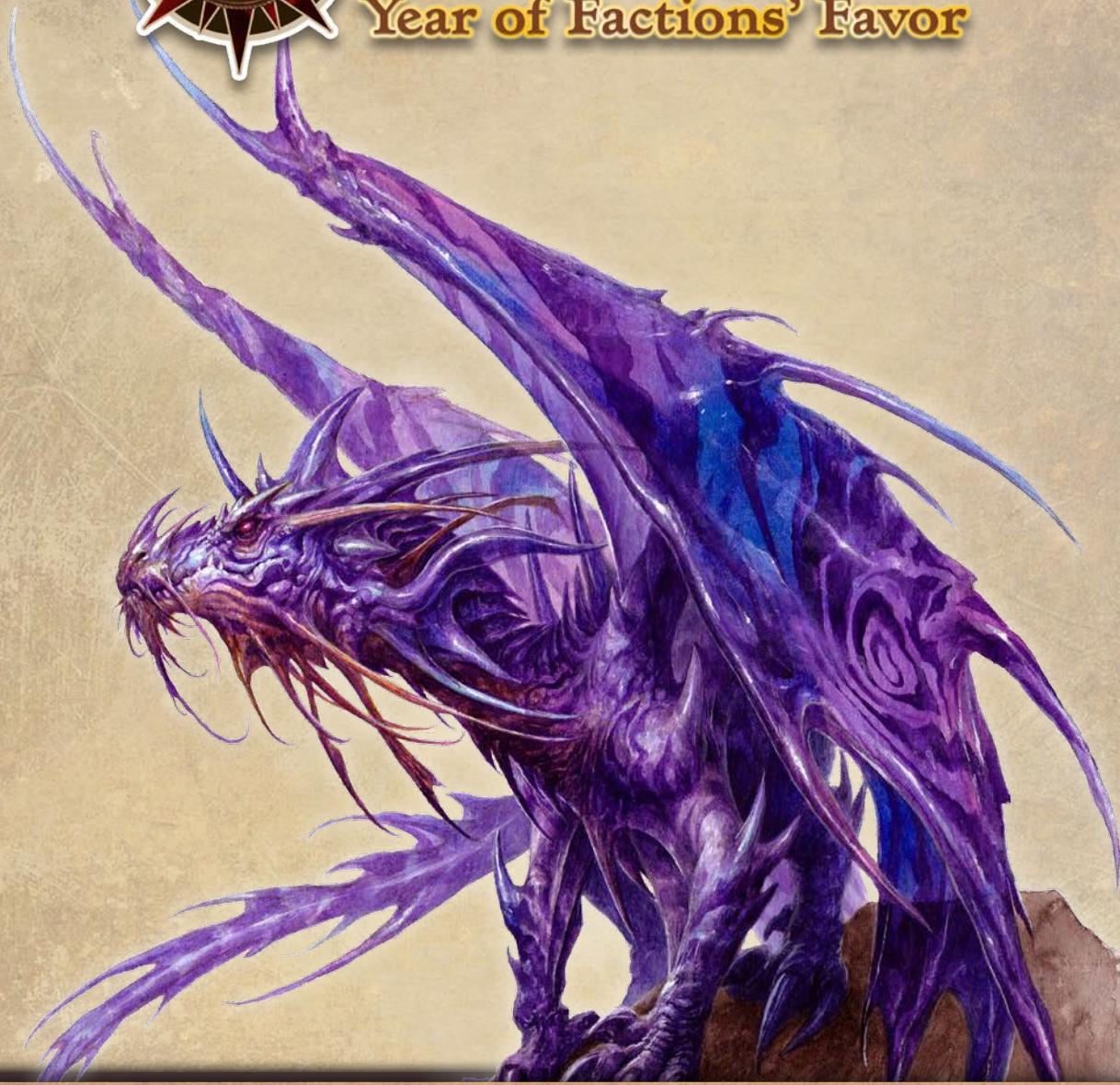




PATHFINDER SOCIETY®

Year of Factions' Favor



SALVATION OF THE SAGES

By Matt Duval



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HOW TO PLAY

Pathfinder Society Scenario #9-07: Salvation of the Sages is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



Table of Contents

Salvation of the Sages	3
Handouts	25
Appendices	30
Chronicle Sheet	35

GM RESOURCES

Salvation of the Sages makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 6*, *Pathfinder RPG Horror Adventures* (HA), *Pathfinder RPG Occult Adventures* (OA), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes and *Horror Adventures* are reprinted at the back of the adventure for the GM's convenience.

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SALVATION OF THE SAGES

By Matt Duval



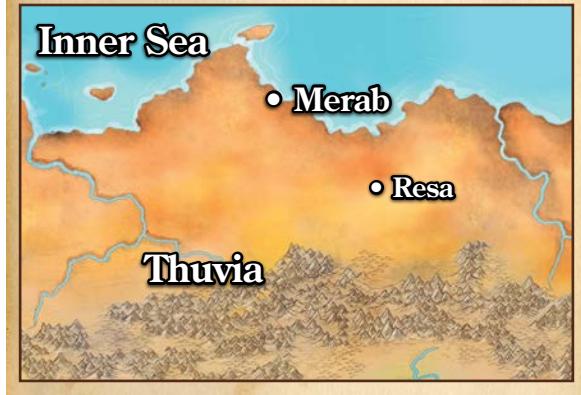
As Osirion's first golden age began its treacherous decline around -3000 AR, the order of the Jeweled Sages formed to catalogue the great kingdom's treasures and preserve its knowledge for future generations. The secret to their success was the so-called sage jewels, an array of polished gemstones that could store the founding sages' memories, personalities, and expertise. Although the sages dispersed within a year of the Kelish invasion millennia later, their sage jewels survived. One resurfaced in the hands of Amenopehus the Sapphire Sage, formerly the head of Pathfinder Society's Osirion faction, who has since revived the Jeweled Sages and endeavored to recover the lost sage jewels and rebuild the order's strength. Although these latter-day sages have succeeded at recruiting additional colleagues, they rarely question the nature of the artifacts that lend them wisdom and knowledge. In fact, the original Jeweled Sages did not create their namesake artifacts from scratch; they borrowed the design with dangerous consequences.

The Pharaoh of Forgotten Plagues was a powerful leader who inflicted some of the worst atrocities to the north Garundi coast in recorded history. With the vile Usij cult as his council, he let loose the daemonic harbinger Zelishkar, parleyed with the div lord Ahriman, and gave the order to engineer the dreaded Night Plague that ravaged Jistka. Among these Usij cultists was a necromancer, Aryana Tahari, who attempted to extend her life using an enchanted gemstone as a pseudo-phylactery, creating an arcane imprint of her consciousness yet never going so far as to pursue undeath. During the Song Pharaoh's rise, this necromancer perished alongside many other Usij zealots, but her curious memory crystal survived and was among the treasures the Jeweled Sages first gathered. The scholars reverse-engineered the jewel to create their own, in the process identifying and removing many of the most dangerous elements of the necromancer's influence. Yet a fragment of her consciousness still survives, replicated a dozen times like a mutated gene passed down to each of its children-by-artifice.

Like each of the contemporary Jeweled Sages, Amenopehus has gradually absorbed fragments of the original *sapphire sage jewel's* personality and even seen his

WHERE ON GOLARION?

Salvation of the Sages begins in the city of Merab, but chiefly takes place in a ruined Thuvian village and in the necromantic laboratory beneath it, both dating back to the Age of Destiny. For more information on Merab, Thuvia, and Osirion, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.



appearance gradually shift to match that of his predecessor. Over the past decade, though, he has detected an unknown second entity within his gem, often pushing him to consider evil actions or to investigate former bastions that the Usij or other misguided elementalists abandoned ages ago—among them the Citadel of the Weary Sky. While in the citadel, Amenopehus uncovered some initial clues about the *sage jewels'* origins, but it wasn't until he began seeing his sage colleagues exhibit similar signs of the strange entity's influence that he considered these feelings anything more than a passing fancy.

Amenopehus recently had a chance to test his theory when construction crews in Merab accidentally cracked open an ancient site and released a doru div that had served Aryana Tahari. In tracking it, a team of Pathfinders discovered a cell of Usij cultists whom the doru was tormenting. The



Skill Check DCs

Instead of all skill check DCs being listed individually during the adventure, the skills checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC. Reward creative solutions, and if the PCs call on skills not directly mentioned in the investigation, use the provided skill DCs as a guide.

SKILL CHECK DCs

Subtier	Easy	Average	Hard
7–8 (4 players)	16	21	26
7–8 (5+ players)	18	23	28
10–11 (4 players)	19	25	31
10–11 (5+ players)	21	27	33

cultists had found a lost *sage jewel* and were attempting to commune with the necromancer within, and their headquarters provided a trove of reliable yet troubling evidence that indicated an insidious evil resided within—and was propagated by the creation of—each *sage jewel*. If left unaddressed, the necromancer could gradually corrupt the Jeweled Sages, twisting their high-minded goal into an agenda of destruction.

In addition to creating her pseudo-phylactery, this necromancer developed a second contagion to be unleashed if the Night Plague failed (or stalled due to unforeseen immunities). To this end, the necromancer laid claim to a settlement named Resa—once fertile but since victim to desertification—in central Thuvia. At first she recruited citizens for experiments, but she later simply abducted them as test subjects for use in developing a devastating new infection. By the time the Song Pharaoh overthrew the Pharaoh of Forgotten Plagues, the necromancer had untold scores of ongoing experiments. The imprisoned subjects gradually starved, consumed one another, or succumbed to their engineered diseases. The settlement above emptied over the next several years, as residents fled the supposed curses and hauntings that afflicted the area. In the intervening millennia, magical safeguards meant to keep Taharu's secret laboratories hidden have expanded to cover the whole town, causing portions of it to sink and the rest to be buried beneath the sands.

It's here that the necromancer created her pseudo-phylactery, and here that her will is strongest.

SUMMARY

The adventure begins at the Twisting Garden Lodge in Merab, where Tahonikepsu and Amenopheus meet with the Pathfinders. The two Jeweled Sages summon the spirit of a dwarven sage, who relates that each *sage jewel* holds fragments of the spirit of a malevolent Usij necromancer who is struggling to break free. The sages request the Pathfinders' help in performing an occult ritual to expunge the corruption where the necromancer's will is strongest—and where destroying her would be most decisive.

The Pathfinders travel to the site and meet with the other Jeweled Sages: Dhiara, Sinuhotep, and Grandmaster Torch (if the PCs agreed to accept Torch's assistance or were obliged to allow it). The *sage jewels* awaken the necromancer's stronghold and the countless undead buried there. The sages split into teams, with the PCs working with one sage of their choice to disable a necromantic monument that empowering and drives the undead.

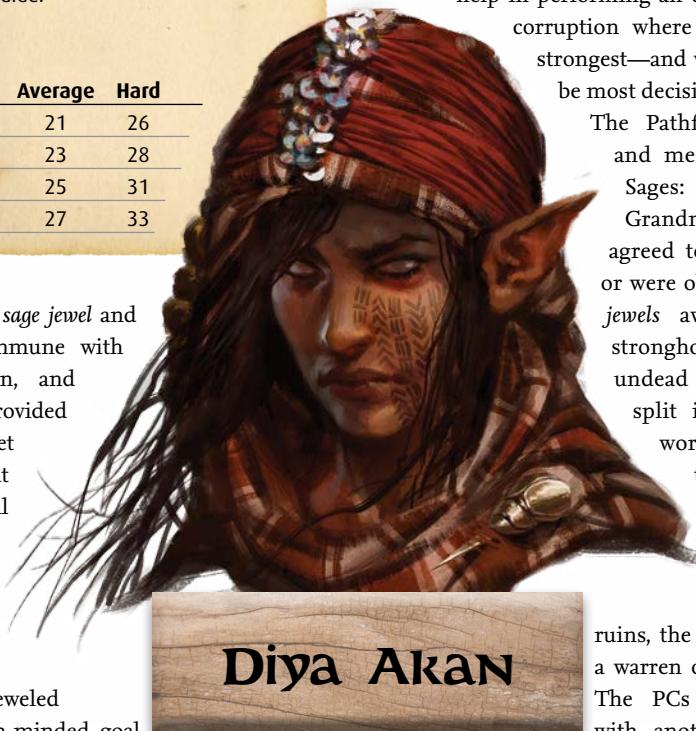
Below the surface ruins, the Pathfinders and sages find a warren of tunnels and laboratories. The PCs explore the vile facility with another sage of their choice, uncovering the terrible experimental

plague the necromancer was creating as well as her forays into preserving consciousness and memory through artifice. Again, the PCs can choose one sage to assist them.

The Pathfinders eventually discover the necromancer's sanctum, where the sages draw her spirit out of the *sage jewels*. Her ghost manifests, incapacitating the sages and drawing strength from their gems. The Pathfinders must defeat this ancient evil, but to overcome the necromancer they have to choose whether to face her full might or destroy the source of her power: the *sage jewels*.

GETTING STARTED

The Pathfinders receive a message from Venture-Captain Diya Akan, asking them to meet with Tahonikepsu, the Diamond Sage, at the Twisting Garden Lodge in Merab. The venture-captain has arranged magical transport from Absalom at the Diamond Sage's expense. With a sand-colored dog at her side, the blind venture-captain welcomes the PCs to Merab and guides them through the maze surrounding the lodge to a courtyard where Amenopheus and Tahonikepsu wait beneath a pavilion.



SALVATION OF THE SAGES

Sitting at a large table, Amenopheus looks over a book with a bemused smile as a blindfolded Tahonikepsu cautiously sniffs at several metal vials bearing the marks of local alchemists. She confidently names each alchemist by the scent of the vial before adding with a smile, "The scent of blood, oil, and old books could only be our Pathfinder friends." Amenopheus closes his book and pushes an ancient Azlanti coin over to the Diamond Sage, remarking that he should know better than to wager with dragons and that these games are merely distractions to relieve the tension of a serious situation.

Tahonikepsu rises, draws forth a small metal box, and opens it to reveal an onyx gem in the cushioned interior. "Our situation is actually quite fascinating, though I agree it presents some difficulties. Each of our order's sage jewels houses the personality and knowledge of its creator. Through field tests and research, Amenopheus has made a remarkable discovery: each of the jewels contains a second and unidentified persona. Your comrades recovered this jewel, and its former bearer knew the source of this anomaly. He can best explain the situation."

Tahonikepsu intones a rite, and the morning light dims as the spectral image of a bronze-skinned dwarf manifests above the gem. He wears the simple garb of a warrior-monk, but his amulet bearing the ureaus over staff and scepter marks him as an advisor or guardian of the pharaohs.

"Greetings, stewards of knowledge. I am Padrym of Erekrus. I served the pharaohs of old and witnessed with sorrow the decline of a land of wonders. The Diamond Sage has asked me about a shadow within my sage jewel. I know this shadow as Aryana Tahari, an Usij necromancer who served at the court of the Pharaoh of Forgotten Plagues with me. Known to some as the Black Moon, her skill and wisdom were a dark reflection of the virtues of holy Thoth. She knew more of life and death than any living scholar of the time, and her enemies died horribly of exotic afflictions. She vanished from court for a time to her sanctuary beneath the village of Resa, set on a task the pharaoh personally assigned. I can sense her within the gemstone now, and casting back through memory, I feel her presence upon my every thought—perhaps even to my first acceptance into the order of Jeweled Sages."

Amenopheus worriedly joins in. "The necromancer's spirit has stirred recently. It may be that as more sages take up the sage jewels she grows in strength. The Usij are working to speed her awakening. With every passing year there is a growing chance she could seize control of us. While certain desperate measures—" Tahonikepsu frowns and Amenopheus hurriedly continues, "—may not be necessary yet, I have a plan to assemble the sage

jewels in this necromancer's sanctuary. There, in a place tied to her life, we can draw forth these fragments of her mind and safely destroy them with a ritual I have devised."

Tahonikepsu nods excitedly. "We can safely remove this annoyance and perhaps discover some wonders this Tahari hid away. Regardless of her flaws, she seems a remarkable scholar.

However, our numbers are too few to safely mount such an expedition. The Pathfinders have provided exemplary aid before; please assist us once more in preserving our legacy."

