomb defilers who find their way into the pyramid. It does, however, contain one critical piece to reaching Tiberesh's funerary complex. The iron lock on this door is rusted from moisture in area 9. It can be opened with thief's tools and a successful DC 15 Dexterity check or with a successful DC 15 Strength (Athletics) check.

This triangular chamber is brightly lit by a single magical torch in a sconce hanging from the ceiling. Scattered haphazardly over the floor are gold coins, goblets, items of jewelry, and other grave goods. In the far corner of the room is a short pedestal, on top of which rests a fist-sized, lapis lazuli carving of a scarab. The carving emits a faint, purple glow.

The items scattered around the room are obviously valuable, although it's not an enormous treasure. Mixed in with the valuables are many less valuable items such as cooking pots and utensils, stools and small tables, clothing, shoes, and some things that undoubtedly had cultural importance at the time Tiberesh was entombed but whose use is no longer apparent. These include five sandstone disks about 8 inches in diameter and 1 inch thick. All but one are blank; it has a raised carving of a leaping fish. All five disks are inside the

area marked out with a dashed line on the map.

The general disarray of the chamber is meant to create an impression that grave robbers have already rifled through it, scattering valuable trinkets everywhere in their hasty search for large gold objects and gems. In fact, grave robbers have never entered this chamber. The room's arrangement is very precise, because the entire floor is a crazy-quilt of pressure plates; each valuable item rests atop a stone plate carefully calibrated to the item's weight. If any valuable item is picked up or moved aside, the **suffocating sand trap** is triggered. Nonvaluable items, including the sandstone disks, aren't trapped this way.

A character who carefully examines a piece of treasure before picking it up, or who examines the floor in general, notices a pressure plate with a successful DC 13 Intelligence (Investigation) check. A character who reaches for an item without inspecting it notices the trap in time with a successful DC 18 Wisdom (Perception) check. If the trap is spotted, it can be disarmed with thief's tools and a successful DC 15 Dexterity check, but a result of 10 or less sets off the trap. Each 5-foot by 5-foot area must be disarmed individually. Each 5 x 5 square yields 2d6 x 10 gp worth of small gems, jewelry, and valuable trinkets.

The lapis lazuli scarab on the pedestal is just magical enough to cast dim light in a 5-foot radius. It has no other power. It's exquisitely beautiful, however, and is worth 240 gp. The pedestal is trapped the same way as all the other valuable items. This trigger can't be disarmed but it can be defeated if a precise counterweight is added to the pedestal as the scarab is removed. Executing that maneuver flawlessly (without triggering the trap) requires a successful DC 15 Dexterity (Sleight-of-Hand) check. Failure triggers the trap.

If the trap is triggered anywhere, the chamber shudders with a heavy cracking sound and dozens of fist-sized stone plugs rain down from the ceiling, immediately followed by cascades of sand pouring through the opened holes. The entire room instantly becomes difficult terrain and a stone slab begins descending noisily across the doorway. At that point, have characters roll initiative to set the turn order. Everyone in the room takes 1d10 bludgeoning damage from falling stones, or half damage if their initiative result is 13 or higher (the initiative roll doubles as a Dexterity saving throw). A character who rolls a natural 1 for initiative is knocked unconscious for 2 minutes.

It takes one full round for the stone slab to fully descend and seal the doorway. Anyone who can reach the doorway (remember the entire chamber is difficult terrain) can use an action to catch the falling stone before it seals the opening. No normal objects (swords,

shields, prybars, bricks, etc.) will support the stone; they just bend or snap under its weight. Only heroics can keep this door open! Have the character make a Strength (Athletics) check and find the result below.

15 or higher: The character takes 1d6 bludgeoning damage but the slab is held open at shoulder height until the start of the character's next turn, when he or she must repeat the check. Other characters can move under the stone normally.

10 to 14: The character takes 2d6 bludgeoning damage but the slab is held open at knee height until the start of the character's next turn, when he or she must repeat the check with disadvantage. Other characters can move under the stone by crawling.

9 or lower: The character can't support the stone's weight. He or she takes 3d6 bludgeoning damage and the stone crunches to the floor, sealing the doorway. The character may be inside or outside the chamber, depending on where he or she was standing.

Additional characters can join the effort to support the stone by taking the Help action, but only one character per round makes the Strength (Athletics) check. Once it's down, the slab can't be lifted again; it must be destroyed. The stone has AC 17 and 22 hit points, and it has resistance to all forms of damage except acid, bludgeoning, force, lightning, and thunder. If the slab takes cold damage, it becomes vulnerable to bludgeoning, force, and thunder damage for one round.

More importantly, the slab has a circular depression at its center, about 8 inches across and 1 inch deep, with an etched depiction of a leaping fish inside it. If the sandstone disk with the fish carved onto it is placed in this depression with the fish facing into the door (not out toward the room), the raised fish on the disk depresses the etched fish in the door like a key. A grinding sound is heard from above the ceiling and sand stops pouring into the room. The stone slab doesn't rise, however; characters must devise their own method to reopen the doorway.

The chamber fills completely with sand in 4 rounds. Anyone still inside at the end of the 4th round after the trap was sprung is paralyzed and begins suffocating, unless the sand is stopped before then.

11. CHAMBER OF THE OBELISK

At the center of this large, magically lit, square chamber is a 15-foot tall alabaster obelisk sitting atop a low circular pedestal. In each corner stands a 10-foot statue of a man. Each statue is posed differently but all point toward the obelisk. In the northeast corner, the statue portrays a naked man grasping a jug that he's pouring toward the obelisk. In the northwest corner, an armored, falcon-headed humanoid is poised with a spear ready to be hurled toward the obelisk. The statue in the southwest corner is a gaunt man with deathly, decaying features whose hands are pulling apart his sternum to reveal his heart. The statue in the southeast is of a robed man holding an open jar in one hand, and its lid in the other. His exposed arms are covered with deep, bleeding punctures.

The ceiling in this chamber is 20 feet high, to accommodate the towering obelisk.

Each statue represents something precious to Tiberesh. The man exposing his heart represents the Scarab of Rebirth that the pharaoh sought in life; it was rumored that the person who allowed the scarab to burrow into his flesh could defy death. The robed man is a snakebite-riddled servant; these acolytes milked snake venom for use in rituals and assassinations. The wounds can be identified as snakebites with a successful DC 12 Wisdom (Medicine) check. The spear-wielding, falcon-headed man represents Tiberesh's defeated enemies, and the naked man with the water jug depicts those followers who revered Tiberesh as the fish-headed god king.

