



DESTINY OF THE SANDS, PART 2: RACE TO SEEKER'S FOLLY

BY MATT DUVAL



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Pathfinder Society Scenario #5–15: Destiny of the Sands, Part 2: Race to Seeker's Folly is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

Race to Seeker's Folly makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Equipment*, *Pathfinder RPG Mythic Adventures*, and *Pathfinder RPG Ultimate Magic*. The adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

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To carve out his own kingdom or occupy an existing throne in the Lands of the Linnorm Kings, an enterprising and mighty Ulfen must slay a linnorm, one of the immense dragons of the north. Those foolhardy enough to dream of this task often seek an edge, whether it's a physical technique, a cunning plan, or a magical weapon. The Ulfen warrior Yjalk dreams of earning greatness, acquiring wealth, and perhaps one day felling a linnorm, but he knows performing an occasional sea raid will never be enough to make his name. Over the past year, he collected and pieced together bard tales that (when cross-referenced) obliquely mention a legendary treasure, and using that information, he crafted a daring plan founded on grit and more than a little guesswork. With a band of loyal glory-seekers, he traveled to the Inner Sea as a merchant, sold off his cargo, and then trekked across the desert wastes to break into an Osirion tomb and recover the legendary weapon within.

Yjalk is correct about there being ruins deep in the desert, but the accuracy of his predictions ends there. He had only a vague sense of where to go upon docking in Totra, and he purchased a thick roll of maps from guides with questionable motives. What's more, the great treasure that Yjalk suspects the site contains is not a powerful weapon but rather a set of gems that store Osirian history and the spiritual essence of long-dead scholars. Known as the Jeweled Sages, these men and women dedicated their lives to amassing the fading knowledge of Osirion's golden age in preparation for a time when the land of pharaohs might again grow powerful, yet a series of tragedies shattered the order and sent the sages into hiding, leaving behind little but the enchanted jewels that stored their knowledge. Finding material wealth rather than enchanted weapons is likely to seem like only a small loss for the Ulfen, but it would be a great loss for the Pathfinders were the raiders to make off with the jewels.

The ruins that Yjalk and the PCs seek are those of a desert fortress built during Osirion's Second Age—not to keep out invading creatures, but rather to protect travelers from the khamsin storms that wrack the desert. By the time

WHERE ON GOLARION?

Destiny of the Sands, Part 2: Race to Seeker's Folly begins in the city of Eto but primarily takes place in the arid deserts of central Osirion and the ruins of an ancient fortress. Raiders and the fierce khamsin storms endanger travelers here, but the promise of hidden vaults and tombs draws a steady stream of treasure-seekers. For more information on Osirion and the history buried beneath its sands, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.



Qadira began its purge of the Jeweled Sages, the fortress had been abandoned due to changing trade routes and a lack of resources, so it made an ideal place for the Emerald, Ruby, and Topaz Sages to go to ground. The three hid there, sustained indefinitely by their magic. Gradually, isolation with no end in sight wore at their minds and drove them to internecine conflict, and an outburst of violence left the Topaz Sage dead, the Ruby Sage slain with her jewel shattered, and the Emerald Sage crippled. As despair and madness set in, the surviving sage—the Sage of Plagues—elected to take his own life before his thoughts could corrupt the gem's memories. Despite his selfless intentions in that

GM RESOURCES

Race to Seeker's Folly makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Mythic Adventures* (MA), and *Pathfinder RPG Ultimate Magic* (UM). The adventure assumes the GM has access to these sourcebooks. While these books are available for purchase in bookstores and game stores worldwide and online at paizo.com, all rules referenced in this adventure can also be found in the free online Pathfinder Reference Document at paizo.com/prd.

moment of lucidity, his spirit lingered afterward as an allip that tapped the emerald's power to sow the ruins with curses that changed over time and at the spirit's whims.

When a group of covert agents known as the Scarab Seekers reached this fortress after nearly dying from thirst in the desert, they stumbled into the ruins and fell afoul of the curses. All but one agent perished from a combination of the animated remains of those buried about the citadel, supernatural misfortune, and traps. The survivor, now known as Grandmaster Torch, sustained the injury that heavily scarred him from the emerald's magic, and he suspects that by recovering the *Jewel of Plagues* he will be able to control or remove his own affliction. The PCs recently met with Grandmaster Torch and performed several tasks for him in exchange for directions to the jewels' resting place.

By the time the PCs reach the fortress, Yjalk and his band are still a short distance away, but the Aspis Consortium agents Kafar and Nefti have already come and gone, bypassing many of the traps and other threats. When they encountered the spirit of the Emerald Sage, Nefti briefly held it at bay as Kafar snatched up the two surviving jewels, and then used his magic to whisk both agents to safety. If anything, the allip's madness has deepened with the loss of its gem.

SUMMARY

The PCs begin the adventure in Eto, where in *Pathfinder Society Scenario #5–12: Destiny of the Sands, Part 1: A Bitter Bargain* they made a deal with Grandmaster Torch to learn the location of one or more *sage jewels*. At the conclusion of the previous adventure, the PCs also discovered that a rival group of adventurers was racing to the site, so the Pathfinders must hurry. They can gather supplies and try to learn more about their competition before heading north, out into the desert.

The Pathfinders have a choice to follow the longer caravan trail or risk crossing the open sands to reach their goal sooner. Both routes lead to an oasis, where a

way marker points to their ultimate destination, but it has been taken over by gnoll raiders that ambush the PCs.

Soon thereafter, the Pathfinders reach the ruins, where they encounter a host of plague zombies animated by the Emerald Sage's power. After making their way into the underground sanctuary, the Pathfinders must overcome the deadly traps built by the sages to preserve their secrets. The only living creature that remains is a water elemental that vigilantly guards the ruins while also longing for someone to converse with.

After overcoming these trials, the PCs reach the Jeweled Sages' meeting chamber. They discover the shattered remnants of the ruby gem, but the other jewels are missing, stolen by agents of the Aspis Consortium. The PCs have only a few moments to investigate, and possibly contact Amenopheus, before another band of treasure-seekers arrives, led by the Ulfen adventurer Yjalk. Yjalk is affronted that another group reached the treasure before him, and he attacks if not persuaded otherwise.