Tahonikepsu, Amenopheus, and the spirit of Padrym linger to answer any questions the PCs may have and greet any PCs they have met before by name.

Who was Aryana Tahari? Padrym frowns. "She was a strange woman who spoke to unseen spectres more than to people. She had some involvement in developing of the Night Plague. Divs often accompanied her, as they did all the Usij.

However, she treated them especially cruelly, and they despised her."

Who was the Pharaoh of Forgotten Plagues? "One of the mightiest and cruellest of the pharaohs. He crushed the Jistka Imperium with the Night Plague, won Ahriman to his service with the construction of the House of Oblivion, and bound the

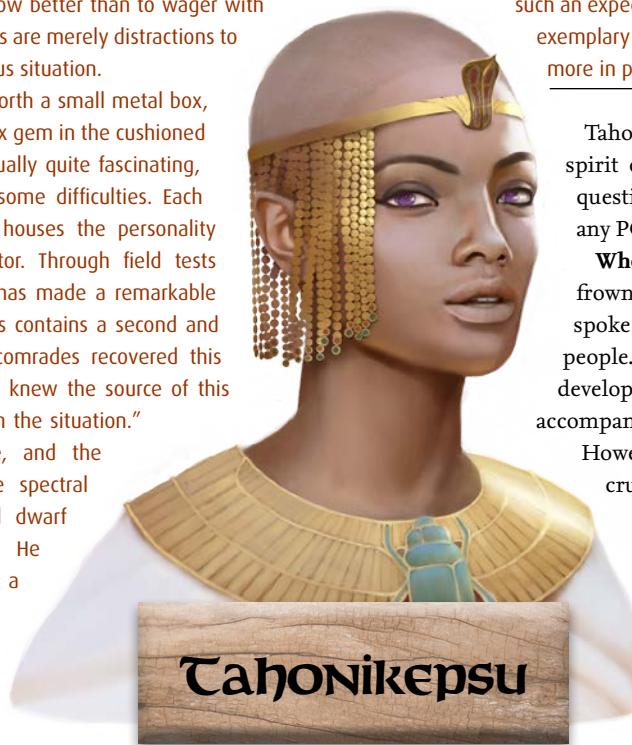
daemonic harbinger, Zelishkar."

What influence is the necromancer exerting on you? The sages glance at each other, and Amenopheus finally replies. "The spirit of each jewel offers its bearer wisdom and knowledge from the past, but a second voice whispers and drives darker impulses. A thoughtless action or response could nudge one toward more ruthless methods. So far the urges are easily quashed, but they've grown more insistent."

What desperate measures might be necessary? Tahonikepsu cuts Amenopheus off. "Amenopheus suggested Tahari's influence could be intrinsic to the sage jewels and that we should consider destroying them if the ritual fails. We are nowhere near considering such an option."

Knowledge (history or planes)

Based on the result of a Knowledge (history or planes) check, the PCs might know more about the Usij cult. They learn all of the information with a DC equal to or less than the result of their check. Furthermore, the three sages can provide the information acquired up to a result of 20+ if asked appropriate questions.



Grandmaster Torch

Torch provokes strong feelings in many Pathfinders, and while he intends no treachery in this adventure, the PCs may decide to attack him. For gameplay purposes, assume Torch has talismans and items that negate the first three status effects the PCs use to incapacitate him, trap him, or bind his soul. He has a *contingency* spell in place to teleport him away if he is unconscious, and he has a *clone* spell prepared if he does die. He has *instant summons* and *magic aura* cast on the *emerald sage jewel* and retrieves it at the first opportunity. Use any other methods appropriate for a character with practically limitless resources and information. Torch attempts to smooth over any initial attacks the PCs make, but he flees if truly threatened, promising to reward the PCs' treachery soon.

15+: The Usij are a scattered group of cultists who worship Ahriman and the divs. They do not function as a unified organization, and members range from maniacs seeking destruction to the wicked and power-hungry.

20+: Once, the Usij were more widespread and acted openly, serving in the courts of kings and pharaohs until the Sarenite faith drove them into hiding.

25+: Usij often use their div-granted knowledge and power to infiltrate the halls of power as advisors and sages, earning sufficient trust to then undermine leaders from within, all to bring about death, misery, and destruction.

30+: The Sarenites sanctified the remains of the Usij cultists they slew in order to keep their spirits at rest (PCs who openly carry Sarenrae's holy symbol or invoke her name gain a +2 bonus on saving throws against Tahari's spells and abilities in area C).

Knowledge (history or nobility)

Based on the result of a Knowledge (history or nobility) check, the PCs might know more about the Night Plague. They learn all of the information with a DC equal to or less than the result of their check. Furthermore, the three sages can provide the information acquired up to a result of 20+ if asked appropriate questions.

20+: The Pharaoh of Forgotten Plagues unleashed a terrible disease during his war with the Jistka Imperium that ravaged the Imperium's leadership.

25+: The Usij captured a Jistkan efreeti commander, transformed him into a ghul infected with the plague, and sent him back to his homeland. The disease specifically targeted the Imperium's royal bloodline, causing a breakdown in society from which the Imperium never recovered.

30+: There were unconfirmed reports of immunities to the Night Plague, and the pharaoh commanded the Usij to craft a second, more deadly disease.

THE SAGES CONVENE

If at least half of the PCs have the Debt to the Scarred Sage boon (or have earned the Chronicle sheet for *Pathfinder Society Scenario #14: The Many Fortunes of Grandmaster Torch*), skip to the Meeting in the Desert below; in this case, Grandmaster Torch has already been guaranteed his safety and a place in the expedition. Otherwise, after answering the PCs' questions, read or paraphrase the following.

Amenopheus produces a scroll sealed with purple wax stamped with a stylized swirl of smoke flame—one of the symbols associated with the Shadow Lodge. “One final matter remains. Grandmaster Torch, through disreputable means, now bears the emerald sage jewel. Torch requests the opportunity to contribute to our expedition in person and purify his jewel. He is untrustworthy, but allowing the gem to corrupt him holds its own dangers. He was an ally once; perhaps he could be again. As Pathfinders, you may know him best. Should we invite him to join our expedition?”

The Pathfinders may decide whether to accept Torch's help. If they agree, Amenopheus insists they not harm him. Give Scarab Sages faction PCs in particular a chance to voice their opinions, and their votes should decide any ties.

Meeting in the Desert

Outside the pavilion, Tahonikepsu transforms into her true draconic form. She offers to transport Amenopheus and any PCs who wish a ride. Merab's citizens shout and point in awe as the huge violet dragon launches into the air, soaring upward until the curvature of the world is visible and then down toward a long stretch of desert south of the Thuvian coast. As Tahonikepsu approaches over the sands, a small encampment comes into view along with the sages Sinuhotep and Dhiara. If the PCs agreed to accept Torch's help, he arrives on a *carpet of flying* shortly after the PCs land and greet the other sages. For information about roleplaying each sage, refer to **Handout #9: Jeweled Sages GM Reference** on page 29.

Torch also brings a *handy haversack* with potions, fully charged wands, and scrolls of the PCs' choice worth up to 1,500 gp (3,000 gp in Subtier 10–11).

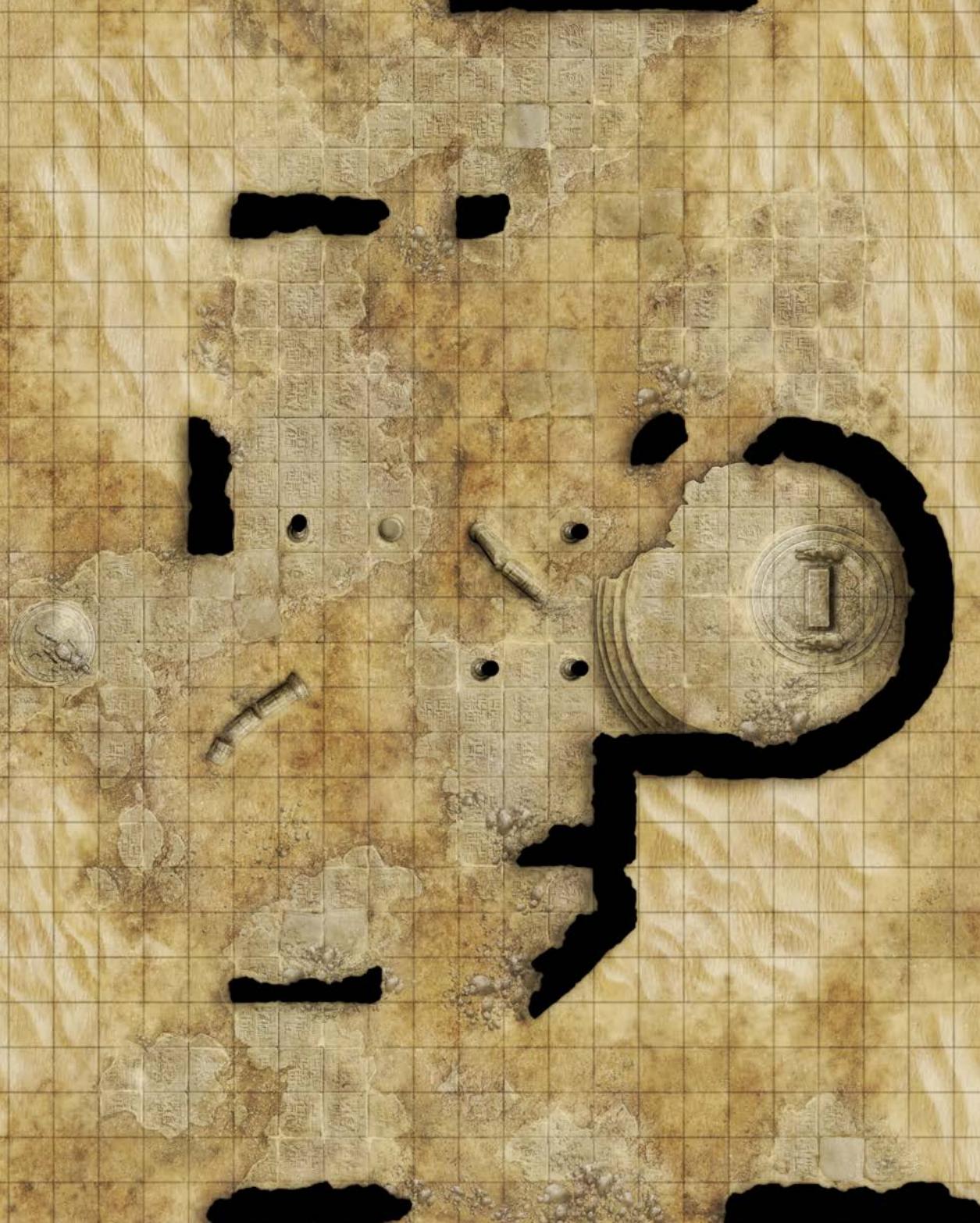
A. A VILLAGE BEST LEFT FORGOTTEN (CR 11 OR CR 14)

The PCs proceed on foot toward the ruins of Resa. The sages travel alongside, many appearing lost in thought.

Tahonikepsu points out the village of Resa—now a flat stretch of desert, with a few scattered bricks the only sign of civilization. The wind whips up as a deep feminine voice telepathically announces, “Home again at last.” The ground shudders; then sand begins draining down unseen fissures and rising in plumes hundreds of feet high as buildings emerge from the desert. The sages realize the sage jewels are the source of the effect and hurriedly try to suppress it



A. A Village Best Left Forgotten



1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins



Scaling Encounter A

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: Remove one horde of ghosts from the encounter.

Subtier 10–11: Use the Subtier 7–8 statistics for the icon of undeath trap, and remove one horde of ghosts from the encounter.

as the voice continues. “Young, old, war hero, or coward—all served the Plague, and the Plague served me.” In the village square, a basalt monolith suddenly looms amid an avalanche of humanoid bones. “Living flesh may rebel, but the dead are ever so obedient.” The bones twitch as a wave of unholy energy washes over the area. Sickly gray flame illuminates the bodies as the dead rise up.

Tahonikepsu cries out over rumbling earth, “Pathfinders, that monolith empowers the dead. One of us will aid you in disabling it while the others hold the creatures at bay.” The winds howl in response as spectral giants appear and disappear within the whirling sandstorm descending on the area.

Near the end of her tenure in the town, Tahari established powerful wards and eventually hid the entire city from passersby. Following her mortal body’s death, the magic sank the town entirely. The presence of the *sage jewels* has awakened the wards, and the necromancer’s sanctum rises toward the surface once more, albeit with a jarring grinding of stone that suggests the imperfect realignment of buildings.

The PCs have the opportunity to select one of the Jeweled Sages to aid them in disrupting the necromantic icon. **Handouts #1–6** provide simplified statistics for the sages present, and the players should have an opportunity to review the handouts for a few minutes before selecting a sage. That character accompanies the PCs for the remainder of this encounter. If the sage would die, he or she retreats instead and remains at 1 hit point.

The PCs begin this encounter along the north edge of the map.

Creatures: The villagers at first volunteered for Tahari’s experiments, hoping to earn the favor of someone so highly ranked at court. When her flagrant disregard for life became apparent and villagers refused to participate, she forcibly conscripted them, and finally put down an insurrection, transforming the slaughtered villagers into undead guardians for her sanctuary. These creatures have lingered beneath the sands for millennia and hunger for mortal life to consume.

In Subtier 7–8, packs of ghosts attack. In Subtier 10–11, they’re accompanied by a gashadokuro. The undead arrive along the south edge of the map at the beginning of the second round of combat.

Hazard: Countless animate corpses lurk beneath the sands, grabbing at the living. Treats this as a the grasping graves hazard (*Pathfinder RPG Horror Adventures* 156; see page 33). Furthermore, the sandstorm reduces visibility to 30 feet (*Pathfinder RPG Core Rulebook* 431). Finally, the malevolent sands can support the undead creatures, which can tread freely along the ephemeral ghosts of past buildings and walls (whose location, height, and so on are up to GMs’ discretion), as if under the effects of *air walk*. This last benefit also extends to any undead creatures controlled by the PCs, as well as PCs with strong ties to undeath such as dhampirs and characters with the undead bloodline.

Traps: Arcane runes cover the basalt monolith. It emits waves of negative energy periodically when an undead creature is within 30 feet. A PC who’s adjacent to the monolith can attempt to suppress its effects as a standard action; if that PC succeeds at an Average Knowledge (arcana, planes, or religion) check, she delay its next energy wave by 1 round. If the result of her check meets or exceeds the subtier’s Hard skill check DC, the PC can reconfigure the monolith to release an equally powerful burst of positive energy instead at the beginning of that PC’s next turn. This energy inversion sends a crack down the monolith’s center and disables it. Alternatively, the PCs can smash the monolith enough to disable it (hardness 8, hp 150).

Subtier 7–8 (CR 11)

Horde of Ghasts (3)

CR 7

CE Medium undead (troop) (*Pathfinder RPG Bestiary* 146, *Pathfinder RPG Bestiary 6* 265, 307; see page 32)

Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura stench (10 ft., DC 18, 1d6+4 minutes)

Defense

AC 17, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 67 (9d8+27)

Fort +7, **Ref** +9, **Will** +10

Defensive Abilities channel resistance +2, troop traits; **Immune** undead traits

Offense

Speed 30 ft.

Melee troop (1d6+4 plus paralysis and disease)

Space 20 ft.; **Reach** 5 ft.

Special Attacks paralysis (1d4+1 rounds, DC 20), prey on the helpless

Tactics

During Combat The ghosts swarm over the nearest creatures, ravenously biting and clawing.

Morale The ghosts are mad with hunger and fight until destroyed.

Statistics

Str 18, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +6; **CMB** +10; **CMD** 25 (can’t be tripped)

Feats Ability Focus (paralysis), Combat Reflexes, Dodge,

Lightning Reflexes, Toughness



SALVATION OF THE SAGES

Skills Acrobatics +6, Climb +9, Disguise +9, Intimidate +9, Perception +9, Stealth +9, Swim +6

Languages Ancient Osiriani

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—*injury*; save Fort DC 18; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex; cure 2 consecutive saves. The save DC is Charisma-based.