The obelisk and the floor around it are spattered with blood. The blood didn't come from this chamber, but trickled down from the spiked pit trap in area 13, The Queen's Tomb, which is directly above this chamber. Joints between the stonework of the ceiling are also darkly bloodstained.

Characters with passive Perception 14 or higher notice something red faintly reflecting their light from atop the obelisk.

The alabaster obelisk is covered with hieroglyphics traced in gold and turquoise. All of them recall tales of Tiberesh and his many conquests; a character who makes a successful DC 15 Intelligence (History) check can get the general sense of the symbols, though their precise meaning is lost to time.

Approximately 4 feet above the base of the obelisk on all four sides are circular depressions about 8 inches in diameter. PCs must place the appropriate sandstone disks from areas 10 and 12 into these depressions to gain entry into the funerary complex. The correct combinations are:

Enemy Spearman -> **Lion**

Revealed Heart -> **Scarab**

Snakebitten Servant -> **Snake**

Naked Waterbearer -> **Fish**

Nothing happens until each socket contains a disk. At that point, any disk in the wrong socket unleashes its curse on the creature who misplaced it.

Scarab's Feast. Tiny scarabs pour forth from underneath the sandstone disk and burrow beneath the fingernails and flesh of the character, who takes 1d10 piercing damage, or half damage with a successful DC 14 Constitution saving throw. In either case, the frail carapaces of the scarabs are crushed beneath the victim's skin, leaving permanent reddish-black trails on their hands and forearms until *remove curse* or comparable magic is cast on the character.

Serpent's Envenom. The character collapses to the floor as he or she suffers a spasm that leaves them paralyzed and suffocating. The character takes 2d6 poison damage and is poisoned for 1d4 hours; a successful DC 14 Constitution saving throw halves the damage and negates the poisoned condition. The spasm and paralysis pass within seconds, so there is no other damage.

Fish's Submersion. The character begins drowning as his or her lungs fill with water. The character takes 1d8 necrotic damage, gains 1 level of exhaustion, and is incapacitated for 1 minute as they cough up water; a successful DC 14 Constitution saving throw halves the damage and prevents the exhaustion.

Lion's Pride. The spirit of a pride lord courses through the character, who takes 1d8 psychic damage and becomes boastful and adversarial toward the other characters for the next hour. The affected character is not considered an ally and won't help, or accept help from, other party members for the duration of the effect. A successful DC 14 Wisdom saving throw halves the damage and prevents the other effects.

When all four sandstone disks are placed in the proper spots, the obelisk sinks into the floor with a grinding sound, revealing a sacrificial dagger (see appendix) at its apex and opening the way to area 12, which allows access to the stairs down to the funerary complex.

With a resounding click, the sound of stone grinding on stone fills the room as tiny pebbles and sprinkles of sand crumble from the walls and ceiling. The obelisk spirals slowly into the floor, eventually coming to rest with only its top two feet still rising above floor level. The hilt of a dagger with a ruby pommel protrudes above a slot at the apex of the obelisk. On the south wall, two stone slabs slide aside, revealing an alabaster staircase that leads downward.

The dagger lifts easily from its slot in the obelisk. The stairs are in area 12, and they lead down to Part 3, The Funerary Complex.

12. FUNERARY FOYER

This wide, rectangular space was used for funerary preparations. Several calcite shelves line the walls to the east, and many more lie crushed in a pile of rubble along the west wall. Sandstone pots, urns, plates, various receptacles, as well as miscellaneous clay trinkets and offerings litter the floor. One narrow and very steep staircase leads upward to the north from the room, and a wide staircase leads downward to the south.

A five-minute search of the chamber turns up the following items.

- Two sandstone disks, one with a scarab carving on it and another with a snake carving.
- Many unused urns, pots, and plates.
- A bundle of parchment tied with hemp twine. It contains two corked vials of red liquid (*potions of healing*)

A search of the rubble accompanied by a successful DC 12 Intelligence (Investigation) check finds the following.

- A sandstone disk with a carving of a lion on it.
- A small urn with an intact lid. Inside are the remains of a cat. If these remains are disturbed, a spectral cat appears and follows the offending character for the duration of the adventure. The cat's name was Phon Xie, and it was the lifelong companion to one of the warriors who was sacrificed and entombed in the Menagerie of the Forgotten. If the cat's bones are placed in the bronze chest there, the warrior's soul finally attains rests and he bestows a boon upon the entire party, granting them the benefits of the *bless* spell for the next 48 hours.

The north staircase leads steeply upward toward a limestone archway that opens into 13, The Queen's Tomb. The south stairs lead down to Part 3, The Funerary Complex.

This 15-foot-wide staircase is built entirely from carved alabaster. The banisters are carved to depict wavelike patterns. A fish with oversized eyes and jagged teeth made from gold and turquoise appears between the waves at irregular intervals along the handrail. The stairwell cascades downward into darkness.

13. THE QUEEN'S TOMB

At the center of this 25-foot-square chamber lies an ornate coffin depicting a dark-haired beauty lying with her arms crossed. Each hand grasps a golden scepter. Falcon's wings spread outward from her back. The lid of this golden sarcophagus appears untouched for ages.

The areas flanking the sides of the sarcophagus are hidden trapdoors over 20-foot-deep **pits lined with poisoned spikes**. The area is recognized as suspicious with a successful DC 15 Wisdom (Perception) check; a followup DC 15 Intelligence (Investigation) check is needed to identify the specific danger. The trap resets automatically one hour after being triggered. The bottom of the pit is littered with bones plus the relatively fresh corpses of two gnolls. A character who falls into a pit takes 2d6 bludgeoning damage from the fall plus 2d4 piercing damage from spikes plus 1d6 poison damage.

With a successful DC 13 Intelligence (History) check, a character recalls no mention of Tiberesh ever taking a bride, which should raise suspicion about the room. The sarcophagus requires a successful DC 15 Strength (Athletics) check to force open. The only thing inside is a grinning funerary mask made of bronze, worth 25gp to a sage or collector.



Part 3

The Funerary Complex

By descending beneath the sand along the alabaster staircase, characters bring themselves face to face with Tiberesh himself.

14. HALLOWED HALLS

The wide staircase opens into a long chamber that wraps around the pyramid, curving toward the north. Over centuries, the surrounding sands have sifted through the stonework to form drifts across the passages. The passageway is wide, but the sand chokes it down to 3 feet or less at many points. The walls are covered in hieroglyphics and artistic depictions that tell a clear story. As character begin moving north toward area 15, read the following.