After the PCs resolve the situation with the rival group, the undead spirit of the Emerald Sage appears. The Pathfinders must put his soul to rest to purify the ruins and continue their search for the Diamond Sage.

GETTING STARTED

Read or paraphrase the following to the players to get the adventure underway.

A new day dawns in the Osirian trade city of Eto only hours following the meeting with Grandmaster Torch. In exchange for a handful of services, he delivered several maps and sketches of landmarks that collectively point the way to the last known resting place of one or more sage jewels—enchanted gems capable of storing memories of Osirion's past and reviving the Sapphire Sage Amenopheus's order. "Those will take you where you want to go," Torch declared while handing over the maps. "Deviate from the path if you know what you're doing." As an afterthought, he added, "You're not the only ones who know about that site. I hear a group of foreigners set out from Totra not too long ago and are after the same prize. Sounds like there's no time to waste."

The PCs have several items left over from their adventures in Eto, including half of a weathered geode, a magical *sending stone* they can use to contact Amenopheus. When he gave it to the PCs, he informed them that it can transmit a message of several dozen words, to which he can then respond, but the stones will only work once; he requested that the PCs only use it when they have found one of the *sage jewels*. In Subtier 1–2, he also gave the PCs field notebook containing helpful tricks for translating Ancient Osiriani and understanding the Jeweled Sages' written codes. A PC can use these notes to gain a +4 competence

bonus on Linguistics checks to translate the hieroglyphics and other writing in area **B**.

Grandmaster Torch also gave the PCs two maps of Osirion and a charcoal drawing. The first map clearly marks Eto and an unnamed site to the north. The second map has a much smaller scale and illustrates a winding route marked with many landmarks between Eto and the mystery location, though it's clear that traveling in a straight line would be a faster, if more difficult, trip. An oasis is marked on this map near the final destination, and notes describe a marker stone nearby whose shadow at sunset points toward the ruins. The charcoal drawing depicts two large rock outcroppings connected by a smooth wall with a single gate. The drawing is entitled "Seeker's Folly" and signed "V.L."

Diplomacy (gather information) or Knowledge (local)

The PCs may ask around the Eto bazaar and the caravanserais for information about desert travel or any hint of their competition with the rival group.

15+ The route described in Grandmaster Torch's map is rarely used, though the caravan masters are familiar with the oasis and the terrain surrounding it. They provide some advice about how to equip properly and avoid common desert hazards, granting the PCs a +1 bonus on any Survival checks made while traveling from Eto to Seeker's Folly.

20+ The gnoll clans have grown increasingly bold, and abductions along the common trade routes are becoming increasingly common.

25+ A pair of travelers asked questions about the same oasis a few days ago. One flashed a bronze badge bearing a snake emblem when questioned by customs agents.

30+ Survivors of the recent gnoll attacks remember that the gnolls often attacked during the hottest time of the day, when the camels were resting and the heat shimmer disguised the glimmer of the gnolls' weapons. Learning this and other details about the gnolls' attack patterns grants the PCs a +2 bonus on initiative checks in area **A**.

Navigating the Desert

Grandmaster Torch's route takes the PCs through the Osirian Desert and into the region known as the Sahure Wastes. Although the PCs begin the adventure with sufficient food and water to travel to and from the ruins, their principle challenge is time, for their rivals have a significant head start. This adventure assumes that Yjalk and his crew encounter enough difficulties that they always arrive at Seeker's Folly after the PCs, but if the PCs travel quickly, they have extra time to explore the ruins.

Taking Torch's route allows the PCs to reach the ruins without gaining any advantage, and doing so requires no

check. If the PCs wish to travel more quickly, they have two options: mounts and shortcuts. So long as all of the PCs have an overland movement speed of 40 feet or greater, they arrive at the ruins ahead of schedule. Alternatively, the PCs might decide to cross the desert in a straight line, missing most of the scattered landmarks on Torch's map. Doing so requires three successful DC 15 Survival checks. If the PCs fail no more than one such check, they arrive ahead of schedule. If they fail two such checks, they arrive with no advantage. If they fail three or more of these checks, they arrive later than expected. If the PCs travel quickly and avoid Torch's route, grant them a +2 bonus on these Survival checks.

If the PCs arrive ahead of schedule, the extra time they have to explore grants them a +2 bonus on Knowledge, Linguistics, and Perceptions checks while exploring area **B**. If they arrive late, they are forced to rush and instead take a -1 penalty on these checks.

A. THE OASIS (CR 4 OR 7)

As the Pathfinders arrive from the south, read or paraphrase the following.

The oasis shimmers like a sapphire in the midday heat. Life clings around its edges tenaciously, with only a few hardy plants nestled amid the rocks managing to survive in patches around the area. Finches bathe in the water, resting on an abandoned harness. Trash and castoffs from travelers litter the area, and a small brick hearth is the only permanent fixture.

This small oasis serves as a welcome respite for merchants, explorers, and pilgrims. The water ranges from only a foot deep at its edge to about 8 feet deep at its center. The rocks and plants provide enough cover and concealment respectively for creatures to hide, and the ground is firm enough that it doesn't impede movement.

Creatures: The gnolls of Lamashtu's Flower make their home nearby and regularly strike at merchants that travel this region. Although plunder is the gnolls' first priority, they also relish the prospect of capturing humanoids to sacrifice to Lamashtu. With a successful DC 15 Knowledge (religion) check, a PC can identify the scars on the gnolls' bodies as ritual markings sacred to Lamashtu.

They recently came across a dust digger and have tried to lure it toward the oasis. In Subtier 1–2, the dust digger is not present. The gnolls are hiding on the far side of the oasis and wait for the PCs to relax, to approach within 30 feet of their hiding positions, or to be attacked by the dust digger before springing their ambush. Spotting the hiding gnolls requires a successful DC 8 Perception (DC 12 in Subtier 4–5) check before adjusting the DC for distance. In Subtier 4–5, a PC also notices the disturbed sand where the dust digger hides with a successful DC 23 Perception check.