Prey on the Helpless (Ex) A horde of ghosts deals 4d6+16 points of damage when attacking helpless creatures.

ICON OF UNDEATH CR 6

Type magic; Perception DC 5; Disable Device DC 25

EFFECTS

Trigger proximity (*detect undead*); **Duration** instantaneous; Reset automatic (2 rounds)

Effect The monolith pulses with negative energy (as per channel energy) to harm the living and heal the undead simultaneously (4d6 negative energy, Will DC 17 half); multiple targets (all targets in a 60-ft. radius, centered on the monolith)

Subtier 10–11 (CR 14)

HORDE OF GHASTS (2) CR 7

hp 67 each (see page 8)

TACTICS

Use the tactics from Subtier 7–8.

GASHADOKURO CR 13

hp 180 each (*Pathfinder RPG Bestiary 4* 121; see page 30)

TACTICS

During Combat The gashadokuro moves toward the largest group of living creatures, uses its breath weapon, and then begins grabbing and swallowing the nearest living creatures.

Morale The gashadokuro is mad with hunger and fights until destroyed.

ICON OF UNDEATH CR 8

Type magic; Perception DC 5; Disable Device DC 30

EFFECTS

Trigger proximity (*detect undead*); **Duration** instantaneous; Reset automatic (2 rounds)

Effect The monolith pulses with negative energy (as per channel energy) to harm the living and heal the undead simultaneously (6d6 negative energy, Will DC 20 half); multiple targets (all targets in a 60-ft. radius, centered on the monolith)

Treasure: If the PCs explore the ruined village and succeed at an Average Perception check, they find a *wand of cure moderate wounds* (10 charges). In Subtier 10–11, they also find a *wand of restoration* (4 charges). Regardless of their check, they also find a khopesh that's free of any rust or wear. This

is *Fortune Moon*, a +2 khopesh. With proper restoration (see the Chronicle sheet), it can be restored to its full abilities.

Development: After the Pathfinders defeat the undead here and disable the monolith, the remaining undead disperse or crumble back to the ground. The other sages return, bearing some marks of battle but largely unharmed. After conferring briefly, they use the *sage jewels* to guide them to a hidden vault, revealing a stone staircase leading down into a dark, cold passage.

Rewards: If the PCs fail to find the supplies, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 768 gp.

Out of Subtier: Reduce each PC's gold earned by 1,124 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,481 gp.

B. RESEARCH LABORATORY

Aryana Tahari constructed a labyrinth of underground laboratories, holding cells, and storage facilities beneath the village. The villagers built the first rooms, believing the structure to be a hospice and country estate. The rest Tahari built via undead servitors and magic. The walls are hewn stone. The ceilings are 15 feet high in corridors and 20 feet high in rooms. The magical illumination failed long ago, leaving the rooms dark. The occasional flicker of energy or sputtering light only serves to distract.

The shifting and rising of the settlement has revealed hidden passages within the complex. The sages agree to split into teams to search for a site tied to the necromancer where they can best perform Amenopheus' ritual. Again, the Pathfinders can choose one sage to accompany them. Area B represents the small section of the overall facility that Tahonikepsu assigns the Pathfinders to explore.

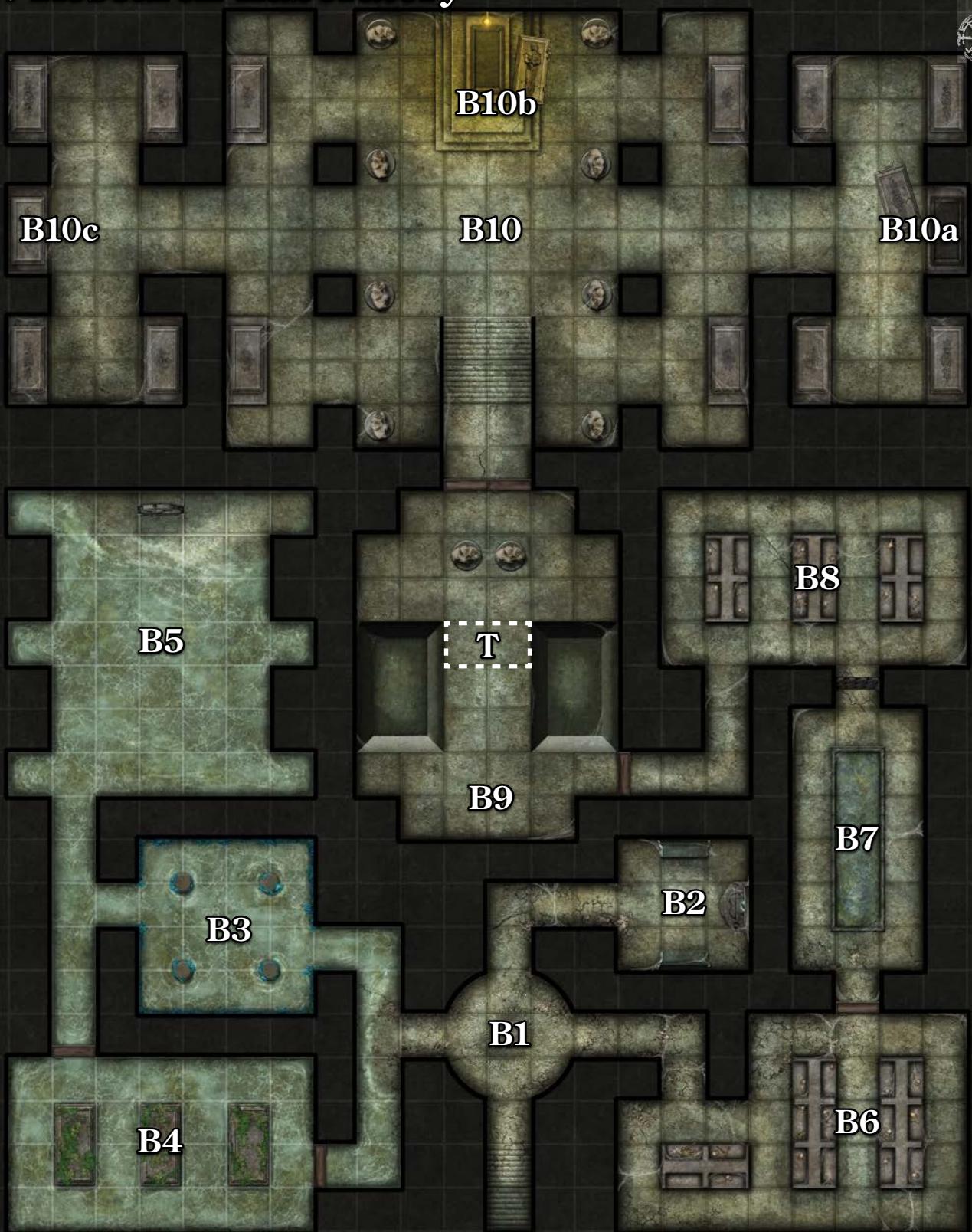
The structure rumbles as the ancient wards continue to shift the sunken ruins toward the surface in response to the presence of the *sage jewels*. Amenopheus suspects they have only a few hours—he estimates as many as 6 but prefers to assume 4 to be safe—before this process causes irreparable damage and the facility collapses on itself. Once 3 hours have passed, the sages call the Pathfinders to gather in area C to perform the ritual. If the Pathfinders have not located area C, another sage shows them a route there.

Dangerous Memories

Whichever sage explores area B with the PCs experiences brief flashes of insight in each room as Tahari stirs in that sage's *sage jewel*. These moments are vague memories of the necromancer's horrific accomplishments. If the Pathfinders ask the sage to dig deeper, the NPC can provide either additional background information about a room or a +5 insight bonus on one skill check the PCs attempt while exploring the room. Doing so strengthens Tahari's hold on the sage, and the sage increasingly showing signs of her personality—arrogance, callousness, and ambition.



B. Research Laboratory



1 square = 5 feet

Pathfinder Flip-Mat Classic: Dungeon

SALVATION OF THE SAGES

This medium also serves as an additional vector to convey Tahari's backstory and accomplishments to the players (see the Creatures entry on page 17).

If the PCs ask for help five or more times from the sage who later leads the ritual in area C, increase the save DC of all that sage's spells and effects by 3. If Tahari instead gains this influence over another sage, her power over that sage grows strong enough that she can control the sage during the encounter in area C, in addition to the ritual leader.

B1. Facility Index

This small, circular chamber serves as an intersection, with hallways departing to the north, west, and east, and stairs leading upward to the south. A faintly glowing inscription of hieroglyphic writing spirals out from a round stone pillar carved with similar markings in an ancient script.

The pillar provides directions around the facility in Ancient Osiriani, indicating the names of rooms and the direction to go to reach them. The hallway west and south to area B4 leads to an observation port (treat the door marked on the map as a section of wall containing a window into area B4).

The inscription in Ancient Osiriani on the floor reads, "Within frail flesh lie ideas, and they can transform the world."

Hazard: Foul air rushes out when the PCs open this area, exposing them to the disease Fading Light (see the Fading Light sidebar). The sage with the PCs urges them to determine what they unleashed.

B2. Doorway to Oblivion

The dimensions of this room are perfectly square, and every sound and motion feels profoundly distinct yet unreal. A large shrine rests against the wall, draped in a flawless black silk cloth. Beneath the silk cloth is a mirror that serves as a portal to the House of Oblivion, the heart of Ahriman's power in Golarion. As Tahari's loyalties drifted away from the divs, she covered it to keep the outsiders from spying on her. The PCs can break the mirror (hardness 2, hp 15, break DC 15), if they wish.

Hazard: When uncovered, the ancient mirror shows the viewer's reflection slowly sinking into an inky void. Alien eyes open and look upon the viewer, who can sense the attention of an extraordinarily evil force. This affects the viewer as per *bestow curse* (DC 17 negates in Subtier 7–8, DC 20 in Subtier 10–11), giving the cursed creature a –6 penalty on all saving throws against the spell-like and supernatural abilities of divs.

Treasure: Next to the shrine, Tahari left a large onyx key with a black and silver eclipse adorning the bow. The Pharaoh of Forgotten Plagues awarded these keys to the House of Oblivion to notable Usij in recognition of their

FADING LIGHT

The Pharaoh of Forgotten Plagues feared the Night Plague might not destroy the Jistka Imperium and tasked the Usij with creating new nightmares. Aryana Tahari knew the Jistkan elementalists and their conjured genie servants were the backbone of the Imperium's armies and crafted a plague tailored to destroy creatures of magic that would also ruin her own arcane rivals. The disease feeds on magic, sapping the victim's life in magic's presence.

The saving throw DCs listed below are for Subtier 7–8. In Subtier 10–11, increase the DCs by 2. In both subtypes, increase the save DCs by 4 for any creature that is a genie or an elemental, or that has a strong connection to genies or elementals (e.g., an elemental- or genie-associated race, sorcerer bloodline, oracle mystery, or wizard school).

FADING LIGHT

Type disease, contact, inhaled, or injury; **Save** Fortitude DC

21 negates

Onset instantaneous; **Frequency** special

Effect gain 1d2 negative levels (Fortitude DC 21 negates)

whenever the creature casts a spell, uses a spell-like ability, or consumes a potion or extract; **Cure** 2 consecutive saves.

work. A Pathfinder can identify its significance with a successful Average Knowledge (history or nobility) check.

Rewards: If the Pathfinders fail to recover the key, reduce each PC's gold earned by 41 gp.

B3. Cleansing Room (CR 10 or CR 13)

A soupy, viscous fluid covers the floor of this pillared chamber. Arcane runes form three distinct horizontal bands on each pillar, the first third glowing green, the second blue, and the top third red. Tattered, dusty remnants of clothing fill niches in the walls.

The clothing in the alcoves crumbles if touched. A watery growth medium used for culturing microbes covers much of the floor.

Traps: Any creature infected with a disease entering the room triggers the trap. When it activates, the trap seals each entrance to the room with a *wall of force* and immediately affects each creature within the area with *remove sickness* (*Pathfinder RPG Ultimate Magic* 234). On the second round, the trap affects each creature in the area with *remove disease*. On the third round, the trap incinerates all diseased creatures and objects in the room, dealing fire damage. The room remains sealed for an additional 3 rounds as vents open to suck any remaining contaminants from the area, after which each *wall of force* dissipates.



Scaling Encounter B3

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: Reduce the fire damage to 48 points.

Subtier 10–11: Reduce the fire damage to 66 points.

Subtier 7–8 (CR 10)

CONTAMINATION PROTOCOL CR 10

Type magic; Perception DC 15; Disable Device DC 25

EFFECTS

Trigger location (*diagnose disease^{UM}*); **Duration** 5 rounds;

Reset automatic (1 minute)

Effect magical decontamination sequence (see Traps on page 11; all effects are CL 10th; 60 fire damage); Reflex DC 22 half; multiple targets (all diseased targets in area B3)

Subtier 10–11 (CR 13)

CONTAMINATION PROTOCOL CR 13

Type magic; Perception DC 15; Disable Device DC 30

EFFECTS

Trigger location (*diagnose disease^{UM}*); **Duration** 5 rounds;

Reset automatic (1 minute)

Effect magical decontamination sequence (see Traps on page 11; all effects are CL 13th; 78 fire damage); Reflex DC 25 half; multiple targets (all diseased targets in area B3)

B4. Plague Laboratory

Three tables laden with alchemical equipment, glassware, and other arcane tools occupy this chamber. A thick liquid drips from a broken glass jar that never empties. Numerous marked vials that appear intact are enclosed within glass-fronted cabinets along the southern wall. A sealed metal canister sits in the southwest corner.

Tahari crafted new diseases here before taking them to area B10 to test on her experimental subjects. The room is in disarray, but sufficient equipment remains to use as a functional alchemy lab. Several of Tahari's notes have also survived, all written in Ancient Osiriani. Provide **Handout #7** if the PCs search the room.

Hazards: The shelves hold 40 numbered samples from many diseases. If a PC opens a sample vial at random, they're exposed to one of the following diseases at random: blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, red ache, shakes, or slimy doom. The metal canister labeled "#14" contains a sample of Fading Light (see the sidebar on page 11).

Treasure: One cabinet holds a vial that contains three doses of crystalline aether (see the Curing Fading Light sidebar on

page 13), a powerful magical by-product of Tahari's wildly unethical experiments. The clear substance is a clear viscous fluid that spontaneously crystallizes into fractally complex formations before melting back to a liquid state. Crystalline aether radiates a strong universal magic aura.

B5. Memory Extraction (CR 10 or CR 13)

Wall alcoves hold rust-covered stone pits into which the soupy liquid covering the floor spills. Along the north wall stands a complex gold and bone framework linking dozens of crystals set into the stone. Ancient, rusty blood covers bronze shackles bolted to plates in the floor near the mechanism.

Tahari performed tests on memory and personality preservation here. She bound subjects near the device and drained their minds, pausing to take notes and record the changes in their personas with each lost piece. The psychic impressions of their suffering still echo in the chamber.

Hazards: The device activates when a creature approaches within 5 feet of it. A distortion manifests where a bound prisoner would be kept. A PC who succeeds at an Average Knowledge (arcana or planes) or Hard Spellcraft check—or who has *create mindscape* on his spell list—recognizes the distortion as the entrance to an immersive mindscape (*Pathfinder RPG Occult Adventures* 235) that can remove or retrieve memories. A PC who succeeds at an Average Disable Device or Spellcraft check or spends 30 minutes studying the device can set it to retrieval mode.

The mindscape appears much as the town of Resa did during its prosperous years before Tahari took over, but several buildings' doors lead not inside but rather into partitioned memories that a PC can experience by crossing the threshold. Some of these are quite safe to view, whereas others are so traumatic that they can cause lasting damage to the viewer. Experiencing one of these dangerous visions gives the viewer a temporary negative level unless the viewer succeeds at a DC 22 saving throw (DC 24 in Subtier 10–11) whose type varies depending on the vision. These negative levels last for 24 hours.