As you travel through the sand-clogged corridors, the wall hieroglyphics tell a story. You see the gods and a blazing sun creating the world: mountains and rivers burst and spill out from the earth. The focus shifts to a single river, the Nuria. Human shapes gather the life-giving water while a dark shape beneath the water becomes larger and larger as you progress. The shape is a great fish with some sort of pseudopod or other protrusion extending from the center of its forehead. The pseudopod sheds light that dispels the underwater darkness. The fish's soulless black eyes and layered rows of sharklike teeth begin to dominate the depictions, which become progressively darker as the creature grows in size. Finally, from void, light is seen again and it takes the shape of a fish-headed humanoid. The final panels show Tiberesh's birth, the extinguishing of

the sun, and other gods lying dead. The depictions and the corridor end at a large collapse that blocks further passage to the north, but a set of massive golden doors are set into the western wall.

15. THE ONYX GATE

The doors are formed from a massive, onyx disk flecked with turquoise that was split down the center and hinged on the right and left. The shape of the head of an angler fish is carved into the stone; its nostrils serve as pull rings. Beside the doors is a small shelf holding four turquoise stones. Each stone bears a rune depicting a different animal.

The runes are boons for those about to step into Tiberesh's tomb. In the god-king's arrogant mind, they are insults, indicating his belief that invaders have no hope of defeating him even with his help! Each rune can grant a small boon to the party for one hour, and each can be used only once.

The door is not locked, cursed, or harmful in any way, though it looks foreboding enough. An obvious depression in the angler fish's right eye is the size and shape of one of the turquoise stones. Placing one of the runestones in this depression triggers one of the following benefits. The effect is invisible and unnoticeable to characters until it comes into play, but a PC who makes a successful DC 14 Intelligence (Arcana) check is aware that something happened.

Lion. *"A white light traces the outline of the Lion before fading quickly as a faint gust of cool wind blows over you."* Everyone gains a +1 bonus on saving throws for the next hour.

Scarab. *"The carapace of the beetle glows as if red hot. After a moment the glow fades and the carapace appears to be made of iron."* Everyone gains a +1 bonus to AC for the next hour.

Snake. *"The carving of the snake animates on the surface of the rune, its body quickly changing shape before settling in an aggressive pose."* Everyone gains +1 damage on their attacks and spells for the next hour.

Cat. *"The air around you falls deathly silent as the rune crumbles into fine, black dust. A voice whispers something indiscernible in the distance, and you feel*

a weight lift from your shoulders.” The entire party has been graced by luck. Every character gains inspiration. If a character was already inspired, they get no additional bonus.

16A. SARCOPHAGUS ALCOVE

Beyond the onyx gate is an oddly-shaped room containing a long alcove. Several sarcophagi are propped against the walls in that alcove, alongside their lids. The hallway continues to the west along the south side of that alcove, eventually turning northward.

This hall was used to store the mummies and guardians intended to join Tiberesh in his tomb; he wanted his most loyal subjects to be buried alongside him. Unfortunately for him, few completed the process. This room contains eight empty sarcophagi. Clever players might use these sarcophagi to stop the rolling statue in the next hall.

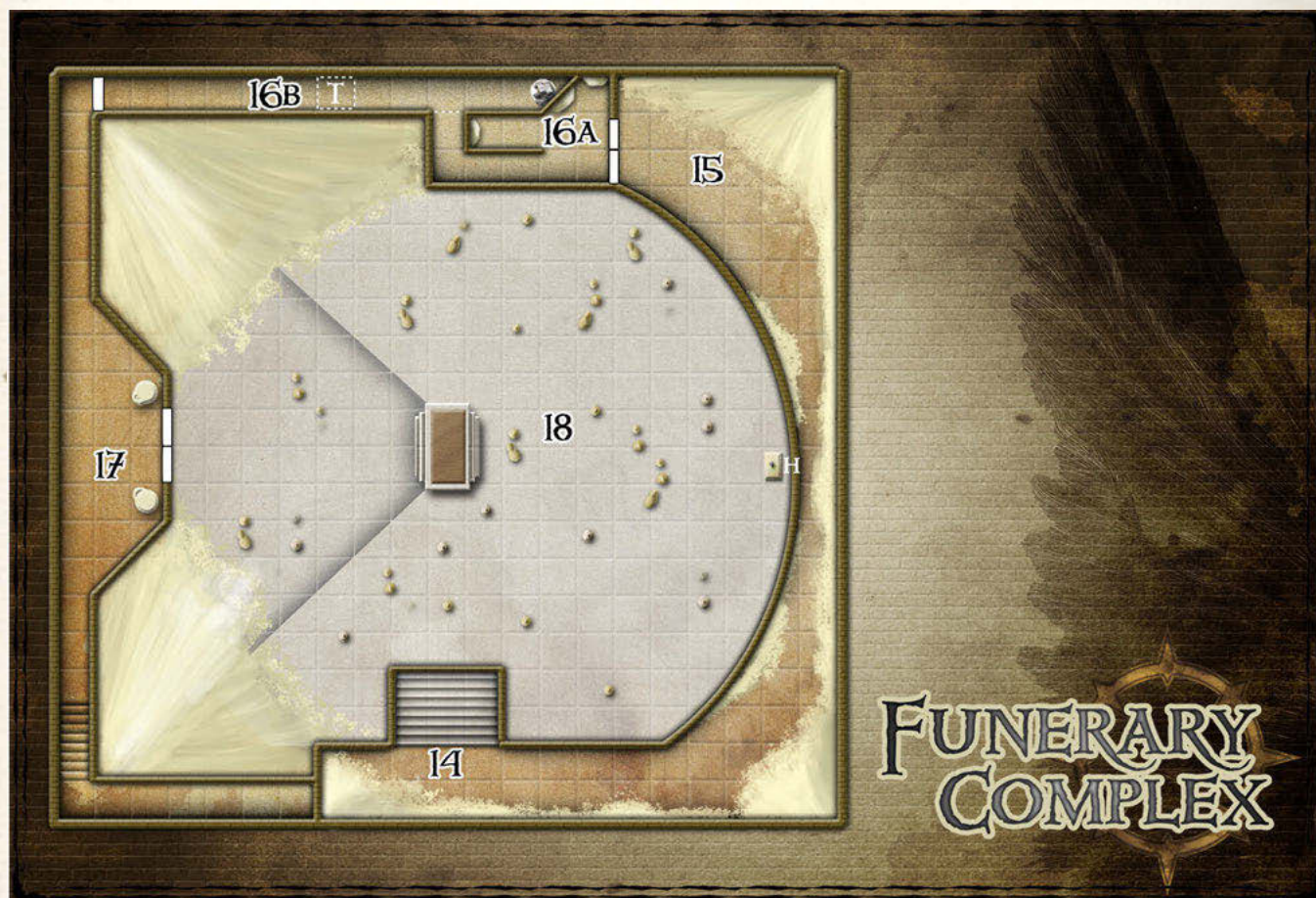
The doorway leading to area 16B is closed off by a portcullis, which is operated by a simple lever on the adjacent wall.