A. Oasis

N



1 square = 5 feet

G Gnom

D Dust Digger

RACE TO SEEKER'S FOLLY

Subtier 1–2 (CR 4)

GNOLLS (3)

CR 1

hp 11 each (*Pathfinder RPG Bestiary* 155)

TACTICS

Before Combat The gnolls lie in ambush but attack if spotted.

During Combat The gnolls favor ranged attacks, avoid engaging heavily armored opponents in melee, and gleefully close to attack lightly armored PCs. If the gnolls are clearly winning, they try to subdue one or more opponents to sacrifice to Lamashtu later.

Morale The gnolls are looking for easy targets. If two gnolls die, the remaining gnoll flees. They fight to the death to avoid being captured.

Subtier 4–5 (CR 7)

ADVANCED GNOLLS (3)

CR 1

hp 15 each (*Pathfinder RPG Bestiary* 155, 294)

TACTICS

Before Combat The gnolls lie in ambush but attack if spotted.

During Combat The gnolls favor ranged attacks, avoid engaging heavily armored opponents in melee, and gleefully close to attack lightly armored PCs. If the gnolls are clearly winning, they try to subdue one or more opponents to sacrifice to Lamashtu later. They try to stay out of reach of the dust digger.

Morale The gnolls are looking for easy targets. If two gnolls die, the remaining gnoll flees. They fight to the death to avoid being captured.

DUST DIGGER

CR 4

hp 42 (*Pathfinder RPG Bestiary* 2 112)

TACTICS

During Combat The dust digger attacks the first creature it detects with tremorsense, using its sinkhole ability. Once it has a creature grappled or swallowed and can no longer detect creatures nearby, it retreats belowground to eat. It associates the gnolls with gifts of food, and it avoids attacking them unless no other targets are nearby.

Morale The dust digger is hungry and territorial and so fights to the death.

Development: Once the PCs defeat the gnolls, they have a safe location to rest before continuing to the ruins. A weathered, partially buried marker about 100 feet west of the oasis matches the description in Grandmaster Torch's notes. During the hour before dusk, the setting sun's light causes a weathered hieroglyph depicting an arch to glow. Even as the sun sets, the long shadow cast by the stone never shifts, always pointing to the

SCALING ENCOUNTER A

Make the following changes to accommodate a party of four PCs.

Subtier 1–2: Remove one gnoll from the encounter.

Subtier 4–5: Remove the advanced simple template from the gnolls.

northwest with exactly the same bearing. Traveling in that direction for several hours leads the PCs to the ruins of Seeker's Folly.

Treasure: The gnolls maintain a poorly hidden cache of stolen goods near their hiding spot. In addition to a silver cup worth 60 gp and a hodgepodge of coins, their ill-gotten gains include alchemical supplies from Thuvia that consist of an alchemy crafting kit (*Pathfinder RPG Ultimate Equipment* 76), a vial of antitoxin, and two flasks of alchemist's fire. In Subtier 4–5, there are also two flasks of liquid ice (*Ultimate Equipment* 108), a *potion of blur*, and a *potion of haste*.

Rewards: If the PCs fail to recover the gnolls' stash, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 71 gp.

Out of Subtier: Reduce the gold earned by 139 gp.

Subtier 4–5: Reduce the gold earned by 208 gp.



GNOLL

B. SEEKER'S FOLLY

The ruins that Grandmaster Torch calls Seeker's Folly have sat virtually undisturbed for centuries. The khamsin storms have worn away the carvings that once decorated the outer wall, which serves as a barrier against the abrasive sand, leaving the courtyard relatively protected. The wall stands 30 feet tall, and a 15-foot-tall set of iron doors keeps out the weather. Most rooms have 15-foot ceilings and intricate wall decorations that give a regal atmosphere, though several rooms show signs of a magical battle that shattered carvings, floors, and columns.

Read or paraphrase the following as the PCs arrive.

The remainder of the journey through the desert proceeds uneventfully, with only the rise and fall of the dunes to break the monotony. A low, uneven hill of granite appears on the horizon to the northwest, presenting the only shelter for miles around. Although the crag appears solid from a distance, on closer examination there is a wide fissure in the rock sealed by a heavily weathered stone wall fitted with a large iron door.

B1. The Gate

The iron gate that seals the entrance is heavy and partially buried by sand, yet it is unbarred and can be opened with a successful DC 18 Strength check. The archway's ceiling contains a recessed inscription in Ancient Orisiani that has avoided the worst of millennia of erosion. A PC can translate the message with a successful DC 20 Linguistics check. It is a message welcoming travelers and offering them safety from the winds, though if the PC exceeded the Linguistics check DC by 5 or more, he notes that a series of apparently accidental chips and scratches changes the meaning to offer safety from the winds of time. A PC who can read Ancient Orisiani can spot this damage with a successful DC 15 Linguistics or Perception check. It is a coded message left by one of the Jeweled Sages to signal any allies in the area.

The stone wall is 30 feet high and worn smooth, requiring a successful DC 30 Climb check to scale; however, the canyon wall is uneven and requires only a successful DC 15 Climb check to ascend.

B2. Sentry Post

A small enclosed guard post above the gate offered protection from the elements. The wooden doors are loose on their hinges and fall with a loud crash if not opened with great care. A stone cabinet served as a weapons locker, while a tarnished bronze brazier dominates the center of the room.

Treasure: A search of the weapons locker reveals five +1 bolts. In Subtier 4–5, these are instead +1 seeking bolts.

Rewards: If the PCs do not find the magical bolts, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 19 gp.

Out of Subtier: Reduce the gold earned by 44 gp.

Subtier 4–5: Reduce the gold earned by 69 gp.

B3. The Courtyard (CR 3 or 6)

The wind gusts about this small courtyard, filling the air with fine grit. Corpses litter the area, little more than bone and desiccated, leathery skin. A dry well occupies the center, surrounded by the remnants of an outdoor market, though even the best tent is tattered and leans precariously. To the east, a set of low steps rise to a set of stone doors surrounded by symmetrical wall carvings of pharaohs. Stairs to the south ascend to the outer wall.