Tahari extracted the mind of Kabede, a sepid div (*Pathfinder RPG Bestiary* 3 89), and stored it in the device. Kabede masquerades as a trapped shaitan named Marouf, and he is an able navigator of the mindscape's memories who offers to guide the PCs. In fact, he is a compulsive liar like all septids, identifying the most dangerous memories as safe and the safest as treacherous. A PC who succeeds at a Hard Sense Motive check can ascertain that the creature is trying to deceive them, and a PC who succeeds at an Average Knowledge (planes) check identifies Kabede as a div and recalls his kind's compulsion to do and mean the opposite of what they claim. If attacked, Marouf fades into the mindscape itself, periodically emerging to try and regain the PCs' trust.



SALVATION OF THE SAGES

If a PC enters the mindscape while the device is in its memory removal mode, each of the memory doors the PC tries to enter deposits her in a small area full of vague, shadowy forms that play out strangely familiar scenes for a few rounds before the PC stumbles back out into the Resa portion of the mindscape. What the PC witnessed was an afterimage of several of her cherished memories playing out before being wiped away. This gives the PC 1 negative level (Fortitude DC 22 negates; DC 24 in Subtier 10–11), but the harmful effects of this procedure don't register to the character unless she succeeds at a DC 20 Will save or leaves the mindscape. Kabede glibly explains away any concerns the PC might have, blaming the effect either on a door's malfunction ("But surely another will function properly; try this door next.") or on any other reason that seems plausible.

The PCs can access nine visions, each described in brief below. Any vision that lists a saving throw is dangerous, and the must succeed at the listed saving throw to avoid incurring negative levels.

Drowning Pit (Fortitude): A man remembers drowning in a pit. Rather than throwing him a rope, someone above simply heaves more water and debris into the pit. A PC experiencing this vision feels as though he were drowning, but emerges from the door back into Resa at the moment of death.

Blistering Desert: A boy remembers a frail Garundi woman—he calls her Lady Tahari—wearing a silver and black pendant rescuing him from the desert. She leads him into a cool, underground structure, and the PC emerges back into Resa.

Holy Warrior: A woman from Resa remembers begging a paladin of Osiris clad in gleaming dragonhide armor to free a village from an evil sorceress. The paladin looks to the horizon and then nods solemnly, motioning for the woman to enter a nearby shelter so that they can discuss strategy.

Bountiful Feast (Reflex): Dozens of humans partake in a feast. Suddenly, fearsome divs emerge from the doors, windows, and thin air and begin tearing apart the feasters, turning the event into a macabre banquet of their own. A PC experiencing this vision witnesses oncoming divs that slash at him unless he can escape.

Glorious Palace (Fortitude): Several courtiers kneel before a dark-robed Garundi woman. They make overtures of peace to her, addressing her by name: Aryana Tahari, the Black Moon. She considers their offers, denies them, and then summons a cloud of poisonous gas that causes the courtiers to keel over and cough up blood. A PC experiencing this vision can feel the poison's effects and runs for safety.

Dying Village: An ill woman remembers a plague ravaging her village. Aryana Tahari arrives, and several villagers plead with her for aid while pointing to a pile of plague-stricken corpses awaiting burial. She agrees to help, but the villagers' relief turns to horror when she animates the corpses as zombies and laughs as they march away with her.

CURING FADING LIGHT

Tahari's notes in area **B6** say that Fading Light feeds on magic, but pure magic overwhelms the disease, curing the host. The steps to make the cure are as follows.

Step 1: The PCs must locate a supply of crystalline aether. Stashes are located in areas **B4**, **B7**, and **B10**.

Step 2: The PCs must locate Tahari's notes on the refinement process in area **B6**.

Step 3: The PCs must collect a disease sample from a victim in area **B10** or from the canister in area **B4** to test the cure on. A character who succeeds at an Average Heal check, Hard Knowledge (nature) check, or Easy Profession (herbalist) check—or who has the poison use ability—can safely examine and handle diseases without risk of exposure.

Step 4: The PCs can manufacture the cure in area **B4**. Each dose takes 5 minutes to produce. Consuming the resulting azure liquid cures Fading Light and grants a +10 alchemical bonus on subsequent saving throws against that disease for 24 hours.

A PC who reads Tahari's notes and succeeds at an Average Craft (alchemy) check or Hard Spellcraft check can distill pure magical energy from two doses of crystalline aether in a 15-minute process that creates one dose of *blood of Nethys* (see below).

BLOOD OF NETHYS		SLOT NONE
AURA	CL 21st	WEIGHT —

This stoppered vial holds a marbled mix of white and black fluids that swirl around one another, occasionally forming the appearance of a face for an instant. The fluid is raw magical potential that can be used in one of four ways.

- If consumed, any spells affecting the imbiber are treated as 5 levels higher for the purpose of being dispelled, and such spells function even while in an *antimagic field* or area with the dead magic planar trait; this effect lasts for 1 minute.
- If poured on the ground as a standard action, the fluid covers a 5-foot-radius area and suppresses any *antimagic field* in that area for 1d4+1 rounds.
- The flask can be thrown as a splash weapon against the caster of an *antimagic field*, and on a direct hit, the fluid suppresses the *antimagic field* for 1d4+1 rounds.
- A spellcaster can use *blood of Nethys* as an additional spell component to increase the caster level of that spell by 2.

During this adventure, consuming *blood of Nethys* also grants immunity to the disease Fading Light for 24 hours and cures that disease if the imbiber already has it.



Plague Lab: An escaped prisoner remembers sneaking out of Tahari's labyrinthine facility. He lingers at the entrance of a plague laboratory (area **B4**), where he sees Tahari whispering to the diseases she's culturing as though they were newborn children. She turns from her work to grab a vial marked "#14" and hold it up admiringly. She notices the prisoner, who turns to flee into darkness.

Memory Chamber: After subduing him with life-sapping magic, Tahari binds the sepid div Kabelede into the memory device and begins draining his thoughts. As he screams and withers, she begins taking notes in a journal. A PC experiencing this vision feels her own thoughts and vitality draining away before waking up in the Resa mindscape.

Sepulcher: An escaped prisoner remembers following Tahari into a room full of sarcophagi (area **B10**), hoping to find some egress from the compound. He follows her through a secret passage in the eastern wall (at area **B10a**) to a vast library before she notices him and the memory ends.

B6. South Archive

Thousands of bones fill the shelves in the center of this chamber as if they were books. Tiny pictographs cover the surface of each bone.

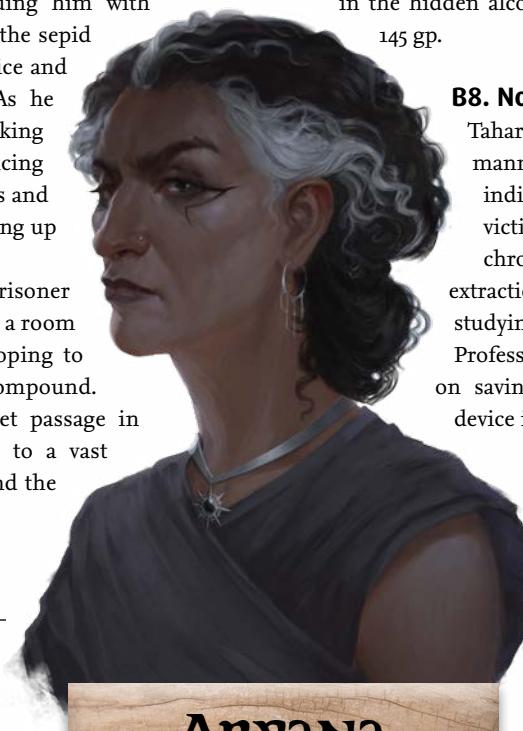
The bones are all from Tahari's victims, and each one chronicles the individual's infection and death.

By spending 15 minutes searching here (only 5 minutes with a successful Hard Perception check or Easy Profession [librarian] check) a PC can find a vellum sheet in a bone scroll tube that includes Tahari's notes on refining crystalline aether. This details the procedure described in the Curing Fading Light sidebar on page 13.

B7. Waste Disposal

The chamber gleams when illuminated, bouncing reflections across the multitude of glass tiles covering the walls and floor. The pool in the center of this chamber is utterly still, and a small, pearlescent object glimmers at the bottom. The glimmering object is a cheap glass bead from a child's necklace lit with a fading *continual flame* spell.

Hazard: Powerful acid (*Pathfinder RPG Core Rulebook* 442) fills the 10-foot-deep pool. The upper foot of acid is inert after millennia of exposure to the air. The acid has no effect on glass.



Aryana
Tahari

Treasure: Pathfinders who search the room and succeed at an Average Perception check locate a hidden alcove behind a tile on the west wall. The alcove holds a canister with enough crystalline aether for four doses of cure (see the Curing Fading Light sidebar on page 13), a scroll of *heal*, and two vials of antiplague (*Pathfinder RPG Advanced Player's Guide* 184).

Rewards: If the Pathfinders do not recover the treasures in the hidden alcove, reduce each PC's gold earned by 145 gp.

B8. North Archive

Tahari collected bones here in the same manner as in area B6. A short review indicates each bone is from a separate victim of her research, this time chronicling her studies in memory extraction. A PC who spends 15 minutes studying the bones or succeeds at an Average Profession (librarian) check gains a +5 bonus on saving throws when using the memory device in area B5.

B9. Slave Pits (CR 9 or CR 12)

A bridge crosses a dark chasm containing mountains of bones. Fearsome fiendish statues armed with serrated blades guard one side of the bridge, standing before a double door. An obsidian moon embosses the doors' center.

Tahari held uninfected subjects in the pits before using them in her experiments. While she was away dealing with the Sarenite uprising, an infected escapee fell in and contaminated the prisoners. The skeletal remains of hundreds of humanoids who died from disease or cannibalism in her absence remain below.

Traps: A hidden catch in the floor causes the bridge to twist suddenly when a creature steps near its northern edge, dropping creatures on the bridge into the pit. A creature that succeeds at the Perception check to spot the trap can walk across the bridge at half speed without triggering it.

Subtier 7-8 (CR 9)

TILING BRIDGE TRAP

CR 9

Type mechanical; Perception DC 25; Disable Device DC 15

EFFECTS

Trigger location; **Duration** instantaneous; **Reset** automatic (1 round)

Effect 40-ft.-deep pit (4d6 falling damage); bone spikes (Atk

SALVATION OF THE SAGES

+12 melee, 1d4 spikes per target for 1d6+5 damage each plus disease [haunting bonewrack; save Fort DC 20; onset 10 minutes; frequency 1/day; effect 1d4 Dex and 1d4 Cha; cure 2 saves]; Reflex DC 20 avoids; multiple targets (all targets on the bridge)

Subtier 10–11 (CR 12)

TILTING BRIDGE TRAP	CR 12
Type mechanical; Perception DC 29; Disable Device DC 15	
EFFECTS	
Trigger location; Duration instantaneous; Reset automatic (1 round)	
Effect 40-ft.-deep pit (4d6 falling damage); bone spikes (Atk +18 melee, 1d4 spikes per target for 1d6+5 damage each plus disease [haunting bonewrack; save Fort DC 20; onset 10 minutes; frequency 1/day; effect 1d4 Dex and 1d4 Cha; cure 2 saves]; Reflex DC 25 avoids; multiple targets (all targets on the bridge)	

Treasure: One statue holds a *wand of reach levitate* (six charges; *Advanced Player's Guide* 168) that Tahari used to extract subjects from the pit, and the other statue holds a *wand of calm emotions* (15 charges).

Rewards: If the PCs do not recover the wands, reduce each PC's gold earned by 187 gp.

B10. Incubation Chambers

Stone sarcophagi line the walls, held closed by straps and bindings. Arcane glyphs spark over the walls and tombs periodically.

The sarcophagi contained creatures infected with Tahari's diseases and kept the trapped victims alive as if the occupants were each wearing a *ring of sustenance*. The open sarcophagus along the eastern wall (labeled **B10a**) appears completely unused. A PC who succeeds at a Hard Perception check (Easy if the PC experienced the Sepulcher memory in area **B5**) finds a hidden passage within the sarcophagus leading to area **C**.

Hazards: The raised sarcophagus near the room's center (labeled **B10b**) holds the cramped remains of a large blue dragon infected with an incurable variant of Fading Light (see the sidebar on page 11).

One sarcophagus on the western wall (labeled **B10c**) holds the remains of a human paladin of Osiris named Ermias Dalla, whom Tahari captured and tormented for months. A PC who casts *speak with dead* can learn about Tahari's tactics and spells from Ermias's experience fighting her. The sarcophagus contains an incurable, magic-resistant (*Pathfinder RPG Horror Adventures* 146; see page 33) variant of Fading Light.

Treasure: The paladin's incubation chamber holds enough crystalline aether for three doses of Fading Light's cure (see Curing Fading Light on page 13), an ancient gold

holy symbol of Osiris worth 250 gp, and a suit of *lesser celestial dragonhide armor*, which functions as *celestial armor* but with a +2 enhancement bonus and that cannot cast *fly*. The armor is also made from gold dragonhide, making it suitable for characters who cannot wear metal armor. In Subtier 10–11, this is instead *celestial dragonhide armor*, which functions as celestial armor but is made of gold dragonhide.

Rewards: If the Pathfinders fail to find the paladin's treasures, reduce each PC's gold as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,020 gp.

Out of Subtier: Reduce each PC's gold earned by 1,453 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,887 gp.

C. BLACK MOON'S SANCTUM (CR 13 OR CR 16)

This vast library holds stacks of books filling every ward-inscribed shelf. The room's design draws the eye toward a central ritual area, inscribed with arcane markings as complex and nuanced as a living mind.

Tahari crafted her prototype *sage jewel* here, where her thoughts and power were at their greatest and most refined. A small leather journal near the ritual area written in Ancient Osiriani contains her notes and schematics for constructing the prototype. It opens with, "Life is fleeting, but undeath leads to stagnation. Only ideas endure, moving from host to host, alive and undying. That is true immortality."

A lifetime of trophies and curiosities line the shelves as bookends, including a bulette head, a Jistkan legion banner, a framed page from a Thassilonian necromantic text, a Tekritanid idol dedicated to a forgotten sky god, and a brass orrery enchanted with a rudimentary adaptation of the flying Shory cities' Aeromantic Infadibulum. Wards protect the books here, granting them resistance 30 against all energy types and hardness 5. Dealing 30 or more points of damage to a bookshelf destroys it and its contents.

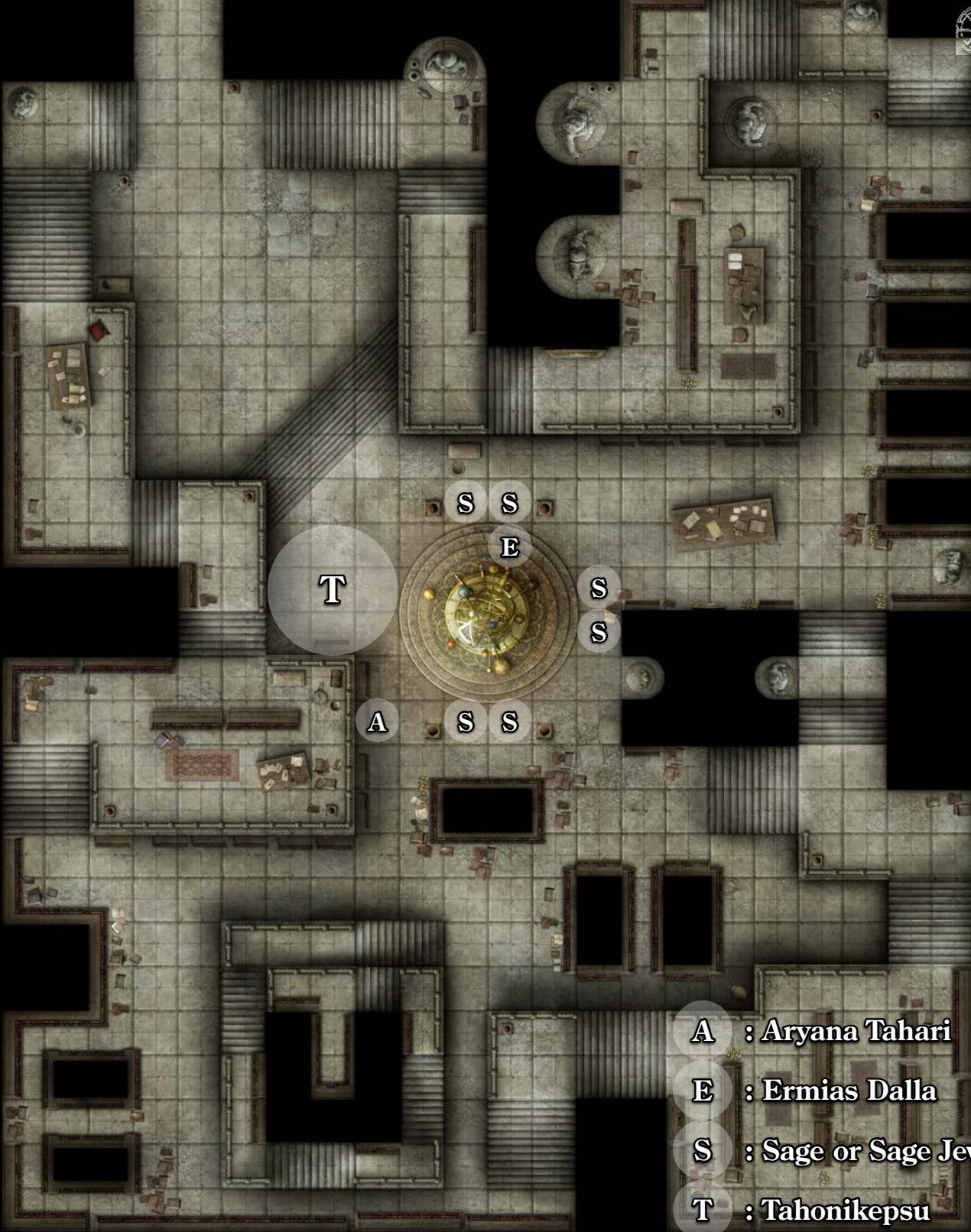
If the PCs arrive in this area early, they can explore it or return to area **B**. If they wish to start the ritual early, proceed to the encounter below; the other sages conclude their investigations elsewhere to join the PCs.