16B. HALL OF BONE

The passageway here forms a T intersection. The floor is covered in stony debris. About 15 feet to the east, the passage is blocked by an immense statue of a gypsphinx. To the west, the featureless hallway stretches into darkness.

Any character examining the thick layer of debris on the floor notices that most of it is actually fragments of bones. All of the bones are smashed into pieces; none are intact.

The statue nearly fills the passage, but characters can see past it well enough to determine that the passageway dead-ends behind the statue. The figure obviously weighs several tons and appears immovable. The gypsphinx's paws are curled around a large cylinder at the base of the statue; the cylinder is one of two rollers on which the statue moves. To the west is a pressure plate in the floor (marked T on the map).



Because of the thick litter on the floor, the pressure plate can't be noticed with Perception. It can be found only by someone who is actively sweeping aside the debris on the floor in a search for traps or irregularities and who makes a successful DC 10 Intelligence (Investigation) check. The plate is only 5 feet across, so it's easy to hop over, or it can be disarmed with thief's tools and a successful DC 10 Dexterity check.

Stepping on the plate triggers the **crushing roller trap**. Read the following when the trap is triggered.

The portcullis slams down, sealing you in the corridor, and you hear the unmistakable sound of stone grinding against stone. Sand, dust, and pebbles rain down from the ceiling as the gypsosphinx statue begins rolling toward you, crushing everything under its great weight.

The portcullis can be lifted with a successful DC 15 Strength (Athletics) check. The brass door at the western

end of the hallway is locked. It can be opened with thief's tools and a successful DC 15 Dexterity check, or with a successful DC 18 Strength (Athletics) check.

The statue rolls forward 10 feet per round. The gypsosphinx juggernaut can roll into spaces occupied by characters. A character struck this way by the juggernaut takes 2d10 bludgeoning damage, or half damage with a successful DC 13 Dexterity saving throw. Small characters have advantage on the saving throw. If the save succeeds, the character can choose to squeeze past the juggernaut and get behind it. Otherwise, the character is pushed ahead of the juggernaut but remains adjacent to it. A character who's reduced to 0 hit points by the juggernaut falls beneath it and takes an automatic critical hit from the rear roller, resulting in two immediate failed death saving throws.

The juggernaut stops and immediately reverses course when it hits the brass door at the western end of the hallway or something equally massive (such as one of the sarcophagi from area 16A, if characters think to drag one into its path before triggering the trap). A character who's backed against the end of the corridor can stop and reverse the juggernaut with a successful DC 25 Strength (Athletics) check. The character



takes no damage if the check succeeds; otherwise, the juggernaut attacks as normal. The juggernaut also stops when it rolls back into its niche at the eastern end of the hallway, and the entire trap resets.

17. THE SCARLET FOYER

The narrow hall opens into a foyer where two grand, alabaster columns depicting Anubis with cupped hands flank a massive set of golden doors identical to those in the entrance hall. Just above the hands on each column is an alabaster placard. The one to the left of the doors reads “I sustain and guide all who live, while caged in a hidden, white prison;” the one on the right reads “I am a twinkling beacon sheathed in stone; we all are drawn to doom.” At the south end of the chamber, stairs ascend to a trap door in the ceiling.

The stairs to the south ascend to a dead-end, east-west corridor. At the head of the stairs, a ladder is affixed to the southern wall; it leads up to the envenoming chamber (area 6). If characters enter from that chamber, adjust the readaloud text accordingly.

The golden doors lead into the tomb of Tiberesh, but they’re magically sealed. The only way to open them is to place the appropriate objects into each statue’s hands. The statue on the left requires a heart, fresh or otherwise. The statue on the right requires the sacrificial dagger with the ruby pommel from the obelisk in area 11. When the appropriate items are placed on the statues, read the following.

With a loud hiss followed by a bloody “pop,” the heart bursts, splattering fresh blood across the white alabaster. A loud “clack” is heard, coming from beyond the doors, or possibly from inside them. As the golden doors slowly swing open, mist rolls out from the chamber beyond, filling this room with an icy chill.

18. THE ALABASTER TOMB OF TIBERESH

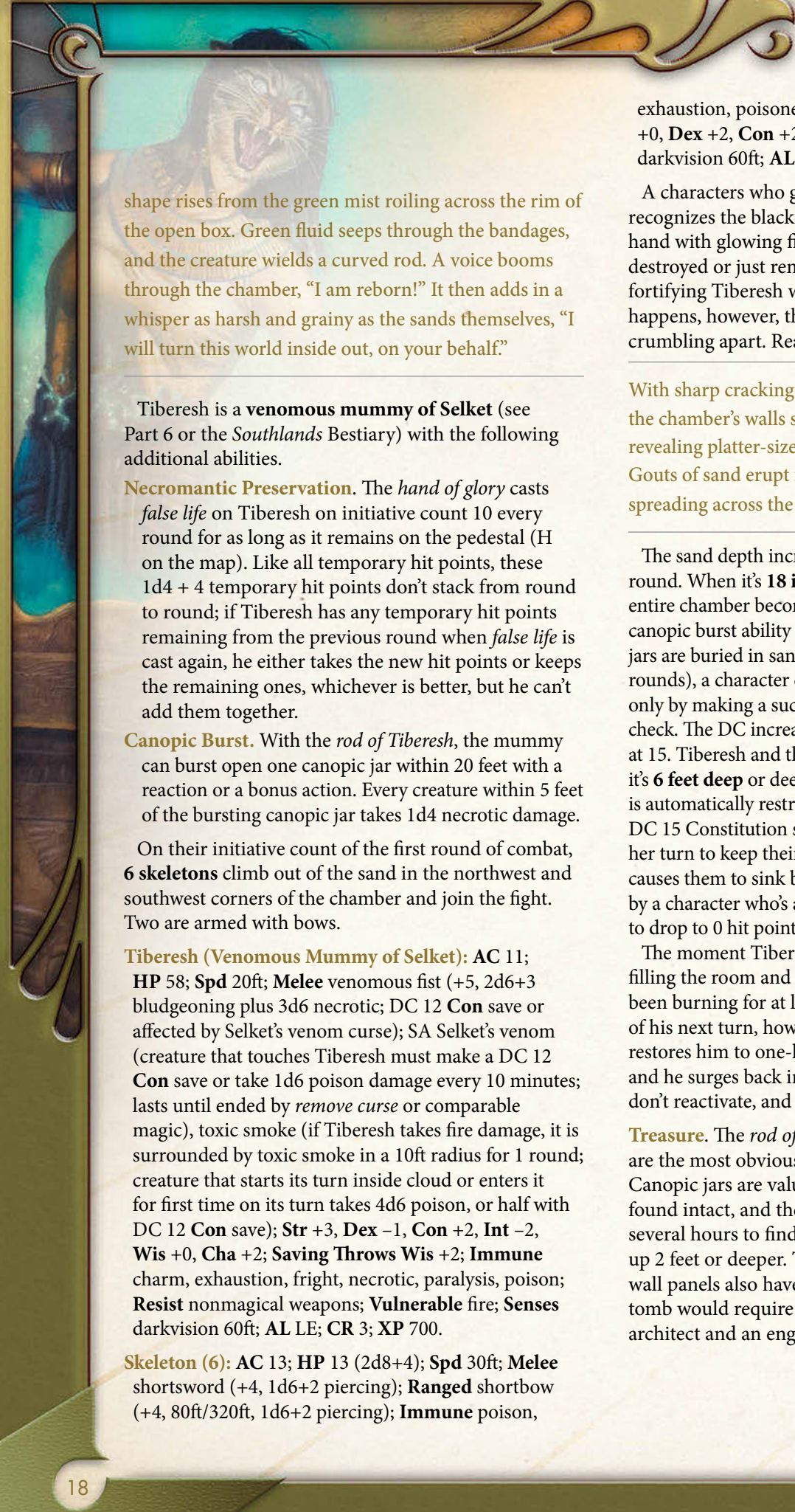
The tomb contains the climactic encounter with Tiberesh. Canopic jars filled with various offerings litter his chamber, which he can use against the party. Six skeletal guardians emerge to defend him once combat starts. There is also a profane trinket upon a pedestal at the back of the chamber which aids him in combat, unless the party knocks it from its pedestal or destroys it outright.

