

# The MEMBRANE of SARKANTHA

A semi-sentient, gluey film found stretched across cave entrances and doorways. Can be slashed with a blade but will spray you with acid: **Test Agility DR14** or take d6 damage. Another option is to forcefully push yourself through it: **Test Strength DR12** or become stuck. To escape, test Strength DR14. Fail and the DR to escape increases by +2 until it reaches 20. At this point you are screwed—you die and become one with the expanding membrane.

## Sarcophaga-Ghost

Anguished, aggressive apparitions mourning their defaced crypts. Will remain in their tombs demanding that intruders explain themselves. A random PC must pass a DR16 Presence test or the phantom completely disregards their answers, attacking with a shriek. Pass the test and the ghost begins to cry and share the account of their tragic life, horrible death and the accursed vandals who have destroyed their afterlife.

HP 8, Morale -, Mostly air -d4, Claws d4 or  
Soul-shattering shriek\* d6 (every other round)

\*Ignores  
armor