Ritual: Amenopheus has prepared a group ritual that can draw out the malignant presence in the *sage jewels* so that the assembled sages and Pathfinders can bind, banish, or destroy the entity. The PCs can assist with the ritual, though Amenopheus warns them that the ritual's nature means casting spells, activating items, or even consuming magical draughts could have dangerous side effects—he suspects any entity that can possess a *sage jewel* could as readily hijack another magic item or magical process, putting such bystanders at risk.

The PCs can assist with the ritual in several ways, and each PC can attempt checks to help twice—once while preparing



C. Black Moon's Sanctum



1 square = 5 feet

Pathfinder Flip-Mat: Arcane Library

SALVATION OF THE SAGES

the ritual area and once during the ritual itself. In place of attempting a check, a PC can aid another PC's check. Track how many successes the PCs attain and how many checks fail by 5 or more. Failed attempts to use the aid another action do not contribute to these failures.

To prepare the ritual area, a PC can clear the area of extraneous debris and identify any damage that needs to be repaired quickly (Hard Perception or Survival check). Alternatively, a PC can provide academic and technical assistance while properly aligning the components, drawing ritual diagrams, and the like (Average Knowledge [arcana, planes, or religion] or Linguistics check). During the ritual, a PC can help maintain the rite's cadence (Average Linguistics or Perform check) or monitor the ritual and provide additional support where it's needed most (Average Knowledge [arcana or religion] or Spellcraft check). If a PC has any abilities that grant benefits when performing occult rituals, those apply to this challenge.

If the PCs succeed at a number of skill checks equal to two-thirds the number of PCs (round up), the ritual grants the PCs a +2 bonus on all skill checks attempted in the mindscapes later in this encounter. If the PCs succeed at twice this number of checks, the ritual's power is so strong that Aryana Tahari is staggered during the first round of the imminent combat. If a PC fails a check by 5 or more—or casts a spell, activates a magic item, consumes a potion, or does something similar in defiance of Amenopheus's warning—the action partly disrupts the ritual, dealing $3d6$ points of damage ($5d6$ in Subtier 10–11) to each sage and PC.

In Subtier 7–8, after some debate, Tahonikepsu agrees to let Amenopheus lead the ritual. In Subtier 10–11, she stubbornly holds her ground, and Amenopheus eventually relents, conceding that her time dragon nature would grant her an edge in connecting the past to the present.

When the ritual begins, read or paraphrase the following. Note that the text refers to “[Ritual Leader],” as this could be either Amenopheus or Tahonikepsu; fill in the appropriate sage's name as you read.

A Complex Encounter

The encounter in area C represents an extraordinary endeavor. This showdown is a complex scene, and it can be tricky to track the many moving parts. The following is a summary of the pieces so you don't miss anything, especially because several pieces appear after the creature stat blocks.

Ritual (page 15): There's a short skill challenge that begins this encounter. If the PCs perform it well, they get advantages in the combat that follows.

Creatures (page 18): The PCs have four different types of enemies. These include the ghost necromancer Aryana Tahari, the graveknight Ermias Dalla, a few divs (who arrive on the second round), and one or more possessed sages.

Hazards (page 21): Tahari's manifestation causes a sickening area effect. This also causes short-lived figments of her past to appear, providing one more way for the PCs to learn about Tahari.

Mindscapes (pages 21): To free a sage trapped in a mindscape, a PC must either destroy that sage's jewel or enter a mindscape to break the necromancer's control. The mindscape and challenges vary by sage.

Sages (pages 30): Once freed, the jeweled sages can contribute to the combat directly to defeat Tahari. Use the simplified statistics in **Handouts #1–5**.

The sages present their sage jewels, bringing forth the topaz, emerald, amethyst, diamond, sapphire, spinel, onyx, and the shards of the ruby in turn. [Ritual Leader] produces a silver pendant set with an obsidian crystal and places it at the focus. The sage jewels blaze with light as shadows gather, rising up until a whirlwind stands contained within pillars of light emanating from the gems... and suddenly ceases. The sages are utterly still and unseeing, and distortions form around each sage jewel, emitting faint cries for help. At the center of this storm forms a spectral being: a frail, dark-haired woman of middle years wearing the silver pendant. A ring of lights orbits her head, matching the colors of the sage jewels. She looks around the room as a child inspects an anthill and an eerie murmur echoes through the room: “So much time has passed. I have so much catching up to do...”

Aryana
Tahari



Siphoned Sage Jewels

Aryana Tahari draws the following powers from the *sage jewels*. When a *sage jewel* is destroyed or its sage's mindscape is closed, Tahari loses that power.

Amethyst: Tahari can cast her spells without verbal or somatic components.

Diamond: Tahari gains 50 temporary hit points (100 in Subtier 10–11) at the beginning of each round. These last for 1 round and stack with other sources of temporary hit points, such as *vampiric touch*.

Emerald: The saving throw DCs of Tahari's spells with the curse or disease descriptor (*Pathfinder RPG Ultimate Magic* 137) increase by 5.

Onyx: Tahari can cast spells with a casting time of 1 standard action as though their casting time were 1 move action.

Sapphire: When attempting any saving throw, Tahari can roll twice and take the better result. If she also draws power from the *spinel sage jewel*, she instead automatically succeeds at all saving throws.

Spinel: When attempting any saving throw, Tahari can roll twice and take the better result. If she also draws power from the *sapphire sage jewel*, she instead automatically succeeds at all saving throws.

Topaz: Tahari's spells and abilities affect her targets as though her alignment were neutral or neutral evil, whichever is more advantageous to her.

Creatures: Aryana Tahari was the sole survivor of a devastating plague. The experience left her an ideal pupil for the Usij scholar who found her. She mastered the art of necromancy and swore herself to Ahriman in exchange for the resources the Usij could provide. Her only passion was the study of life and death. She sees disease as the purest form of life, spreading an idea that overtakes and consumes all others. She perpetuated herself through artifice, hoping to infect and live on by usurping healthy hosts who could spread her life force to yet more victims—particularly spellcasters. While the sages eliminated the most virulent aspects of her design for the *sage jewels*, her spirit persisted in the gems nonetheless.

Amenopheus's ritual to extract Tahari works, but she is far more powerful than he had expected. What's more, her command of the *sage jewels* exceeds those of the assembled sages. She uses the jewels to overwhelm their respective sages and siphons immense amounts of power from each gem (see the Siphoned Sage Jewels sidebar). This process traps the sages in emotional mindscapes fed by their own insecurities, doubts, and regrets, leaving all but the ritual leader indefinitely dazed until the PCs free them from their respective mindscapes or Tahari is destroyed.

A sage freed in this way can contribute to the encounter directly; use the simplified statistics found on that sage's handout. Note, however, that if Sinuhotep's *sage jewel* is destroyed, Sinuhotep is immediately destroyed as well, since the gem serves as his phylactery. Aryana Tahari has an especially powerful command over the ritual's leader (either Amenopheus or Tahonikepsu), who is staggered but otherwise under the ghost necromancer's command. If Tahonikepsu is controlled, she immediately reverts to her Huge dragon form.

Finally, Tahari manifests, along with allies. At the beginning of combat, this is the bound spirit of Ermias Dalla, the paladin of Osiris the PCs may have seen in areas **B5** and **B10**. Defeated, broken, and imprisoned in Abaddon, he follows her commands unfailingly. However, he is free to voice his despair and rage, begging the PCs to destroy his enslaved form and free him from his torment. He still carries the tarnished crook-and-flail symbol of Osiris, a lawful good Osirian deity of the afterlife and rebirth. If defeated, he fades away while voicing his hope that his weapon might deal the killing blow to his captor. His flail remains behind, and it functions as a +2 *ghost touch holy light flail* for 1 minute.

At the beginning of the second round, one or more divs sense Tahari's revival and arrive to join the fight as her allies. These arrive within 30 feet of the center of the room and act immediately.

Subtier 7–8 (CR 13)

ARYANA TAHARI, THE BLACK MOON

CR 10

Middle-aged human ghost necromancer 9 (*Pathfinder RPG*

Bestiary 144)

NE Medium undead (augmented humanoid, human, incorporeal)

Init +2; **Senses** darkvision 60 ft., life sight (10 feet, 9 rounds/day); Perception +22

DEFENSE

AC 26, touch 18, flat-footed 23 (+4 armor, +5 deflection, +2 Dex, +1 dodge, +4 shield)

hp 97 (9d6+63)

Fort +9, **Ref** +6, **Will** +8

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (10d6)

Special Attacks draining touch, magnum opus, malevolence (DC 19)

Arcane School Spell-Like Abilities (CL 9th; concentration +17)
11/day—grave touch (4 rounds)

Wizard Spells Prepared (CL 9th; concentration +17)

5th—*cloudkill* (DC 23), *dazing flaming sphere* (DC 20), *suffocation*^{APG} (DC 25)



SALVATION OF THE SAGES

- 4th—*contagion* (DC 24), *contagion* (DC 24), *dimension door*, *enervation* (2)
3rd—persistent *chill touch* (DC 21), *dispel magic*, *howling agony*^{UM} (DC 23), *slow* (DC 21), *vampiric touch* (2)
2nd—*blindness/deafness* (DC 22), *create pit*^{APG} (2, DC 20), *frigid touch*^{UM}, *glitterdust* (DC 20), *resist energy*, see *invisibility*
1st—*mage armor*, *magic missile* (3), *ray of enfeeblement* (2, DC 21), *shield*
0 (at will)—*acid splash*, *dancing lights*, *prestidigitation*, *touch of fatigue* (DC 20)

Opposition Schools

Enchantment, Illusion

TACTICS

Before Combat Aryana manifests with her *mage armor* and *shield* spells cast. These are already factored into her AC.

During Combat Aryana disables or isolates as many PCs as possible with *cloudkill* and dazing *flaming sphere*. She infects spellcasters with Fading Light using *contagion*. She directs the sage she controls to attack the PC who seems to be the biggest threat to her.

Morale Aryana's spirit lacks the power to leave her sanctum and fights until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 26, **Wis** 13, **Cha** 21

Base Atk +4; **CMB** +6; **CMD** 22

Feats Combat Casting, Dazing Spell^{APG}, Dodge, Greater Spell Focus (necromancy), Persistent Spell^{APG}, Scribe Scroll, Spell Focus (necromancy), Toughness, Turn Undead

Skills Fly +23, Heal +11, Knowledge (arcana, dungeoneering, local, nature, planes) +21, Perception +22, Profession (herbalist) +14, Sense Motive +14, Spellcraft +21, Stealth +11; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Ancient Osiriani, Celestial, Common, Infernal, Jistka, Tekritanin

SQ arcane bond (object), power over undead

Gear *Anamnesis* (functions as a *stone of good luck* and *headband of intelligence* +6)

SPECIAL ABILITIES

Draining Touch (Su) Tahari gains a touch attack that drains 1d4 points from any one ability score she selects on a hit. Each time she hits with such an attack, she regains 5 hit points. When she makes a draining touch attack, she cannot use her standard ghostly touch attack.

Magnum Opus (Su) Whenever Tahari infects a creature with a disease using a spell, she can infect that creature with an incurable^{HA}, magic-resistant^{HA} variant of Fading Light (see pages 11 and 33).

Malevolence (Su) Once per round, Tahari can merge her body with that of a creature on the Material Plane. This ability is similar to a *magic jar* spell (CL 10th), except that it does not require a receptacle. To use this ability, she must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to Tahari's malevolence for 24 hours.

Scaling Encounter C

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: Remove the pairaka divs from the encounter. Attempting to free a sage from her mindscape takes a standard action instead of a full-round action.

Subtier 10–11: Remove the shira div from the encounter. Attempting to free a sage from her respective mindscape takes a standard action instead of a full-round action.

ERMIAS DALLA

CR 8

Human graveknight antipaladin 7 (*Pathfinder RPG Bestiary 3* 138, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead (augmented humanoid, human)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Auras cowardice (10 ft.), sacrilegious aura (30 ft., DC 17)

DEFENSE

AC 23, touch 10, flat-footed 23 (+7 armor, +4 natural, +2 shield)

hp 99 (7d10+56)

Fort +15, **Ref** +8, **Will** +15

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee +1 light flail +16/+11 (1d8+8 plus 1d6 acid) or slam +15 (1d4+9)

Special Attacks channel destruction, channel negative energy 3/day (DC 17, 4d6), cruelties (shaken, staggered), devastating blast 3/day (4d6 acid, DC 17), smite good 3/day (+4 attack and AC, +7 damage), touch of corruption 7/day (3d6), undead mastery (35 HD, DC 17)

Antipaladin Spell-Like Abilities (CL 7th; concentration +11)

At will—*detect good*

Antipaladin Spells Prepared (CL 4th; concentration +8)

2nd—*bull's strength*

1st—*command* (DC 15), *doom* (DC 15)

TACTICS

During Combat Ermias closes with a nearby threat, using his flail to disarm, smite, and destroy his foe. He prefers to fight foes wearing the iconography of a good-aligned deity, especially paladins. While in combat with such characters, he tries to identify himself as a former paladin in need of assistance, though he's powerless to resist Tahari's orders to attack and kill.

Morale Ermias fights until destroyed.

STATISTICS

Str 21, **Dex** 10, **Con** —, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +7; **CMB** +14 (+16 disarm); **CMD** 22 (24 vs. disarm)

Feats Blind-fight, Combat Expertise, Improved Disarm, Improved Initiative^B, Lunge, Mounted Combat^B, Ride-by Attack^B, Toughness^B, Weapon Focus (light flail)



PATHFINDER SOCIETY SCENARIO

Skills Heal +11, Intimidate +12, Knowledge (religion) +12, Perception +12, Profession (embalmer) +14, Ride +14, Sense Motive +14; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

Languages Ancient Osiriani, Celestial, Common, Tekritanin
SQ fiendish boon (weapon +1, 1/day), graveknight armor, phantom mount, ruinous revivification (acid)

Gear +1 dragonhide chainmail, +1 light steel shield, +1 light flail

SPECIAL ABILITIES

Graveknight Abilities The graveknight template grants Ermias Dall numerous abilities, but only the most relevant ones are detailed below. The channel destruction, rejuvenation, and ruinous revivification abilities are already included in the statistics above or don't play a role in this encounter.