With a successful DC 15 Knowledge (history) check, a PC can identify the figure in the wall carvings as the legendary Pharaoh Azghaad. The carvings depict the pharaoh founding the city of Sothis and bringing water to its people. The stone doors to the east are closed, yet despite their size, they open easily.

Creatures: Several other travelers have taken shelter in this fortress over the centuries, but misfortune has befallen each one when the Sage of Plagues sensed their presence. Several of the corpses strewn about have risen as plague zombies that stand and attack once the PCs have entered the area. In Subtier 4–5, a mass of desiccated flesh has turned into an even more powerful necrotic construct.

Hazards: The whirling sand provides concealment for any creature more than 10 feet away in the courtyard.

Subtier 1–2 (CR 3)

PLAGUE ZOMBIES (4)

CR 1/2

hp 12 each (*Pathfinder RPG Bestiary* 288–289)

Tier 4–5 (CR 6)

ADVANCED PLAGUE ZOMBIES (3)

CR 1

hp 16 each (*Pathfinder RPG Bestiary* 288–289, 294)

CARRION GOLEM

CR 4

hp 42 (*Pathfinder RPG Bestiary* 2 136)

Development: If the PCs escape to area B6 and close and brace the doors, the undead batter at the doors for several minutes before ceasing their attack and shambling idly about the courtyard. So long as at least half of the creatures or the carrion golem survived the encounter, Yjalk and his crew take damage as they try to break into the ruins. In Subtier 1–2, Yjalk takes 5 points of damage, and his allies each take 2. In Subtier 4–5, Yjalk takes 13 points of damage, and each of his crew takes 4.

RACE TO SEEKER'S FOLLY



SCALING ENCOUNTER B3

Make the following changes to accommodate a party of four PCs.

Subtier 1–2: Remove one plague zombie from the encounter.

Subtier 4–5: Replace the advanced plague zombies with two plague zombies without the advanced simple template.

B4. Stables

This modest brick building provided housing for a caravan's beasts when the fortress was active. Only the stone has survived intact, with empty sockets for lanterns at even intervals. Ancient tools for leatherworking sit on a table to the south, next to an empty stone trough. Barren stalls line the north wall.

B5. Storage and Smithy

This room served at times as a smithy and at other times as a storage facility over the course of the fortress's occupation. The chimney that rises from the small forge in the southwest corner is clogged with grit from centuries of storms, and the smith's tools lie nearby under a thick layer of dust. The south door is cracked in places, and scattered crates are all that remain of a barricade erected by a few travelers to keep out the Emerald Sage's evil.

Treasure: Most of the contents of this room are spoiled and worthless, though the PCs can find two sealed vessels full of salt crystals. One contains an application of silver weapon blanch (*Ultimate Equipment* 105), and the other contains one measure of ghost salt (see the sidebar).

Rewards: If the PCs don't find the alchemical salts, reduce each PC's gold earned by 17 gp.

B6. Entry Hall

A profound quiet has settled over this timeworn hall. Elegant stone columns line the passage, and hieroglyphics and colorful art depict scenes from a distant age. A small wooden door stands at the east end of the hallway, while a larger door leads south. The sound of steady splashing water is audible through an open passageway to the north, and large stone doors lead outside. One of the pillars has collapsed, and a crushed human corpse lies pinned underneath. The distinctive shape of a wayfinder peers out from under the body's hand.

The body is that of Asha Sandwalker, one of the Scarab Seekers. The pillar crashed on top of her as she was fleeing the ruins. A search of the corpse uncovers a few treasures.

The art on the walls is decorative, with fanciful depictions of a royal barge sailing on the River Sphinx. With a successful DC 15 Knowledge (history) check, a PC can identify the god-kings of Ancient Osirion each taking their turn captaining the barge, from Azghaad to the

GHOST SALT

This gritty alchemical powder is a weapon blanch made from exotic minerals mixed with an infusion crafted from the ectoplasmic remains of destroyed incorporeal undead. When rubbed onto a weapon that is then placed over a hot flame for a full round, ghost salt melts and forms a temporary coating on the weapon. The blanching gives the weapon the ability to do full damage to incorporeal creatures, even if the weapon itself is nonmagical. An application of ghost salt remains effective until the weapon makes a successful attack. Each dose of weapon blanch can coat one weapon or up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time.

This item originally appeared in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*.

Song Pharaoh. With a successful DC 15 Perception check, a PC notices that each of the pharaohs bears three jewels on his or her head regalia: an emerald, topaz, and ruby. This is another hidden sign left by the Jeweled Sages.

Treasure: Asha's corpse is holding her broken *wayfinder*. The inside is engraved with a scarab and an inscription that reads "Congratulations, Asha. —V.L." Most of her backpack is crushed, but a steel canister containing an *oil of magic weapon* (*oil of greater magic weapon* at caster level 8th in Subtier 4–5) and what appears to be a *stone of alarm* have survived. The Emerald Sage's magic has warped the stone, turning it into a *stone of weight*.

B7. The Fountain Room (CR 4 or 7)

The relaxing splash of water echoes throughout this tiled room. A large, pristine pool occupies much of the chamber, and a statue of a warrior-maiden serves as the centerpiece, endlessly pouring water from an ornate jar. A large carving on the east wall depicts a frightening man who stares at the viewer, with half his body burnt and ruined and the other half young and healthy. A withered corpse lies in the northwest corner. An open doorway to the south leads to the fortress' entry hall.

This large fountain was originally filled from the courtyard well and was used for bathing, relaxation, and clothes washing by visitors. The sages knew they might be in hiding for some time and used their magic to create a link between the fountain and the elemental plane of water. The fountain refills itself from this infinite source and can provide thousands of gallons of pure water each day. The pool is 6 feet deep.

A PC can identify the man depicted on the wall as the god of magic Nethys with a successful DC 10 Knowledge (religion) check. His split form shows the creative and destructive potential of magic, and a series of three cartouches on either

side of the figure proclaim several of the god's powers in Ancient Osiriani. Each hand-sized cartouche can be removed from the wall, and the PCs can rearrange the stone panels easily. Provide the players with **Player Handout #1** when they investigate the wall, and if a PC succeeds at a DC 25 Linguistics or Knowledge (religion) check, also give them **Player Handout #2**, which translates the hieroglyphics. Grant PCs who can read Ancient Osiriani a +10 competence bonus on this check, and they can attempt the check untrained.