This spacious vault is lit by two large, bronze braziers that still burn magically centuries after their entombment. The walls are lined with alabaster panels that both reflect the flickering light and glow as if the thin, translucent stone were lit from behind. The alabaster is decorated with turquoise and silver inlays forming hieroglyphics from floor to ceiling and encircling the chamber. At the center of the chamber, shallow steps ascend a low platform, atop which rests a rectangular sarcophagus cut from alabaster and glowing with the same eery light as the walls. Dozens of canopic jars stand in clumps around the gleaming white floor. A blackened, shriveled object resting on a pedestal glows with a faint, greenish light.

Despite the beauty, the centuries have taken their toll. The northwest and southwest portions of the room are filled with sand that drifted through joints between the alabaster panels.

At the opportune moment, the open doorway into the tomb fills with a *wall of fire* that burns until Tiberesh is destroyed or for one minute (10 rounds), whichever is longer. Ideally, this happens when everyone is inside the chamber. If some characters hang back in the foyer while others begin tampering with the sarcophagus or kicking over canopic jars, then the *wall of fire* splits the party in half. The damaging side of the wall faces into the vault—it’s meant to trap intruders inside, not keep them out—so characters in the foyer can leap through the flames and join the fight without taking fire damage. Also, the goal isn’t to kill characters with fire damage from the *wall* but only to trap them in the chamber with Tiberesh, so time the *wall’s* appearance for a moment when no one is within 10 feet of its inner face, if possible. After the *wall of fire* blazes to life, read the following aloud.

The doorway behind you fills with a roaring wall of flames; its intense heat is uncomfortable even through your robes and armor. The sudden blast of heat sends air whirling through the chamber and starts cascades of sand down the drifts at the ends of the room. Air and dust swirl around the sarcophagus, and its inner glow grows more intense. With a lurch, the lid slides off and crashes to the floor, and a linen-wrapped, human



shape rises from the green mist roiling across the rim of the open box. Green fluid seeps through the bandages, and the creature wields a curved rod. A voice booms through the chamber, "I am reborn!" It then adds in a whisper as harsh and grainy as the sands themselves, "I will turn this world inside out, on your behalf."

Tiberesh is a **venomous mummy of Selket** (see Part 6 or the *Southlands Bestiary*) with the following additional abilities.

Necromantic Preservation. The *hand of glory* casts *false life* on Tiberesh on initiative count 10 every round for as long as it remains on the pedestal (H on the map). Like all temporary hit points, these 1d4 + 4 temporary hit points don't stack from round to round; if Tiberesh has any temporary hit points remaining from the previous round when *false life* is cast again, he either takes the new hit points or keeps the remaining ones, whichever is better, but he can't add them together.

Canopic Burst. With the *rod of Tiberesh*, the mummy can burst open one canopic jar within 20 feet with a reaction or a bonus action. Every creature within 5 feet of the bursting canopic jar takes 1d4 necrotic damage.

On their initiative count of the first round of combat, **6 skeletons** climb out of the sand in the northwest and southwest corners of the chamber and join the fight. Two are armed with bows.

Tiberesh (Venomous Mummy of Selket): AC 11; HP 58; Spd 20ft; Melee venomous fist (+5, 2d6+3 bludgeoning plus 3d6 necrotic; DC 12 Con save or affected by Selket's venom curse); SA Selket's venom (creature that touches Tiberesh must make a DC 12 Con save or take 1d6 poison damage every 10 minutes; lasts until ended by *remove curse* or comparable magic), toxic smoke (if Tiberesh takes fire damage, it is surrounded by toxic smoke in a 10ft radius for 1 round; creature that starts its turn inside cloud or enters it for first time on its turn takes 4d6 poison, or half with DC 12 Con save); Str +3, Dex -1, Con +2, Int -2, Wis +0, Cha +2; Saving Throws Wis +2; Immune charm, exhaustion, fright, necrotic, paralysis, poison; Resist nonmagical weapons; Vulnerable fire; Senses darkvision 60ft; AL LE; CR 3; XP 700.

Skeleton (6): AC 13; HP 13 (2d8+4); Spd 30ft; Melee shortsword (+4, 1d6+2 piercing); Ranged shortbow (+4, 80ft/320ft, 1d6+2 piercing); Immune poison,

exhaustion, poisoned; Vulnerable bludgeoning; Str +0, Dex +2, Con +2, Int -2, Wis -1, Cha -3; Senses darkvision 60ft; AL LE; CR 1/4; XP 50.

A character who gets within 15 feet of the pedestal recognizes the blackened object as a mummified hand with glowing fingertips. If the *hand of glory* is destroyed or just removed from the pedestal, it stops fortifying Tiberesh with *false life* spells. Once this happens, however, the alabaster walls of the tomb begin crumbling apart. Read the following aloud at that point.