Devastating Blast (Su) Three times per day, Ermias can unleash a 30-foot cone of energy as a standard action. This blast deals 4d6 points of acid damage (Reflex DC 17 half).

Phantom Mount (Su) Once per hour, Ermias can summon a skeletal camel similar to a *phantom steed* (CL 7th). This mount is more real than a typical *phantom steed* and can carry one additional rider.

Sacrilegious Aura (Su) Ermias constantly radiates an aura of negative energy and of strong evil in a 30-foot radius. This aura functions as the spell *desecrate* with double effectiveness. Ermias constantly gains the benefits of this effect (including the bonus hit points). In addition, this aura hinders the channeling of positive energy. Any creature that tries to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 17 concentration check; if the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, Ermias can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a DC 17 Will save or fall under his control for 1 day. Ermias can control 35 Hit Dice of undead creatures. If he exceeds this number, the excess creatures from earlier uses of the ability become uncontrolled.

PAIRAKA DIVS (2)

CR 7

hp 76 each (*Pathfinder RPG Bestiary* 3 88, see page 30)

TACTICS

During Combat The pairakas use *charm monster* and *insect plague* to harass foes before flanking one target to attack in melee.

Subtier 10–11 (CR 16)

ARYANA TAHARI

CR 13

Middle-aged human ghost necromancer 12 (*Pathfinder RPG Bestiary* 144)

NE Medium undead (augmented humanoid, human, incorporeal)

Init +6; **Senses** darkvision 60 ft., life sight (20 feet, 12 rounds/day); Perception +25

DEFENSE

AC 27, touch 19, flat-footed 24 (+4 armor, +6 deflection, +2 Dex, +1 dodge, +4 shield)

hp 140 (12d6+96)

Fort +11, **Ref** +7, **Will** +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +8 (13d6)

Special Attacks draining touch, magnum opus, malevolence (DC 22), telekinesis (DC 22)

Arcane School Spell-Like Abilities (CL 12th; concentration +20) 11/day—grave touch (6 rounds)

Necromancer Spells Prepared (CL 12th; concentration +20)

6th—*circle of death* (DC 26), persistent *contagion* (DC 24), quickened *glitterdust* (DC 20), *sirocco*^{APG} (DC 24)

5th—*cloudkill* (DC 23), dazing *flaming sphere* (DC 20), quickened *ray of enfeeblement* (DC 21), *suffocation*^{APG} (2, DC 25)

4th—*bestow curse* (DC 24), *contagion* (2, DC 24), *dimension door*, *enervation* (2)

3rd—persistent *chill touch* (DC 21), *dispel magic* (2), *howling agony*^{UM} (DC 23), *slow* (DC 21), *vampiric touch* (2)

2nd—*blindness/deafness* (DC 22), *create pit*^{APG} (2, DC 20), *frigid touch*^{UM}, *glitterdust* (DC 20), *resist energy*, see *invisibility*

1st—*mage armor*, *magic missile* (3), *ray of enfeeblement* (2, DC 21), *shield*

0 (at will)—*acid splash*, *dancing lights*, *prestidigitation*, *touch of fatigue* (DC 20)

Opposition Schools Enchantment, Illusion

TACTICS

Before Combat Aryana manifests with her *mage armor* and *shield* spells cast. These are already factored into her AC.

During Combat Aryana disables or isolates as many PCs as possible with *cloudkill*, quickened *glitterdust*, and dazing *flaming sphere*. She infects spellcasters with *Fading Light* using persistent *contagion*. She directs the sage she controls to attack the PC who seems to be the biggest threat to her.

Morale Aryana's spirit lacks the power to leave her sanctum yet and fights until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 26, **Wis** 13, **Cha** 22

Base Atk +6; **CMB** +8; **CMD** 25

Feats Combat Casting, Dazing Spell^{APG}, Dodge, Greater Spell Focus (necromancy), Improved Initiative, Persistent Spell^{APG}, Quicken Spell, Scribe Scroll, Spell Focus (necromancy), Toughness, Turn Undead

Skills Fly +26, Heal +14, Knowledge (arcana, dungeoneering, local, nature, planes) +24, Perception +25, Profession (herbalist) +17, Sense Motive +17, Spellcraft +24, Stealth +11;

Racial Modifiers +8 Perception, +8 Stealth



SALVATION OF THE SAGES

Languages Abyssal, Ancient Osiriani, Celestial, Common, Infernal, Jistka, Tekritanin

SQ arcane bond (object), power over undead

Gear *Anamnesis* (functions as a *stone of good luck* and *headband of intelligence* +6)

SPECIAL ABILITIES

Draining Touch (Su) See Subtier 7–8.

Magnum Opus (Su) See Subtier 7–8.

Malevolence (Su) See Subtier 7–8.

Telekinesis (Sp) Aryana Tahari can use *telekinesis* as a standard action once every 1d4 rounds (CL 13th).

ERMIAS DALLA

CR 11

Human graveknight antipaladin 10 (*Pathfinder RPG Bestiary 3* 138, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead (augmented humanoid, human)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Auras cowardice (10 ft.), despair (10 ft.), sacrilegious aura (30 ft., DC 19)

DEFENSE

AC 25, touch 10, flat-footed 25 (+8 armor, +4 natural, +3 shield)

hp 139 (10d10+80)

Fort +17, **Ref** +9, **Will** +17

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 22

OFFENSE

Speed 20 ft.

Melee +1 light flail +20/+15 (1d8+9/19–20 plus 2d6 acid) or slam +13 (1d4+5)

Special Attacks channel destruction, channel negative energy 4/day (DC 19, 5d6), cruelties (poisoned, shaken, staggered), devastating blast 3/day (6d6 acid, DC 19), smite good 4/day (+4 attack and AC, +10 damage), touch of corruption 9/day (5d6), undead mastery (50 HD, DC 19)

Antipaladin Spell-Like Abilities (CL 10th; concentration +14) At will—detect good

Antipaladin Spells Prepared (CL 7th; concentration +11)

3rd—*magic circle against good*

2nd—*bull's strength, invisibility*

1st—*bane* (DC 15), *command* (DC 15), *doom* (DC 15)

TACTICS

Use the tactics from Subtier 7–8.

STATISTICS

Str 22, **Dex** 10, **Con** —, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +10; **CMB** +18 (+20 disarm); **CMD** 26 (28 vs. disarm)

Feats Blind-fight, Combat Expertise, Improved Critical (light flail), Improved Disarm, Improved Initiative^B, Lunge, Mounted Combat^B, Ride-by Attack^B, Toughness^B, Weapon Focus (light flail)

Skills Heal +14, Intimidate +12, Knowledge (religion) +15, Perception +12, Profession (embalmer) +17, Ride +18, Sense Motive +17; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

Languages Ancient Osiriani, Celestial, Common, Tekritanin

SQ fiendish boon (weapon +2, 2/day), graveknight armor, phantom mount, ruinous revivification (acid),

Other Gear +2 dragonhide chainmail, +2 light steel shield, +1 light flail

SPECIAL ABILITIES

Graveknight Abilities The graveknight template grants Ermias Dall numerous abilities, but only the most relevant ones are detailed below. The channel destruction, rejuvenation, and ruinous revivification abilities are already included in the statistics above or don't play a role in this encounter.

Devastating Blast (Su) Three times per day, Ermias can unleash a 30-foot cone of energy as a standard action. This blast deals 6d6 points of acid damage (Reflex DC 19 half).

Phantom Mount (Su) Once per hour, Ermias can summon a skeletal camel similar to a *phantom steed* (CL 10th). This mount is more real than a typical *phantom steed* and can carry one additional rider.

Sacrilegious Aura (Su) Ermias constantly exudes an aura of negative energy and overwhelming evil in a 30-foot radius. This aura functions as the spell *desecrate* and uses his armor as an altar of sorts to double the effects granted. Ermias constantly gains the benefits of this effect (including the bonus hit points). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that tries to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must attempt a DC 19 concentration check; if the character fails, the effect is expended but does not function.

Undead Mastery (Su) As a standard action, Ermias can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a DC 19 Will save or fall under his control for 1 day. Ermias can control 50 Hit Dice of undead creatures. If he exceeds this number, the excess creatures from earlier uses of the ability become uncontrolled.

SHIRA DIV

CR 12

hp 150 (*Pathfinder RPG Bestiary 3* 90, see page 31)

TACTICS

During Combat The shira uses *waves of fatigue* and attacks the most obviously powerful foe.

Hazards: The potent memory magic at play manifests the past. Each round the PCs witness moments from Tahari's life: a boy she murdered with a rock for bread as a child, the other Usij cultists she slew to rise in power, her countless plague experiments, her plotting against the pharaoh and Ahriman, and her death atop a pile of Sarenite corpses, impaled on the sword of a dying planetar angel. These horrors leave good-aligned creatures sickened in the marked area, as the well of evil hazard (*Pathfinder RPG Horror Adventures* 159; see page 33).



PATHFINDER SOCIETY SCENARIO

Mindscapes: Aryana traps the sages' minds in their *sage jewels*. The PCs can free the sages by entering the mindscapes and snapping them out of their obsessions or by breaking the *sage jewel* (hardness 20, 40 hp, break DC 40). If a sage dies, only breaking the associated gem severs the connection. Destroying a *sage jewel* unleashes visions of all its stored memories from the Age of Destiny, which briefly flicker through everyone's minds, leaving only the truth that knowledge stored within the jewel is forever lost. Additionally, if Simuhotep's *sage jewel*-phyactery is destroyed, the lich is immediately destroyed as well.

If the PCs activated the memory device in area **B5** or recognized that earlier mindscape, they recognize the aura around each *sage jewel* as the entrance to an immersive mindscape. A PC adjacent to a sage can enter or exit the mindscape as a free action. Attempting to free the sage within the mindscape takes a full-round action, even if the PC's actions within a mindscape take far more time to complete. Each such attempt allows the PC to attempt three skill checks that vary for each sage, and breaking Tahari's control in a mindscape requires succeeding at two such checks. More than one PC can enter and contribute in the same mindscape, and their successful skill checks are cumulative.

Allow creative use of skills and abilities and reward good roleplaying with up to a +4 bonus on the check. If the PCs warded a sage against mind control before the encounter, they gain an additional +2 bonus on their checks to overcome that sage's mindscape. The PCs can freely speak with the sages in the mindscape, though the sages all dismiss any claim that the mindscape is not reality. Communicating with a sage also allows the GM to further expand on the sage's personal concerns and how a PC might resolve them.

Amenopheus: When a PC enters Amenopheus's mindscape, read or paraphrase the following.

A weary and worn Amenopheus sits alone in a room before a pile of books and scrolls. The Ruby Prince Khemet III enters, sick and frail. Amenopheus grasps at scroll after scroll, but each crumbles to dust at his touch. Khemet III turns away in disgust. Grandmaster Torch enters and presents two sage jewels, one deep green and the other brilliant yellow. Amenopheus eagerly trades everything he has for them, only to watch the jewels fracture in his hands. Tahonikepsu enters, knocks Amenopheus to the floor, and takes his chair. He lies crumpled on the ground, then the scene flickers and repeats.

Amenopheus is lost in regrets—about handling past challenges imperfectly and about not being the leader he feels his agents deserve. A PC can rouse him from his melancholy and break Tahari's control with any combination of two successful Hard Diplomacy, Knowledge (history or nobility), or Perform (comedy or oratory) checks.

Dhiara: When a PC enters Dhiara's mindscape, read or paraphrase the following.

Dhiara meditates within a mountain monastery. A young girl pleads for her help as a minotaur gores the child to death. Then the minotaur ages and turns to dust. A king beseeches Dhiara's assistance as hobgoblins enslave his people. Then knights slay the hobgoblins, and orcs fell the knights in turn, all falling into dust. The world continues in this fashion, the cycle unending.

Dhiara is lost in contemplation on the futility of action against the unstoppable flow of time. A PC can snap her out of her obsession with two successful Hard combat maneuver checks or Knowledge (history or religion) or Perform (oratory) checks. In place of a combat maneuver or skill check, a PC can deal 20 points of damage with an attack or spell to one of the monsters in her visions to demonstrate that it is possible to make a difference and break Tahari's control.

Grandmaster Torch: When a PC enters Torch's mindscape, read or paraphrase the following.

A harried warrior bearing an illuminated wayfinder runs across a chasm alongside a woman in leather armor, and an emerald spectre trails behind them. The warrior urges the other Pathfinder toward the entrance just before the apparition mutters a terrible curse that engulfs him in flames. A flask of holy water strikes the spectre from behind as the woman returns and tries to carry the man to safety, shoving him toward the entrance as the ghost's rage collapses part of the ceiling onto her. The man staggers outside into a sandstorm, terribly burned and alone. He pulls out a barely intact scroll and reads the incantation, struggling to speak, then forces out a message for the spell to carry: "It's Ven. Everyone's dead. I'm just west of the site. Send an extraction and recovery team. Please hurry." He waits in the desert, staring down at his wayfinder. No response comes.

Torch is lost in bitter memories of the Decemvirate abandoning him and his team. A PC can offer Torch aid, console him, or even lead him to safety with two successful Hard Diplomacy, Heal, Sense Motive, or Survival checks. This rekindles some of his faith in individual Pathfinders and breaks Tahari's control. As the mindscape begins to fade, Torch turns to the PC and the ruins, seems to have difficulty seeing that character properly, and solemnly swears, "You had such promise, Asha. I feel that I failed you, but the Ten failed us both and continue to fail our comrades. One of those failures I must live with; for the other I can avenge us and make things right—make it right for everyone."

Mnesoset: The Spinel Sage Mnesoset is featured in Season 3 of the Pathfinder Adventure Card Guild. She is an athletic Garundi woman who keeps her hair in braids, and her outfit includes accessories and garments from a wide range



SALVATION OF THE SAGES

of cultures—her focus was always on the cultures beyond Ancient Osirion. She disappeared during an expedition to revive an army of Jistkan golems to help Osirion fight off the Keleshite invasion in 1532 AR.

When a PC enters Mnesoset's mindscape, read or paraphrase the following.

The explorer Mnesoset waves to a diverse crowd of humans, insect people, dwarves, and more, who cheer and wish her luck as she begins entering a mountainside ruin. Within she finds a hall inhabited by row after row of towering statues; as she inspects them, the sound of her friends being slaughtered echoes from outside. Mnesoset draws out an ivory rod and commands the statues to follow her orders. At first they follow her commands, but then one grabs her and throws her against a wall. Other statues stand in front of the entrance, keeping her from leaving yet not stopping the stream of blood that trickles down from the ruin's entrance. All the while, a horned fiend watches from the shadows, moving its hands as if controlling marionettes.

Mnesoset still regrets that for all her interest in other cultures, when the time came to defend her homeland, she failed. She is somewhat cognizant that something might have been sabotaging her, but she doesn't know what it was. The horned fiend is a sepid div, similar to Kabede in area **B5**, and it was largely responsible for corrupting her orders millennia ago. PCs who succeed at two Hard Knowledge (arcana or planes), Perception, or Use Magic Device checks can help point out the fiend, show Mnesoset that it was not she who failed, or even help her regain control over the golem army in the mindscape.

Padrym: When a PC enters Padrym's mindscape, read or paraphrase the following.

The dwarf Padrym stands in a palace at the heart of Osirion's power in the Age of Destiny, and he watches a young girl—Aryana Tahari—walk past with a few spectral figures trailing in her wake. She looks to him for advice, but he ignores her. He sees her later as a young woman, an adult, and then in middle-age, her entourage of spirits growing each time. At each point he sees a chance to speak or act as the ghosts implore him to intervene, but each time he remains silent.

Padrym broods over points he could have interceded in Tahari's life and chose not to interfere. PCs who succeed at two Hard Diplomacy, Knowledge (history or religion), or Perform (oratory) checks remind him that the necromancer's choices were her own or that the past is written and done.

Sinuhotep: When a PC enters Sinuhotep's mindscape, read or paraphrase the following.

A mortal Sinuhotep traverses a catacomb with a conjured djinni ally who saves him from numerous perils. However, when faced

with the choice of aiding the djinni or escaping with an ancient jar, he flees as a faintly visible spirit of Aryana Tahari urges him on. Later, in a ritual chamber, he cuts the living heart out of a sphinx and looks up to see Tahari smiling at him. The world shifts to a cavernous chamber where he drinks from a poisonous chalice and collapses as Tahari cradles his head.