With a successful DC 20 Perception check, a PC can spot a seam in the wall indicating a hidden passage behind the carving, though there is no obvious latch or handle for opening the door. To open the door, the "destruction" and "preservation" cartouches must be switched so that "destruction" is on the figure's burnt side, and "preservation" is on Nethys's healthy side. Alternatively, a PC can unlatch and open the door with a successful DC 30 Disable Device check or break down the door with force (hardness 8, hp 180, break DC 28).

Kiras's body lies huddled in the corner of the room. A PC who succeeds at a DC 15 Heal check can determine he died of starvation. The wall next to him bears a multitude of scratches as if indicating the passage of time, and a chewed piece of leather next to him bears a nearly illegible note that curses the writer's companions for leaving him to drown in a desert.

Creatures: When the sages enchanted the fountain, they also bound the water elemental Sellana to the pool. The sages charged her with maintaining their water supply and guarding the entrance to their hidden archive in area **B8**. Although she has fulfilled her duties faithfully, her captivity and isolation have left her craving freedom or at least some form of stimulation to break the monotony. When the Scarab Seekers explored the room, she captured Kiras, forcing him to stay and keep her company; however, she didn't understand the mortal's need for food and watched with frustration as her companion wasted away.

Sellana lurks underwater when she senses anyone entering the fortress, and she eagerly waits for the intruders to damage the area, open the archive door without solving the puzzle, or steal an object from the fountain, any of which grants her permission to attack. In fact, these are conditions that the Jeweled Sages set that require her to attack. If the PCs spot her with a successful DC 18 Perception check, she emerges from hiding and perches next to the statue to watch her visitors in the open. So long as the PCs do not invite hostility, they can communicate with the elemental, and they receive a +5 circumstance bonus on Diplomacy checks to influence her if they announce that they are agents of a Jeweled Sage.

Her attitude begins as unfriendly, and she grouchy spouts warnings against doing anything reckless to the PCs in Aquan. If her attitude is improved to indifferent, she is

FATE OF THE SCARAB SEEKERS

Ven Lorovox, the man now known as Grandmaster Torch, was the sole survivor of a mission to explore these ruins years ago. As they explore Seeker's Folly, the PCs can discover the fate of his companions. The group's leader was **Thanien Kiandal** (LN male elf evoker), whom the Decemvirate sent on a surreptitious mission into Osirion. In addition to Ven Lorovox, the group included **Kiras Lithron** (CN male half-elf fighter), **Rosarra Springale** (CG female halfling bard), and **Asha Sandwalker** (NG female human ranger). Most of the group believed they had stumbled on the ruins by happenstance, but Thanien had deliberately led them there to recover what the Society correctly believed was an invaluable record of ancient Osirian history.

Thanien's body is in area **B11**. He slipped away from the group while they were gathering water, found the gems in area **B12**, and was caught in an argument with Ven and Asha when they came looking for him and found him trying to hide his discovery. The Emerald Sage chose that moment to attack, and Thanien triggered a lethal trap as he fled.

Kiras's body is located in area **B7**. He was left to finish refilling the group's waterskins and then began tampering with the carving on the east wall, prompting the water elemental to attack. The elemental kept him there as a companion until he eventually starved to death. He died cursing his companions for abandoning him.

Rosarra fell to her death from the bridge in area **B10**. She was examining the obelisk when the haunt activated. Confused by the visions and terrified of the spirits, she blindly stumbled into the chasm.

Asha was Ven Lorovox's protégé. The two of them discovered Thanien examining the bodies of the Jeweled Sages and their gems and confronted him their mission's real goals. They were caught off guard when the spirit of the Emerald Sage manifested, entrancing them with its maddening babble. It struck Ven with a curse, which enabled Asha to regain her senses and drag her companion back to the entry hall. The allip pursued, and a stray spell shattered a pillar that crushed Asha—but not before she could shove Ven out of the way. He stumbled into area **B9**, and the last Asha heard was the pained scream of her companion.

willing to chat about her servitude, her association with the Jeweled Sages, and the conflict between the sages that left the fortress cursed. If the PCs improve her attitude to friendly or helpful, she describes the conditions that will force her to attack, the layout of the building, and what little she understands of the wall carving and the passage beyond—specifically that one can open the door by manipulating the wall in some way. Sellana does not know that she could be freed once the last of the Jeweled Sages leaves the fortress, which would require the PCs destroy the Sage of Plagues.

SCALING ENCOUNTER B7

Make the following changes to accommodate a party of four PCs.

Subtier 1–2: Sellana is sickened from her long exposure to the Sage of Plagues.

Subtier 4–5: Remove the advanced simple template from Sellana.

In Subtier 4–5, the statue in the center of the pool is a caryatid column that is under the same instructions of when to attack as Sellana. It wields a +1 *dragon bane scimitar*.

Subtier 1–2 (CR 3)

SELLANA

CR 4

Medium water elemental (*Pathfinder RPG Bestiary* 126)

hp 30

TACTICS

During Combat Sellana first uses her vortex special attack, which splashes one foot of water into the rest of the room. For the 1d3+1 rounds it takes for the water to drain, treat each square as though it were a shallow bog, and Sellana gains the benefits of her water mastery ability. She attempts to scare off or kill most of the group while subduing one PC to keep her company.

Morale Sellana is bound to the room and has no choice but to fight to the death.

Subtier 4–5 (CR 6)

SELLANA

CR 4

Advanced medium water elemental (*Pathfinder RPG Bestiary* 126, 294)

hp 38

TACTICS

Use the tactics from Subtier 1–2.

CARYATID COLUMNS

CR 4

hp 36 each (*Pathfinder RPG Bestiary* 3 46)

Melee +1 *dragon bane scimitar* +8 (1d6+5/18–20)

TACTICS

During Combat The caryatid attacks the intruders. It does not pursue anyone who leaves the room except to fight ranged attackers.