With sharp cracking sounds, the alabaster panels lining the chamber's walls split apart and crumble to the floor, revealing platter-sized holes in the surrounding stone. Gouts of sand erupt from the holes, and sand begins spreading across the floor like water flooding into a ship.

The sand depth increases by 6 inches at the end of every round. When it's **18 inches deep** (after 3 rounds), the entire chamber becomes difficult terrain and Tiberesh's canopic burst ability can't be used because most of the jars are buried in sand. When it's **3 feet deep** (after 6 rounds), a character can move more than 10 feet per turn only by making a successful DC 10 Strength (Athletics) check. The DC increases by 1 every round until it tops out at 15. Tiberesh and the skeletons are unaffected. When it's **6 feet deep** or deeper, (after 12 rounds), every PC is automatically restrained and must make a successful DC 15 Constitution saving throw at the start of his or her turn to keep their head above the sand. A failed save causes them to sink below the sand; a second failed save by a character who's already buried causes the character to drop to 0 hit points and begin dying.

The moment Tiberesh drops to 0 hit points, sand stops filling the room and the *wall of flame* burns out, if it's been burning for at least one minute already. At the start of his next turn, however, Tiberesh's *scarab of rebirth* restores him to one-half his maximum hit points (29) and he surges back into the fight. Destroyed skeletons don't reactivate, and Tiberesh reactivates only once.

Treasure. The *rod of Tiberesh* and the *scarab of rebirth* are the most obvious treasure items in the vault. Canopic jars are valuable to collectors; 2d6 can be found intact, and they're worth 35 gp apiece. It takes several hours to find them, however, if the sand piled up 2 feet or deeper. The alabaster sarcophagus and wall panels also have value, but getting them out of the tomb would require a small army of workers led by an architect and an engineer.

Part 4

Returning to Golden Falcon Antiquities

When characters return to the GFA encampment with whatever gains they acquired, they are rewarded as promised. If they try to avoid returning to the camp or refuse to turn over the *rod*, *scarab*, or *hand*, GFA sends hunters after them until they're run to ground and the items are recovered or until Hazi and Lugo are both dead. At the camp, characters would face Hazi, Lugo, 1 gnoll pack lord, 3 gnolls, and 2 giant scorpions. Pursuers can be whatever you want, but the most likely are a mix of gnolls, giant scorpions, scouts, acolytes, thugs, and eventually, Hazi and Lugo.

ALTERNATE ENDINGS

If you like, you can add a twist to the ending to spur the characters into a followup adventure of your own design. Use any of the following or add a twist of your own.

False Tomb. The mummy the characters defeated wasn't Tiberesh at all! The real tomb is a much smaller, less noticeable structure several hundred meters from the main pyramid. All but its roof is buried in sand. What's more, Tiberesh has already been reborn, and he now wanders Nuria Natal as a gaunt old man dressed in crimson robes. GFA want to return his relics to him to help him regain his full strength.

Agents of the Thieves Guild. GFA was only a front for a guild of thieves from Shibai. They duped the characters into violating the tomb of Tiberesh knowing that his fury would fall on the intruders instead of on themselves. Now the cult of Tiberesh—and possibly Tiberesh himself, if he wasn't destroyed, or his curse if he was—will bend itself to getting revenge against the PCs while the thieves make off with the best loot.

Schemes of the Lich King. GFA is neither a cult nor an academic group but serves a warlord who hopes to seize power in the region and gain immortality for himself. He needs the relics to further his plans for conquest and eternal undeath.

Golden Falcon Iniquities. GFA isn't nefarious, but it isn't quite what it pretends to be, either. Instead, it's a secret society dedicated to retrieving relics and wondrous items that have great potential to cause harm if they fall into the wrong hands, and safeguarding them in a central, strongly-guarded repository. If the characters performed well, they'll be offered positions as trouble shooters and relic recoverers within the society, opening the doors to boundless mysteries and adventures.



Part 5

Treasure

HAND OF GLORY

Cursed Trinket, unique

This disembodied hand of a gnoll, shriveled and decaying, grasps a stone infused with blood necromancy. The grotesque trinket's only purpose is to aid Tiberesh while secured on its pedestal within his tomb. Other than that, it has no value, but it brings horrific nightmares to anyone who claims it as their possession.

ROD OF TIBERESH

Rod, rare (requires attunement)

This hook-shaped rod is made of solid gold. Its body is set with alabaster and aquamarine, and it has a "tail" at its lower end consisting of several small gold chains tipped with rubies. The rod holds 10 charges. As an action, a charge can be spent to heal (1d10 + the user's Wisdom modifier) hit points on a living creature. While the rod is attuned to a living creature, it increases its owner's maximum hit points by 2 hit dice of the appropriate type for their class. If an attuned owner loses ownership of the rod or becomes unattuned even momentarily, they immediately lose the additional hit points gained from the rod. If this causes their hit points to fall to 0, the owner instantly dies, his or her soul is trapped within the rod, and their corpse reanimates in 1d3 days as a mummy.



SCARAB OF REBIRTH

Wondrous item, rare (requires attunement)

This coin-sized figurine of a scarab is crafted from an unidentifiable blue-gray metal, but it appears mundane in all other respects. Once its command word is spoken, it whirs to life and burrows into the flesh of whoever spoke the word. The host immediately takes 2d10 piercing damage, or half damage with a successful DC 15 Constitution saving throw. Regardless of the saving throw, the host experiences the following effects while the *scarab of rebirth* is inside its body.

- The host's Constitution is lowered by 1.
- The host suffers vivid nightmares, preventing them from getting the full benefit of resting; hit points recovered from resting are halved. Hit points recovered from hit dice and other means are unaffected.
- The host doesn't need to eat or drink to remain alive.
- The host can sense undead within 30 feet. They appear surrounded by a faint, green glow.
- If the host dies, then the scarab reanimates it with one-half its maximum hit points at the start of the host's next turn. This doesn't happen if the host is beheaded, disintegrated, crushed, or destroyed by some other means that would instantly kill it again if it regained hit points. After the host returns to life, the scarab extracts itself and becomes dormant for 1d4 weeks before recharging and becoming usable once more.

The command word can be spoken at any time to call the scarab out from its host, but only by its host. The scarab does no damage when it leaves the host's body. With the scarab removed, the host regains its lost Constitution point and can rest normally.

TIBERESH'S SACRIFICIAL DAGGER

Weapon, uncommon

This dagger is of exquisite beauty and quality, with silver filigree in an ivory handle topped by a ruby pommel. Besides serving as a +1 dagger, it is necessary for anyone to gain entrance into the alabaster tomb of Tiberesh.