Sinuhotep is trapped in the belief that Tahari's influence is responsible for the actions that lead him to undeath. PCs who succeed at two Hard Diplomacy, Knowledge (arcana or religion), Perform (oratory), or Sense Motive checks demonstrate he is ultimately responsible for his own actions and break Tahari's control.

Tahonikepsu: When a PC enters Amenopheus's mindscape, read or paraphrase the following.

An enormous violet dragon tiptoes through a library filled with mewling humanoid children. Everywhere she turns she has to cautiously avoid crushing another helpless creature, and they cry out in alarm whenever she turns her attention to the truly interesting texts. She lies down in weary frustration.

Dealing with mortals on their mayfly time scales and reining in her curiosity for the safety of those around her frustrate Tahonikepsu. A PC can assist her in carrying out her work, help her relax, or remind her of her responsibilities with two successful Hard Diplomacy, Fly, Knowledge (nobility), Linguistics, Perform (any), or Profession (librarian or teacher) checks, which frees her from Tahari's control.

Treasure: Pathfinders who spend 1 hour searching the room can identify books of note and magic scrolls, including a *Book of the Grave* (with preparation ritual; Pathfinder RPG Ultimate Magic 122), two scrolls of magic circle against evil, a scroll of magic circle against good, a scroll of dominate person and a copy of *Quest Eternal* (with preparation ritual; Ultimate Magic 124). Whenever a creature destroys a bookshelf in area C, one unattended random book or scroll above is lost.

Tahari's arcane bond with *Anamnesis*, a silver and obsidian charm, loses much of its power after her destruction. When worn in the neck slot, it functions either as a *headband of vast intelligence +4* (Heal, Knowledge [religion]) or as a *headband of inspired wisdom +4*, selected for each creature the first time that creature dons it. It has the capacity to be enchanted further, increasing its enhancement bonus. The obsidian crystal is the same stone that inspired the *sage jewels* millennia ago.

Development: After the PCs defeat Aryana Tahari, her ghost disintegrates and her pendant falls to the ground. Any sages still under her influence slowly awaken. If Tahari retained a connection to any *sage jewel*, it anchors her spirit to this chamber to later rejuvenate. If the Pathfinders severed all her connections through the mindscapes, Ahriman snatches her freed spirit and drags it to Abaddon.



The surviving sages gather and assess the damage. If all the *sage jewels* survived, the sages gather for a moment of celebration. Even Torch takes a moment to clasp hands and exchange a quiet word with Amenopheus before vanishing when no one is looking.

If the PCs destroyed any *sage jewels*, those survivors carry a sense of profound loss.

Amethyst: For Sinuhotep, the jewel is his phylactery, and its destruction immediately destroys him.

Diamond: Tahonikepsu hurriedly rushes from the ruin, for her ability to maintain a humanoid form is fading.

Emerald: Torch is in great pain as his burns sear him, and he departs without another word.

Sapphire: Amenopheus already looks older, as if years of supernatural longevity are quickly catching up to him. He thanks the PCs for destroying a terrible evil, despite his jewel's destruction.

Topaz: Dhiara feels loss, but this development renews her commitment to testing herself against the evils of the world.

Onyx and Spinel: These *sage jewels* are not bound to anyone currently, so their destruction simply saddens the other sages and diminishes the order's future.

Rewards: If the PCs fail to defeat Aryana Tahari, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 2,319 gp.

Out of Subtier: Reduce each PC's gold earned by 3,152 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,986 gp.

CONCLUSION

The fate of the Jeweled Sages depends on how many *sage jewels* the PCs managed to preserve. Any survivors who still hold their gems reaffirm their commitments to the preservation of history and the discovery and purification of the remaining *sage jewels*.

If the PCs destroyed one or more jewels, the sages mourn the loss. If Amenopheus lost the sapphire, he reconciles himself to putting his affairs in order and expresses his gratitude to the PCs for the aid the Pathfinder Society has given him over many years. If Tahoniekpus lost the diamond, she lingers with the order, but her attachment to humanity fades over time as her *sage jewel*'s influence disappears. She eventually returns to the stars and the mysterious tasks of time dragons. If Dhiara lost the topaz,

she still looks upon the Pathfinders as allies in her efforts to eliminate evil around the Inner Sea, and hopes to work with the PCs again in the future should their paths cross; however, she strongly considers resigning from the Jeweled Sages to resume her travels. If all of the known *sage jewels* were destroyed, the order of the Jeweled Sages fades once more into history, perhaps to rise again in the distant future through the chance discovery of one of the few remaining *sage jewels*.

If the PCs saved every *sage jewel*, the sages are elated, and Tahoniekpus commissions a sculpture for the sages' sanctum to commemorate for all time the Pathfinders' role in the salvation of the order. The faction pools its resources to restore the PCs to full health (removing any conditions and restoring dead PCs to life), and each PC receives the Savior of Knowledge boon.

If the PCs allowed Torch to join the expedition, did not attack him, and freed him from his mindscape, the PCs receive the Torch's Respect boon.

REPORTING NOTES

If none of the *sage jewels* were destroyed during the adventure, check box A on the reporting sheet. If the PCs destroyed at least three of the *sage jewels*, check box B. If the PCs created a cure for Fading Light, check box C. If Grandmaster Torch and the *emerald sage jewel* were present for the ritual, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary objective if they defeat Aryana Tahari with at least one *sage jewel* intact by the end of the adventure. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary objectives if they destroyed no more than one *sage jewel* and also concocted a cure for the Fading Light disease. Doing so earns each PC 1 additional Prestige Point.

FACTION NOTES

If the PCs defeated Aryana Tahari without any *sage jewels* being destroyed, award each Scarab Sages faction PC the Exemplar of the Order boon.

SALVATION OF THE SAGES

Handout #1: Amenopheus



AMENOPHEUS, THE SAPPHIRE SAGE

Male human wizard

N Medium humanoid (human)

Init 15

hp 87 (13 HD)

AC 21, touch 13, flat-footed 20

COMBAT

Speed 30 ft.

Ranged 15 force damage to one target within 200 ft. (as *magic missile*)

Spells Known (CL 13th; concentration 28)

clairaudience/clairvoyance, *dimension door*, *fireball* (DC 19, 35 fire damage), *lightning bolt* (DC 19, 35 electricity damage), *resist energy*, *tongues*

STATISTICS

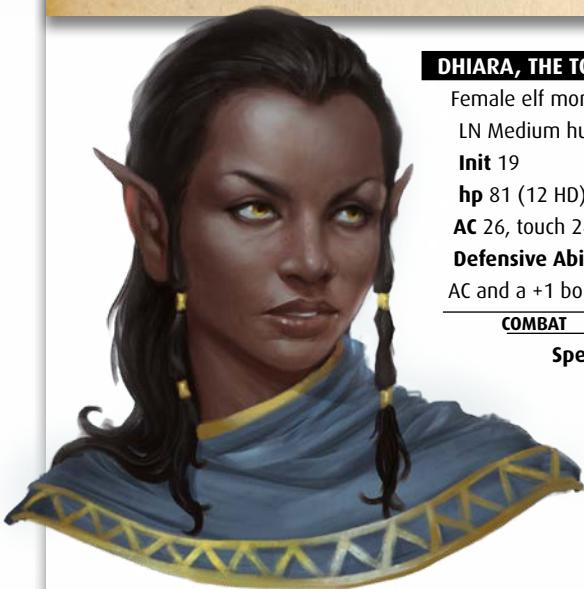
Str 9, **Dex** 13, **Con** 14, **Int** 22, **Wis** 17, **Cha** 14

CMD 20

INVESTIGATION

+3 bonus on Spellcraft checks and all Knowledge checks

Handout #2: Dhiara



DHIARA, THE TOPAZ SAGE

Female elf monk

LN Medium humanoid (elf)

Init 19

hp 81 (12 HD)

AC 26, touch 24, flat-footed 21

Defensive Abilities guardian (all allies within 30 feet gain a +1 dodge bonus to their AC and a +1 bonus on Reflex saves), improved evasion

COMBAT

Speed 70 ft.

Melee 10 magic bludgeoning damage (unarmed)

Special Abilities

repositioning strike (deal melee damage and move the target up to 10 feet [Reflex DC 20 negates]), stunning strike (deal melee damage and stun the target for 1 round [Fort DC 20 negates stun]), tripping strike (deal melee damage and knock the target prone [Reflex DC 20 negates prone condition])

mystic insight (one ally within 30 feet rerolls one attack roll or saving throw and uses the second result)

STATISTICS

Str 16, **Dex** 21, **Con** 12, **Int** 12, **Wis** 18, **Cha** 8

CMD 36

INVESTIGATION

+3 bonus on Knowledge checks to identify creatures

+2 bonus on Acrobatics and Survival checks



Handout #3: Sinuhotep



SINUHOTEP, THE AMETHYST SAGE

Male human lich psychic (*Pathfinder RPG Bestiary 188, Pathfinder RPG Occult Adventures 60*)

LE Medium undead

Init 16

hp 122 (11 HD)

AC 26, touch 13, flat-footed 24

DR 15 / bludgeoning and magic; **Immune** cold, electricity, polymorph, undead traits

COMBAT

Speed 30 ft.

Melee 8 damage plus paralysis (Fort DC 19 negates paralysis)

Spells Known (CL 11th; concentration 27)

dispel magic, freedom of movement, invisibility, speak with dead (DC 19), tongues

STATISTICS

Str 10, **Dex** 14, **Con** —, **Int** 22, **Wis** 14, **Cha** 18

CMD 18

INVESTIGATION

+3 bonus on Disable Device and Use Magic Device checks

+2 bonus on all Knowledge checks and Linguistics checks

Handout #4: Tahonikepsu



TAHONIKEPSU, THE DIAMOND SAGE

Female young adult time dragon (*Pathfinder RPG Bestiary 4 70*)

LN Huge dragon

Init 11

hp 212 (17 HD)

AC 25, touch 9, flat-footed 24

DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 25

COMBAT

Speed 30 ft.; 240 ft. fly (dragon only)

Melee 18 magic piercing and slashing damage (claw and bite attacks; dragon form only)

Ranged breath weapon (dragon form only; 50-ft. cone, once every 3 rounds, 35 electricity damage, Reflex DC 24 half)

Spells Known (CL 5th; concentration 18)

blur, feather fall

STATISTICS

Str 28, **Dex** 13, **Con** 22, **Int** 17, **Wis** 16, **Cha** 17

CMD 41 (45 vs. trip)

SQ change shape (unique Medium humanoid form only, *alter self*)

INVESTIGATION

+3 bonus on Diplomacy and Perception checks

+2 bonus on Knowledge (arcana, history, planes, religion) checks

SALVATION OF THE SAGES

Handout #5: Grandmaster Torch



GRANDMASTER TORCH, THE EMERALD SAGE

Male human bard/rogue

Medium humanoid (human)

Init 17

hp 69 (12 HD)

AC 25, touch 17, flat-footed 21

Defensive Abilities evasion, inscrutable (attempts to discern Torch's alignment provide no results, and he is treated as neutral with respect to effects dependent on alignment)

COMBAT

Speed 30 ft.

Melee 4 magic piercing damage (14 against creatures susceptible to precision damage; per rapier)

Ranged 4 magic piercing damage (14 against creatures susceptible to precision damage; per shortbow)

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 22, **Wis** 14, **Cha** 22

CMD 22

SQ well prepared (Torch can produce potions and scrolls worth up to 1,500 gp during the adventure)

INVESTIGATION

+3 bonus on Bluff, Knowledge (local), Perception, and Sense Motive checks

+2 bonus on Disable Device, Perform, Sleight of Hand, Stealth, and Use Magic Device checks

Handout #6: Adventuring with the Sages

The PCs can work alongside one or more of the current Jeweled Sages, each of which grants several combat and skill benefits.

Handouts #1–5 provide simplified statistics for each of these sages. The sages' contributions during this adventure are intended to be easy to track and should contribute to the PCs' endeavors, without overshadowing them.

Combat

The following apply during combat.

- A sage does not roll initiative; she acts at a set point in the initiative count.
- Each sage can take a move action and a standard action each round. During this adventure, a sage cannot perform a full attack action.
- Each sage can make a melee attack, a ranged attack, or both. This attack automatically hits and deals damage. Melee attacks can be performed only against adjacent targets, and ranged attacks have no range limit unless specified.
- Many sages have special abilities they can use a limited number of times per day. When activating one of these abilities, check one of the boxes that precede that set of abilities or spells. When all of the boxes are checked, the sage can no longer use that ability.
- A sage automatically succeeds at saving throws during combat.
- Enemies can target and damage a sage participating in combat.

Investigation

Each sage provides a bonus on a range of skills, representing assistance related to her areas of expertise that she can provide. A sage does not initiate skill checks, nor can the PCs send the sage ahead to trigger traps or other dangers. Each of the sages understands and can read the languages Ancient Osiriani and Jistka.



Handout #7: Research Notes

...A fresh harvest from the village arrived today. They seem healthy and strong and I'm giddy as an artist with fresh canvas. The plague grows stronger with every potion I feed them...

...The fourteenth trial failed. One in 10 survived. Unacceptable. The survivors stared at me in gratitude as if things had gone properly. I killed them on the spot, and will send them to gather their replacements from the village. I'm sure their families will appreciate seeing them...

...Strange crystals formed as a waste product from the infected. They radiate a pure aura, one the plague cannot tolerate. Until I master my fate, I'll set some aside as a precaution and put the distillation notes in the south archive...

...I found Kabede snooping about in the incubation room. I don't know what he found and cannot trust the div. I'm tired of their constant betrayals! If his mind is the problem, I have just the place to put it...

...A holy warrior crashed into my laboratory, leading an insurrection against me and speaking of the justice of Osiris. His pain at watching the villagers die is only the beginning...

...He succumbed at last! I will cherish forever his horrified pleas to Osiris as the plague set in. No one is immune! His soul will find no rest in death. My plague is ready, my immortality at hand. Soon Jistka, the Pharaoh—all will feel the plague's touch. I am called to court to deal with a Sarenite uprising, but all should be ready when I return...

Handout #8: Past Scenarios GM Reference

Salvation of the Sages references and incorporates material from multiple prior scenarios the players may have experienced. Prior to starting the adventure, check which PCs meet these criteria.

Pathfinder Society Scenario #14: The Many Fortunes of Grandmaster Torch: Treat any PCs who earned this Chronicle sheet as though they had earned the Debt to the Scarred Sage boon (see *Pathfinder Society Scenario #9-04: The Unseen Inclusion* below).

Pathfinder Society Scenario #2-07: Heresy of Man, Part 2: Where Dark Things Sleep: Any PCs with this Chronicle sheet automatically know information as though they had received a result of 25+ for the Knowledge (history or nobility) check during the scenario's briefing.

Pathfinder Society Scenario #5-12: Destiny of the Sands, Part 1: A Bitter Bargain: Grandmaster Torch makes sure to refer to any PCs with the Reckless Revenge boon as his "dear friends." He acts unsettlingly friendly toward them.

Pathfinder Society Scenario #6-04: Beacon Below: Any PCs with the Honored Acolyte boon each carry a flawed replica of a sage jewel, which causes them to hear Tahari's muted voice whispering secrets to them from the gem. They gain a +1 bonus on Knowledge and Perception skill checks as well as take a -1 penalty on Will saves in areas **A** and **B**.

Pathfinder Society Scenario #9-04: The Unseen Inclusion: If at least half of the PCs have earned the Debt to the Scarred Sage boon, Torch automatically gets to accompany the expedition.

Area C

During the encounter in area **C**, the PCs can gain a bonus when interacting with the Jeweled Sages in their respective mindscapes. For each qualifying boon, feat, or other feature a PC has, that PC gains a cumulative +1 bonus on checks to influence that sage.

Amenophus: Each Scarab Sages faction boon the PC has earned grants the PC a bonus.

Dhiara: Each Mendevian Commendation boon the PC has earned grants the PC a bonus, as does each bonus combat feat the PC has earned from class levels.

Mnesoset: Each language the PC knows beyond the PC's racial starting languages grants the PC a bonus.