Development: If the PCs destroy or banish Sellana, the fountain's flow slows and then stops completely. If the Pathfinders flee from her, she calls out after them in Aquan, pleading with them not to leave her alone.

Treasure: A *wand of lesser restoration* (10 charges) sits at the bottom of the pool. Its magic has been leaking out slowly, keeping the water and Sellana untouched by the Emerald

Sage's curses. Kiras's *wayfinder* is next to the wand. The belt Kiras is wearing appears to be a *belt of mighty constitution* +2, but the Emerald Sage's magic has cursed it to become a *belt of weakness* (*Ultimate Equipment* 343). In Subtier 1–2, the statue has a +1 *scimitar* at its feet. In Subtier 4–5, the PCs can recover the caryatid column's +1 *dragon bane scimitar*. If the PCs defeat the Sage of Plagues without slaying Sellana, she is released from service, and the PCs can recover this room's treasure without a fight.

Rewards: Overcoming this encounter requires the PCs to either defeat Sellana or release her from servitude. If the PCs fail to meet one of their objectives, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 160 gp.

Out of Subtier: Reduce the gold earned by 317 gp.

Subtier 4–5: Reduce the gold earned by 475 gp.

B8. Archive

The rich scent of palm wine, cinnamon, and myrrh fills this magically illuminated storehouse. Each wall has deep slots filled with papyrus scrolls. A white-and-black marble altar enveloped in faint wisps of faerie fire sits squarely in the center of the room. A ladder to the south leads up to a walkway, with more shelves and a golden sarcophagus.

The archive contains a trove of history from the Age of Destiny that the Jeweled Sages managed to preserve through the decline of the pharaohs and the purges directed against them. The altar is consecrated to Nethys.

The sarcophagus contains a mummified corpse. In life, **Halmrat** (LN male human expert) was a court librarian for the Song Pharaoh. A small shrine next to the sarcophagus holds coded notes in Ancient Osiriani, which a character can translate with a successful DC 25 Linguistics check. The notes are question-and-answer sessions conducted with the scholar's spirit. The questions concern the preservation of memory in magical jewels and the crafting and repair of such jewels—information that Amenopheus might be able to use to repair his own *sage jewel* and the Ruby Sage's broken gem in area **B11**.

The notes explain that the sarcophagus allows a creature touching it to commune with any corpse placed inside. This ability can be activated once per day, as the spell *speak with dead* (CL 8th), though the visage on the lid speaks the answers rather than the corpse. The court librarian can answer questions about Osirian history through the life of the Song Pharaoh (he automatically succeeds on related Knowledge (history) checks of DC 20 or lower), and he can identify any of the magic items in this room at the cost of one question per item.

Treasure: Searching the shelves reveals a collection of spell scrolls: a *scroll of bless*, a *scroll of magic weapon*, a *scroll*

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of *ghostbane dirge*^{APG}, and a *scroll of resist energy*. In Subtier 4–5, there is also a *scroll of remove disease*, a *scroll of speak with dead*, and a *scroll of elemental speech*^{APG}.

The chest on the walkway contains five bottles of holy water, a stack of ancient platinum coins, five spell component pouches, and three scholar's outfits in red, yellow, and green, cut in a style common millennia ago.

Rewards: If the PCs don't discover the archive, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 67 gp.

Out of Subtier: Reduce the gold earned by 129 gp.

Subtier 4–5: Reduce the gold earned by 192 gp.

B9. Storeroom

This storage space housed food and supplies for the fortress. The walls, floor, and ceiling are charred, and the burnt remnants of a few splintered boxes and barrels and a handful of corpses are scattered to the edges of the room. With a successful DC 23 Knowledge (arcana) or Spellcraft check, a PC can identify that at least part of the damage is the result of a *fireball* spell.

B10. Cavern (CR 3 or 6)

The ceiling of this natural cavern sparkles with thousands of tiny crystals, while the center of the cave is split by a chasm that wends deeper underground. A stone bridge stretches over the gap. At the center of the bridge rises a black granite obelisk, covered with gems and hieroglyphics. The obelisk is a masterpiece of sculpture, with flawless lines and beautifully rendered images of the past. Large double doors provide an exit to the north while an open archway to the south is covered with wall carvings and leads to a hallway.

The cavern was hollowed out by a crysmal cluster, but they fled when the fortress was built here. The tunnel to the east descends into the Darklands and is beyond the scope of this adventure. The chasm floor lies 50 feet below the bridge, and climbing the sides requires a successful DC 15 Climb check. A PC who succeeds at a successful DC 15 Perception check can spot a faint glow from below, where a nearly spent *wayfinder* sheds light like a candle. At the bottom of the chasm is the dry, crumpled remains of Rosarra, one of the Scarab Seekers.

The obelisk on the bridge was the Jeweled Sages' creation and details the history of Osirion as they knew it. The hieroglyphics are masterfully rendered, and the gems set in the figures' eyes gleam in the light. Studying the obelisk provides a +2 bonus when attempting any Knowledge checks for information about Osirion during the Age of Destiny.

Haunt: The curses of the Emerald Sage trapped the spirits of the slain, forcing them to relive past plagues and blights that threatened Osirion. Approaching within range and looking at the obelisk triggers the haunt.

OPTIONAL ENCOUNTER

If less than 2 hours remain to complete the scenario, remove Sellana and the caryatid columns from area B7. Add signs of a battle to hint that the Aspis agents slew the elemental on their way through.

Subtier 1–2 (CR 3)

VISION OF THE ANCIENTS

CR 3

CE Haunt (15-foot-radius area around the obelisk)

Caster Level 3rd

Notice Perception DC 18 (to see the jeweled eyes turning to look at the character)

hp 6; **Trigger** proximity, gaze; **Reset** 1 day

Effect Spirits pour out of the obelisk, and a wave of desert heat washes over the area. The spirits dive at the creature closest to the obelisk (melee touch attack +3), attacking once. The creature struck hears the spirits whisper the word "Remember," and must succeed at a DC 12 Will save or be cursed by the obelisk. A cursed creature constantly sees images of Ancient Osirion, which impose a –5 penalty on Perception checks and –2 penalty on initiative checks. In addition, the cursed creature treats all creatures more than 10 feet away as having concealment. This curse only lasts as long as the target is in Osirion. All creatures within 50 feet of the haunt see visions of the dead rising up from ancient tombs, armies of divs marching forth from a massive structure of black stone, and a plague of locusts sweeping over the land. The vision and spirits fade after 3 rounds.