Part 6

Bestiary

NKOSI

Throwing back his thick mane of beaded locks, this powerful-looking bestial humanoid grins with a mouthful of pointed teeth before turning into a noble lion.

Medium humanoid (shapechanger, nkosi), lawful neutral

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Skills Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Southern

Challenge 1/2 (100 XP)

Shapechanger. The nkosi can use its action to polymorph into a Medium Zwana lion or back into its true form. While in lion form, the nkosi can't speak, and its speed is 50 feet. Other than its speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The nkosi has advantage on Wisdom (Perception) checks that rely on smell.

Hunter's Maw. If the nkosi moves at least 20 feet straight toward a creature and then hits it with a scimitar attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the nkosi can immediately make one bite attack against it as a bonus action.

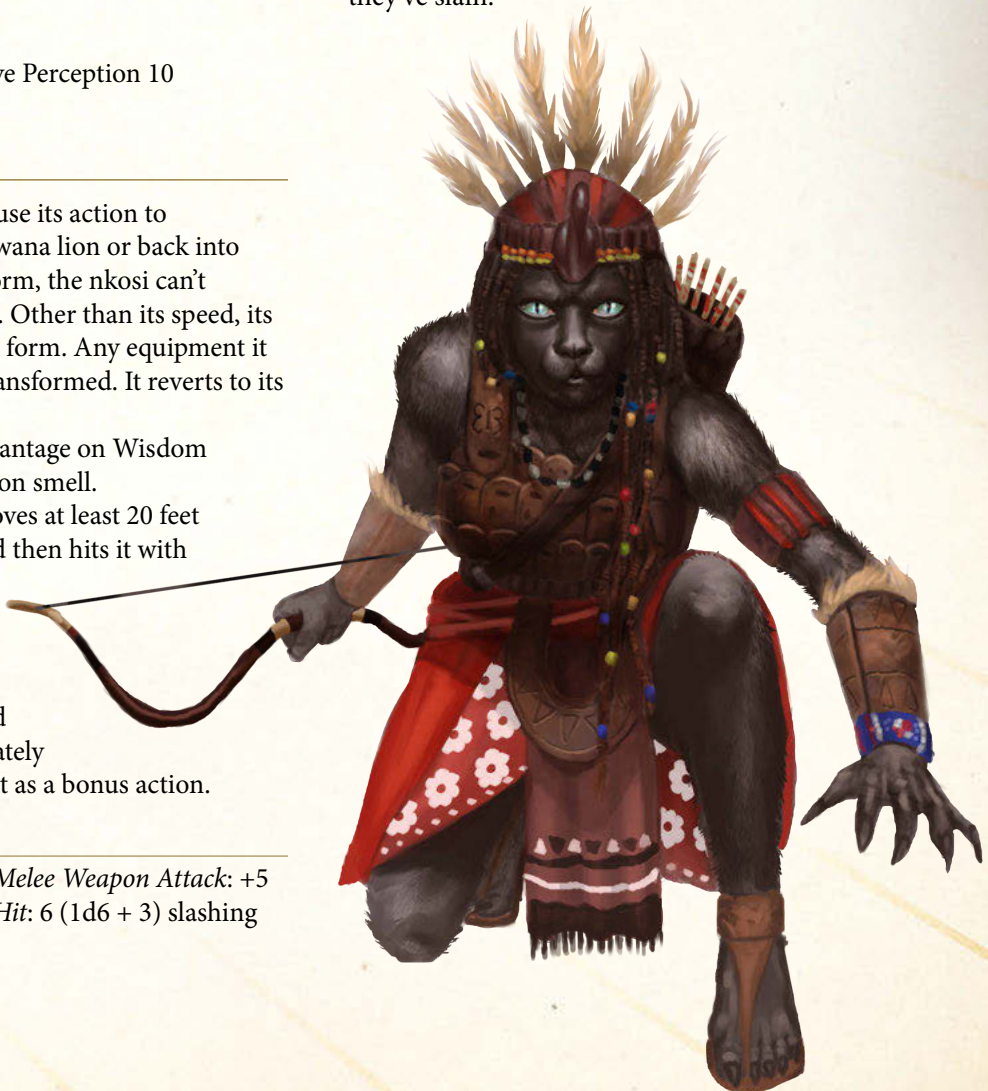
ACTIONS

Scimitar (Nkosi Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Hunga Munga (Nkosi Form Only). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

The nkosi appear to be bestial humans with cat's eyes, slender tails, and the fangs and fur of a lion. Most grow their hair long, braiding colorful beads into their locks to mark important events in their lives. Although the nkosi's true form is that of a feline humanoid with leonine features, the most striking feature of the nkosi is their ability to change their shape, taking the form of a Zwana lion. Although comfortable in the wilds, nkosi can adapt to any environment. In combat, they favor curved blades, wielded in a brutal fighting style in concert with snapping lunges using their sharp teeth. They prefer light armor decorated with bone beads, fetishes, and similar tokens taken from beasts they've slain.



TIBERESH, GOD KING OF ANU-ASIR

This shambling corpse warrior is draped in stained linen wrappings. Green liquid drip from rents in the fabric.

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	7 (-2)	10 (+0)	14 (+2)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Selket's Venom. Tiberesh's body and wrappings are magically imbued with substances that are highly toxic. Any creature that comes in physical contact with Tiberesh (e.g., touching the mummy barehanded, grappling, using a bite attack) must succeed on a DC 12 Constitution saving throw or be poisoned with Selket's venom. The poisoned target takes 3 (1d6) poison damage every 10 minutes. Selket's venom is a curse, so it lasts until ended by the *remove curse* spell or comparable magic.

Toxic Smoke. Tiberesh's poison-imbued wrappings and flesh create toxic fumes when burned. If Tiberesh takes fire damage, it is surrounded by a cloud of toxic smoke in a 10-foot radius. This cloud persists for one full round. A creature that starts its turn inside the cloud or enters it for the first time on its turn takes 14 (4d6) poison damage, or half damage with a successful DC 12 Constitution saving throw.