Padrym: Having a lawful alignment grants the PC a bonus. In addition, every feat, trait, or class feature that imposes a code of conduct grants the PC a bonus.

Sinuhotep: Each mutually exclusive boon the PC has earned—such as a boon for choosing one option that resulted in another boon being crossed off—grants the PC a bonus.

Tahonikepus: Being able to speak Draconic grants the PC a bonus. In addition, the PC gains a bonus for every strongly dragon-themed feat, trait, or class feature the PC has; treat each draconic bloodline power as a separate class feature for this purpose.

Torch: Every 750 gp or 2 Prestige Points a PC has spent in order to heal another Pathfinder grants the PC a bonus.

Handout #9: Jeweled Sages GM Reference

The PCs have an opportunity to accompany one or more Jeweled Sages through different portions of this adventure. Each sage prizes knowledge, yet they all approach their allies and mission in unique ways.

Amenopheus: The Sapphire Sage is a longtime ally of the Pathfinders and is wry and businesslike. He is deadly serious about the threat Tahari poses to the order. He feels responsible for the safety of his companions and would sacrifice himself before anyone else. He is companionable and eager to hear each Pathfinder's story as they explore, letting them take the lead and helping as needed.

Dhiara: The Topaz Sage is new to her role and not used to long-term membership in a team. She is a paragon of the Osirian monastery of Tar-Kuata and wears the holy symbol of Irori. She prefers calm, reasoned discussion, and respects discipline. She is a world traveler who tests herself against villainy wherever she finds it, attacking each threat with a measured response calculated to maximize success and minimize risk. She favors those who support and protect their allies.

Grandmaster Torch: Torch is charming and soft-spoken, but dripping with condescension for fools. Hideous burns cover his body, and his wounds and eyes occasionally shimmer with a green hue in the light. He is intimately familiar with the Pathfinder Society as the former head of the Shadow Lodge. He has nothing but scorn for the Decemvirate, though he keeps it to himself unless certain that he has a receptive audience. He's determined to see the mission through. He always implies that he's 10 steps ahead and well informed regardless of his actual knowledge. He knows each PC's name before introductions and comments on the PCs' past exploits.

Sinuhotep: The Amethyst Sage is an ancient lich, a scholar who succumbed to despair over his fear that the Jeweled Sages would be wiped out. So convinced, he performed terrible experiments on his apprentices and himself to gain immortality, using his *sage jewel* as his phylactery. He's convinced what he did was necessary if not fully thought through, leaving him introspective and not proud of his decisions. Ancient ruins such as the ones in areas **A** and **B** cause him to pause and reflect on the lost wonders of the Age of Destiny: flying cities, the pharaohs of old, and other incredible sights and feats.

Tahonikepsu: The Diamond Sage is the leader of the order. She is eager, curious, and aggressive, often pursuing lengthy mental side tracks without fully engaging in pragmatic concerns. The preservation of history is her priority, and she treats every record (no matter how vile) as worth preserving. She has not yet mastered the humanoid form granted by her *sage jewel* and experiences a certain amount of claustrophobia when in that form.



APPENDIX 1: STAT BLOCKS

The following stat blocks appear in this scenario.

GASHADOKURO

The bones and skulls of countless smaller creatures dribble from the joints and rib cage of this massive skeleton.

GASHADOKURO CR 13

Pathfinder RPG Bestiary 4 121

NE Huge undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

Aura starvation (60 ft., DC 25)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 180 (19d8+95)

Fort +11, **Ref** +6, **Will** +14

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +22 (2d8+10 plus grab), 2 claws +23 (2d6+10/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, swallow whole (6d6 bludgeoning damage, AC 20, 18 hp)

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** 6, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +26 (+28 bull rush, +30 grapple); **CMD** 36 (38 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Climb +23, Intimidate +32, Perception +20

Languages Common (can't speak)

SPECIAL ABILITIES

Breath Weapon (Su) A gashadokuro can breathe bone shards as a standard action.

Corpse Consumption (Su) A gashadokuro that kills a creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a *miracle* or *wish* spell until the gashadokuro is destroyed.

Starvation Aura (Su) A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 24 Fortitude save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food.

PAIRAKA

Blue-skinned and draped in revealing attire, this humanoid fiend has a sultry gaze suggesting all manner of debased pleasures.

PAIRAKA CR 7

Pathfinder RPG Bestiary 3 88

NE Medium outsider (div, evil, extraplanar, shapechanger)

Init +9; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 76 (9d10+27)

Fort +6, **Ref** +11, **Will** +10

DR 10/cold iron or good; **Immune** fire, poison, disease; **Resist** acid 10, electricity 10; **SR** 22

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claws +14 (1d6+3 plus disease)

Special Attacks lustful dreams

Spell-Like Abilities (CL 12th; concentration +19)

Constant—detect good, detect magic

At will—charm monster (DC 21), dimension door (self plus 50 lbs. of objects only), misdirection (DC 19)

1/day—insect plague, summon (level 3, 1d4 dorus 50%)

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 24

Base Atk +9; **CMB** +12; **CMD** 27

Feats Deceitful, Flyby Attack, Hover, Improved Initiative, Weapon Finesse

Skills Bluff +20, Diplomacy +18, Disguise +18, Fly +16, Intimidate +16, Knowledge (local) +13, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +17

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ change shape (any Small or Medium animal or humanoid; polymorph)

SPECIAL ABILITIES

Disease (Su) A pairaka carries two diseases. Its claws infect targets with bubonic plague, and any willing contact with its skin (such as through caressing, grappling, or more) exposes victims to the shakes.

Bubonic Plague: Claw—*injury*; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and target is fatigued; *cure* 2 consecutive saves.

Shakes: Contact; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.

Lustful Dreams (Su) Pairakas can torment sleeping creatures.

While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 21 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. Even if the victim is a depraved soul, the victim rarely



SALVATION OF THE SAGES

considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The save DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

SHIRA

Moving with deadly grace, this brutal, thickly furred humanoid figure's head is that of a lioness with dead black eyes.

SHIRA

CR 12

Pathfinder RPG Bestiary 3 90

NE Large outsider (div, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +21

DEFENSE

AC 27, touch 16, flat-footed 20 (+7 Dex, +11 natural, -1 size)

hp 150 (12d10+84)

Fort +11, **Ref** +15, **Will** +14

DR 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 23

OFFENSE

Speed 50 ft.

Melee bite +21 (1d8+9/19–20), 2 claws +21 (1d8+9 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks consume essence, dusty pelt, rake (2 claws +21, 1d8+9)

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*magic circle against good, waves of fatigue*

1/day—summon (level 5, 1d2 pairakas or 1 shira 35%)

STATISTICS

Str 28, **Dex** 25, **Con** 25, **Int** 13, **Wis** 22, **Cha** 20

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 39

Feats Improved Critical (bite), Improved Initiative, Power Attack, Run, Weapon Focus (claw), Weapon Focus (bite)

Skills Acrobatics +22 (+30 when jumping), Bluff +20, Climb +24, Intimidate +20, Perception +21, Stealth +18, Survival +21

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Consume Essence (Su) A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits with a coup de grace attack using its bite or confirms a critical hit with its claws or bite, the target must succeed at a DC 23 Fortitude save or take 1d4 points of Constitution drain. The save is Constitution-based.

Dusty Pelt (Ex) A shira produces and collects copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before DR) automatically activates this ability. The dust cloud lasts for 1 round. A light wind disperses this cloud immediately.



APPENDIX 2: TROOP SUBTYPE

A troop is a collection of creatures that acts as a single creature, similar to a swarm, but as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop. Until that point, however, any damage taken by the troop does not degrade its ability to attack or resist attacks. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to a bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or

trip combat maneuver, unless it's affected by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple-target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed the nonlethal damage it has taken.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage or deal more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless the text states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.



APPENDIX 3: HORROR RULES

The following threats from *Pathfinder RPG Horror Adventures* appear in this scenario.

DISEASE TEMPLATES

Disease templates affect how a disease functions.

INCURABLE

An incurable disease is all but impossible to cure completely, even with the aid of magic. The incurable template can be added to any disease. The disease retains its base statistics except as noted below.

Save The disease's saving throw DC is reduced by 5.

Cure The disease cannot be cured with any number of successful saving throws. Whenever the afflicted creature succeeds at a saving throw to resist the disease's effects by 5 or more, you automatically succeed at your next saving throw against the disease's effects as well. Even spells that can normally cure diseases only cause the disease to become dormant for 2d4 days, after which the affected creature must begin attempting saving throws to resist the disease's effects once more.

Only powerful magic like a miracle or a wish is sufficient to completely cure a creature of an incurable disease.

MAGIC RESISTANT

A magic-resistant disease is protected against magical treatment. Sometimes this is because the disease has a magical origin or has been infused with magic, and sometimes it's because the organisms that cause the disease simply react differently to magic than most infectious organisms do. The magic-resistant template can be added to any disease. The disease retains its base statistics except as noted below.

Save The disease can affect creatures that have Constitution scores and are normally immune to disease, whether that immunity comes from a racial trait, class feature, spell, magic item, or other source. However, such creatures receive a +4 bonus on saving throws when attempting to resist the disease's effects.

Cure The disease is particularly difficult to remove using magic. *Remove disease* can't cure the disease, and even more powerful spells such as *heal* require a successful caster level check with a -10 penalty (DC = the disease's save DC) to remove the disease.

Special The disease responds violently to any attempts to heal it using magic. Whenever the diseased creature is subject to a spell or ability that cures diseases, it must succeed at a Fortitude save or suffer the disease's effect. This does not reset the disease's frequency, and succeeding at this check does not count toward the number of consecutive saves required to be cured of the disease.

HAZARDS

The following hazards appear in this adventure.

Grasping Graves (CR 4): Treading on the burial sites of the unquiet dead can be treacherous, as the buried dead seek to drag the living down into their restless graves. These patches of shallow graves are often found near sites of mass burials, such as those that follow plagues or famines, and are typically 60 feet across. Once a creature enters the area, rotting, grasping hands rip from the earth, turning the entire patch into difficult terrain and targeting each creature inside with a grapple combat maneuver check each round at the end of that creature's turn. The hands don't provoke attacks of opportunity, and have a CMB of +12 (with a base attack bonus of +8 and a +4 bonus due to their Strength). This check is attempted each round for every creature in the hazardous area.

If the hands successfully grapple a creature, that creature takes 1d6+4 points of bludgeoning damage, gains the grappled condition, and is unable to move without breaking the grapple first. The grasping claws receive a +5 bonus on grapple checks against creatures they are already grappling, but can't move or pin foes. Each round the grasping claws succeed at a grapple check, they deal 1d6+4 additional points of damage. The skeletal hands have a CMD of 22, hardness 5, and 5 hit points each. The hands take full damage from channeled positive energy (no save). However, destroying a particular set of hands doesn't harm the overall hazard, which generates new skeletal hands to grasp all creatures freed in this way on the following round. The only way to evade the hazard is to move out of the affected area, after which the unquiet spirits that animate the grasping graves become dormant once again.

Well of Evil (CR 5): These places are accursed morasses of depravity, nexuses of lingering hate and festering evil that bode ill for the pure-hearted who trespass upon them. A well of evil is typically a single room, cave, or structure, though it can expand to fill an area with a radius of up to 2d4 × 10 feet. Good-aligned creatures can feel the powerful evil presence tainting a well of evil, and such creatures that approach within 30 feet must succeed at a DC 15 Will save or become sickened and refuse to enter the location for 1 hour. A successful Will save negates these unfortunate effects, but if the creature actually enters the location, it becomes sickened with no save. Within a well of evil, the DC to resist negative channeled energy increases by 2, and good-aligned creatures take a -2 penalty on saving throws against curses, spells with the evil descriptor, and the effects of haunts. Haunts that lurk within wells of evil also gain a +4 bonus on their Initiative checks and to Perception check DCs to notice them.



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-07: Salvation of the Sages

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	

Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

Character #	Prestige Points
Character Name	
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Character #	Prestige Points
Character Name	
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Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

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Pathfinder Society Scenario #9-07: Salvation of the Sages

Character Chronicle #

Core Campaign

A.K.A.				
Player Name	Character Name	Organized Play #	Character #	Faction

This Chronicle sheet grants access to the following:

Exemplar of the Order (Scarab Sages Faction): Your devotion to the Jeweled Sages has you poised to become the next member of the order. When playing an adventure, you can fulfill and check up to two boxes on your Scarab Sages Faction Journal Card. If you have fulfilled at least 10 goals across these cards and have either earned the Honored Acolyte (Scarab Sages) boon or purchased *Anamnesis*, you can spend 30 Prestige Points to gain the Jeweled Sage boon below.

Jeweled Sage (30 PP): Through a ritual you led with the other Jeweled Sages, you have created a *sage jewel* that will grow in power with you and preserve your knowledge for all time. You gain a +3 insight bonus on Knowledge (history) and Linguistics checks, and all Knowledge skills are class skills for you. Once per day, when attempting a Knowledge skill check, you can roll twice and take the higher result. Additionally, you can cast *comprehend languages* once per day as a spell-like ability (CL 15th). You are recognized as a leading scholar in many fields and gain +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks when dealing with other scholars and experts.

Players who accomplish this goal are encouraged to post in the “Chronicling Salvation of the Sages” discussion (<http://paizo.com/threads/rzs2uodu?Chronicling-Salvation-of-the-Sages-SPOILERS>), including the character’s name, race, class, alignment, and a short description (more information is welcome).

Savior of Knowledge: You aided the Jeweled Sages in their hour of need, and they quickly answer your calls for help. Once per scenario when you’re adventuring in Absalom or Osirion, a sage can offer advice on any subject, granting you a +5 insight bonus on one Knowledge skill check. You can check a box in front of this boon to instead receive direct attention from a sage anywhere. The sage attempts a trained Knowledge skill check for you, with a bonus equal to twice your character level, and provides the information to you through mental magical communication.

Torch’s Respect: Torch has developed a grudging respect or passing fondness for you and makes an effort to avoid harming you. When interacting with Torch or his agents, you gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks. If you would die while fighting Grandmaster Torch or his agents, you can cross this boon off your Chronicle sheet to return to life with 0 hit points at the end of the encounter.

You can cross this boon off your Chronicle sheet to cross off the Reckless Revenge boon off another Chronicle sheet.

All Subtiers

Anamnesis (24,000 gp; functions as either a *headband of vast intelligence* +4 [Heal, Knowledge (religion)] or as a *headband of inspired wisdom* +4 that occupies the neck slot and can be upgraded to a +6 enhancement bonus for 30,000 gp)

Book of the Grave (1,265 gp; contains the preparation ritual; *Pathfinder RPG Ultimate Magic* 122)

Fortune Moon (62,360 gp; functions as a +2 *khopesh* with all the abilities of a *luckblade* [1 wish]; *Pathfinder RPG Advanced Player’s Guide* 177)

lesser celestial dragonhide armor (12,000 gp; functions as *celestial armor* made of gold dragonhide, has only a +2 enhancement bonus, cannot cast *fly* on command, and can be upgraded to a +3 bonus with the ability to cast *fly* [as per *celestial armor*] for 10,400 gp)

Quest Eternal (8,395 gp; contains the preparation ritual; *Ultimate Magic* 124)

scroll of heal (1,650 gp)

wand of calm emotions (10 charges; 900 gp, limit 1)

wand of cure moderate wounds (10 charges; 900 gp, limit 1)

wand of reach levitate (6 charges; 1,350 gp, limit 1; *Advanced Player’s Guide* 168)

wand of restoration (4 charges; 5,680 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
7-8	2,240	4,480	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
Out of Subtier	3,052	6,104	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
10-11	3,864	7,727	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
—	—	—	
Starting XP			
GM's Initials			
XP Gained (GM ONLY)			
Final XP Total			
EXPERIENCE			
Initial Prestige	Initial Fame	GM's Initials	
Prestige Gained (GM ONLY)			
Prestige Spent			
GOLD			
Current Prestige	Final Fame	GM's Initials	
Starting GP			
GM's Initials			
GP Gained (GM ONLY)			
Day Job (GM ONLY)			
Gold Spent			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master’s Signature

GM Pathfinder Society #