Destruction The spirit of the Emerald Sage must be laid to rest.

Subtier 4–5 (CR 6)

VISION OF THE ANCIENTS

CR 6

CE Haunt (15-foot-radius area around the obelisk)

Caster Level 6th

Notice Perception DC 22 (to see the jeweled eyes turning to look at the character)

hp 12; **Trigger** proximity, gaze; **Reset** 1 day

Effect Spirits pour out of the obelisk, and a wave of desert heat washes over the area. The spirits dive at the creature closest to the obelisk (melee touch attack +6), attacking once. The creature struck hears the spirits whisper the word "Remember," and must succeed at a DC 15 Will save or be cursed by the obelisk. A cursed creature constantly sees images of Ancient Osirion, which impose a –5 penalty on Perception checks and –2 penalty on initiative checks. In addition, the cursed creature treats all creatures more than 10 feet away as having concealment. This curse only lasts as long as the target is in Osirion. All creatures within 50 feet of the haunt see visions of the dead rising up from ancient tombs, armies of divs marching forth from a massive

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structure of black stone, and a plague of locusts sweeping over the land. The vision and spirits fade after 3 rounds.

Destruction The spirit of the Emerald Sage must be laid to rest.

Treasure: If they investigate Rosarra's body, the Pathfinders discover her broken, scarab-embossed *wayfinder*, a *wand of protection from evil* (10 charges), and a *gem of brightness* (2 charges). She appears to be wearing a *ring of maniacal devices* (*Ultimate Equipment* 172), but it has transformed into a *ring of truth* (*Ultimate Equipment* 349). In Subtier 4–5, the *gem of brightness* has 12 charges.

Rewards: If the PCs don't discover Rosarra's body and recover her gear, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 55 gp.

Out of Subtier: Reduce the gold earned by 163 gp.

Subtier 4–5: Reduce the gold earned by 272 gp.

B11. Hallway (CR 3 or 6)

The arch around the north entrance to this hallway is covered with detailed carvings depicting the life and accomplishments of a female pharaoh. A charred corpse covered in flecks of glass is visible just inside the hallway.

A PC who succeeds at a DC 20 Knowledge (history) check identifies the woman in the carvings as the Song Pharaoh, whose death began the slow decline of the Ancient Osirion dynasties. Succeeding at this check also reveals that two aspects of the carving don't match historical records; the carvings show her defeated by the Pharaoh of Forgotten Plagues, whom she famously overthrew, and her being born in Shiman-Sekh, when she is known to have founded that city. Discovering this provides a +5 bonus on checks to locate the bypass switches for the nearby trap.

Thanien's corpse lies inside the hallway, slightly past the threshold. The PCs can drag his body out from the hallway with reach weapons without stepping inside. His pack holds notes about the ruins and correspondence from the Pathfinder Society leadership, though if subjected to the trap, the pack and its contents are destroyed. His notes record his suspicions about a trap in the hallway and that he had located a switch to bypass it. Using his notes as a reference grants the PCs an additional +5 circumstance bonus on checks made to find the bypass switches for the trap. In addition, there is a letter bearing the seal of the Decemvirate. Give the PCs **Player Handout #3** if they recover the papers intact.

PCs who have sufficient light or darkvision to see the table in area **B12** can spot the broken ruby fragments with a successful DC 15 Perception check.

Trap: The sages set up this extra line of defense to buy time should assassins find their hiding place. The trap channels the sand and winds from the desert outside and infuses them with alchemist fire to create a brief but fierce

sirocco. Stepping into the trap area from either direction triggers the trap. The trap has two bypass switches hidden in the arches on both sides of the hallway. A PC can find one of the switches with a successful DC 25 Perception check; exceeding the check by 5 or more finds both switches. In Subtier 1–2, one of these switches has already been activated, and flipping this switch to fully activate the trap makes it more dangerous; use the statistics for Subtier 4–5.

Subtier 1–2 (CR 3)

MOLTEN WHIRLWIND TRAP

CR 3

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger proximity (alarm); **Duration** 1 round; **Reset** automatic (10 minutes)

Effect a whirlwind of blinding, burning sand (4d4 fire damage and target becomes blinded for 1 minute, Reflex DC 11 halves damage and negates blindness); multiple targets (all targets in a 10-ft. radius originating from the trap's center)

Subtier 4–5 (CR 6)

MOLTEN WHIRLWIND TRAP

CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger proximity (alarm); **Duration** 1 round; **Reset** automatic (10 minutes)

Effect a whirlwind of blinding, burning sand (8d6 fire damage and target becomes blinded for 1 minute, Reflex DC 17 halves damage and negates blindness); multiple targets (all targets in a 10-ft. radius originating from the trap's center)

Treasure: Thanien's pack holds a broken scarab-embossed *wayfinder* and a *scroll of remove curse*.

Rewards: If the PCs destroy or fail to recover Thanien's scroll, reduce their gold earned by 31 gp.

B12. Gathering Hall (CR 5 or 8)

This large columned chamber shows signs of past comforts, but an ancient battle scorched the walls and ceiling, and cracked and smashed the floor and columns. The remnants of furniture are scattered against the walls, and piles of bodies are stacked in the sleeping alcoves along the south and west walls. A dais crowned with a great, round table rises from the floor in the south part of the room. Three corpses sit around the table as if in conference, each dressed in fine silk robes. A slight breeze whistles through with a sound like a distant, murmuring voice, but there is no sense or meaning in it. An open hallway to the north leads to a natural cavern. Stairs lead downward in the northeast corner of the room, but were buried in stone when the wall collapsed.