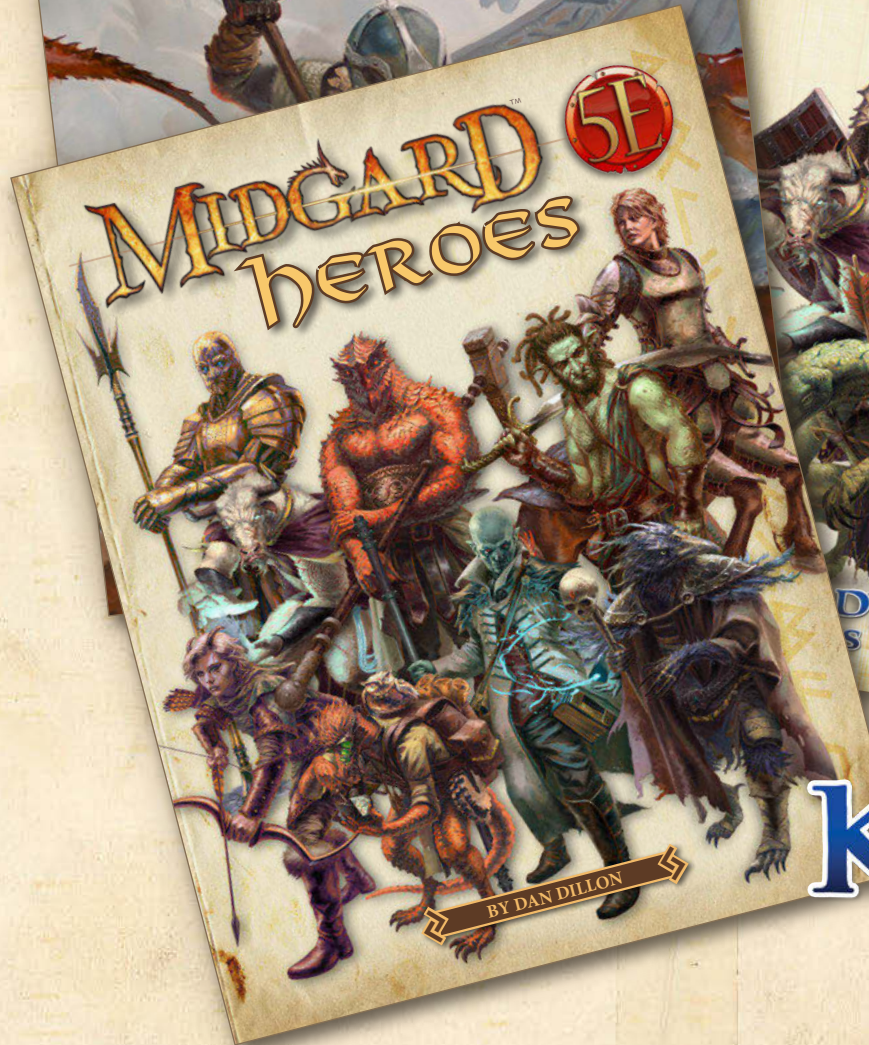
ACTIONS

Venomous Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be affected by the Selket's venom curse (see above).

Tiberesh, God King and false prophet, once ruler of the people of Anu-Asir, took lengthy measures to ensure that his mummified presence would remain a grisly force to be reckoned with in his attempts to ensure his ascension to true godhood.

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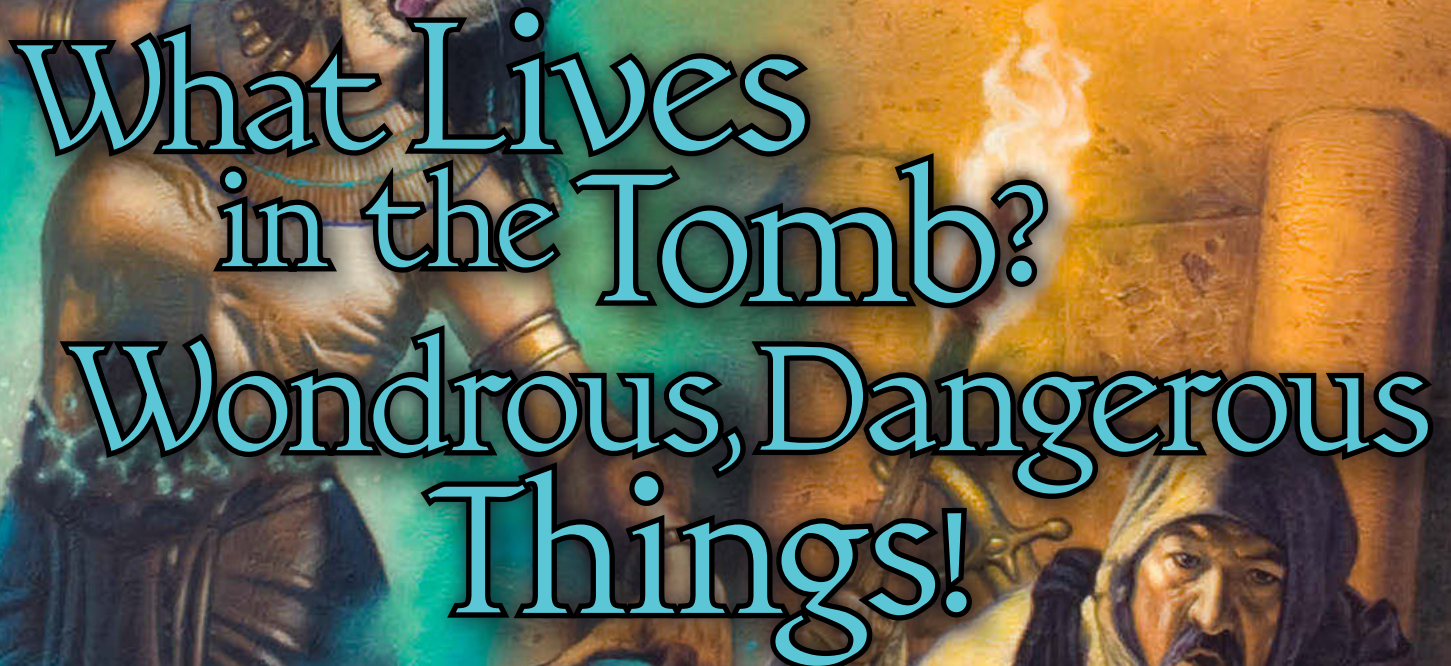
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A cat-headed woman with blue eyes and a wide, toothy grin, wearing a dark, ornate outfit, stands in a dimly lit tomb. The background shows stone pillars and a warm, golden light. The text is overlaid on this scene.

What Lives in the Tomb? Wondrous, Dangerous Things!

Tomb of Tiberesh is an adventure for the *Southlands Campaign Setting* for five or six 2nd-level characters and uses the 5th Edition rules. It is easily adapted to any fantasy desert campaign.

Just outside Per-Bastet, in the kingdom of Nuria Natal, lie the newly discovered remains of Anu-Asir, a city once believed to exist only in myth. The ruins of Anu-Asir lie submerged under accumulations of sand, floodwater, and tall tales. It is now a hub of activity for those seeking to uncover its secrets—and profit from them. Doves of the curious, hopeful, greedy, and eccentric congregate around the unearthed city.

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