This meeting chamber provided sanctuary during the fiercest khamsin storms. The sages lived in rooms further below, but this area was sealed off during the sages' battle. The bodies of the sages are seated around a large table, placed there by the Emerald Sage before he took his own life. The topaz and emerald jewels were once in front of the bodies, but now only the shards of the broken ruby gem remain. If the PCs use the *sending stone* to contact Amenopheus and let him know they discovered the remnants of one of the jewels, he immediately begins *screaming* on one of the PCs to study the location for accurate teleportation. He responds with a short message to whoever used the *sending stone* that he will arrive in 1 hour.

Creatures: Yjalk and his crew are not far behind the Pathfinders, and it isn't long before the spirit of the Emerald Sage notices the presence of living creatures. After the PCs enter the room, they can hear the sound of echoing footsteps and voices approaching with a successful DC 10 Perception check. The PCs have 5 rounds to explore the room before Yjalk arrives.

Yjalk travels with his second-in-command, a knowledgeable skald named Signe, as well as fighters from his crew. They managed to avoid any serious encounters on the way in (though they may have suffered some scrapes with the undead; see the Development section in area B3), and they're eager for some action and treasure. They are furious to see someone else looting the ruins, and have a starting attitude of unfriendly. Yjalk immediately demands to know who the PCs are, and, if they're examining any items in the room, he bellows at them to put his treasure down. He investigates the room while his team keeps an eye on the PCs. If he spots the broken ruby shards, he becomes enraged and accusatory, increasing the DC of Diplomacy and Intimidate checks to change his attitude by 5.

If questioned about his purpose, Yjalk reveals that he seeks a powerful weapon hidden in these ruins—one he believes would aid him in battle against a linnorm. The PCs can appease Yjalk's desire for magic tools by giving him one or more items as gifts. Giving him a magic weapon grants the PCs a +5 circumstance bonus on Diplomacy checks to improve his

SCALING ENCOUNTER B12

Make the follow changes to accommodate a party of four PCs.

Subtier 1–2: Each of the Ulfen other than Yjalk is unnerved by the ruins and has the shaken condition. A plague zombie animates only once every three rounds.

Subtier 4–5: Each of the Ulfen other than Yjalk is unnerved by the ruins and has the shaken condition. Replace the mythic allip with the normal allip in Subtier 1–2.

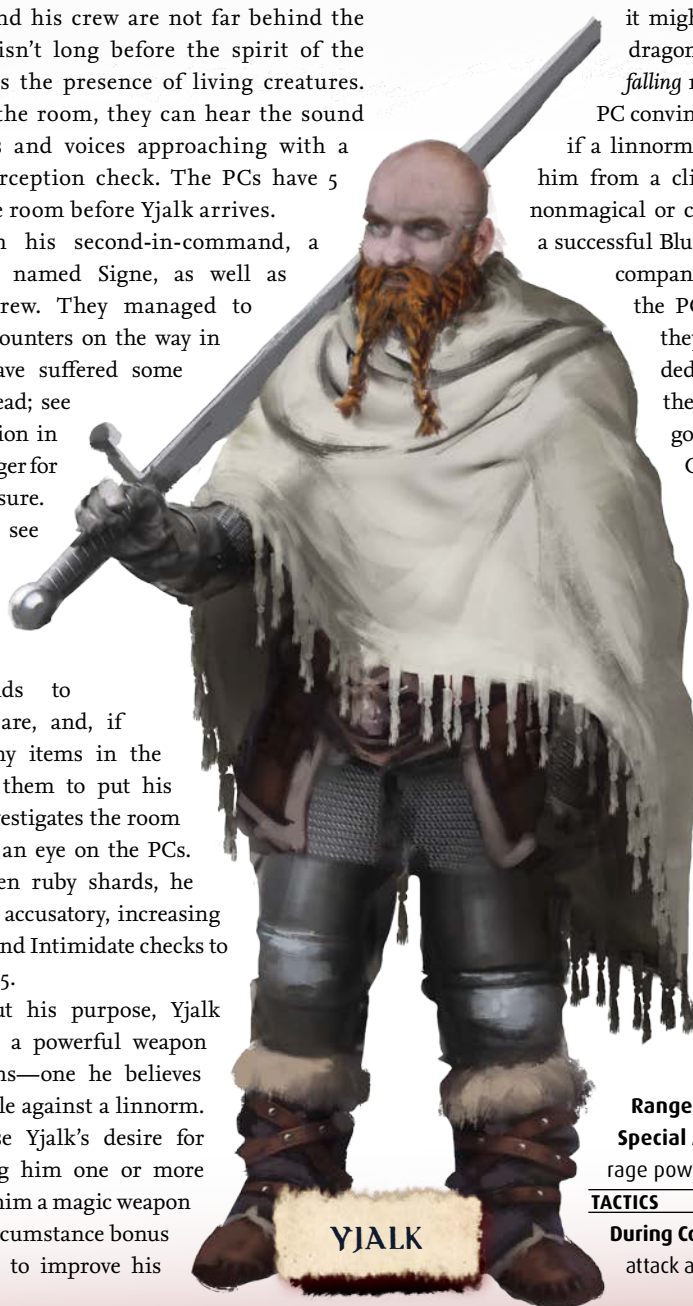
attitude, and they gain an additional +2 bonus for each additional non-weapon, nonexpendable magic item they give him so long as they describe the item in such a way that

it might conceivably help him fight a dragon. For example, a *ring of feather falling* might not seem useful unless a

PC convinces Yjalk that it would be handy if a linnorm tried to kill him by throwing him from a cliff. Convincing Yjalk to accept nonmagical or cursed items as tribute requires a successful Bluff check opposed by his and his

companions' Sense Motive checks. If the PCs give Yjalk any of the items they found during this adventure, deduct half the market price of the items, divided evenly from the gold earned on the characters' Chronicle sheet for this scenario (minimum 0 gold earned).

Subtier 1–2 (CR 3)



YJALK CR 1

Male human barbarian 2
N Medium humanoid (human)
Init +1; **Senses** Perception +6

DEFENSE

AC 15, touch 9, flat-footed 14
(+6 armor, +1 Dex, –2 rage)
hp 28 (2d12+10)

Fort +7, **Ref** +1, **Will** +3
Defensive Abilities uncanny
dodge

OFFENSE

Speed 30 ft.
Melee mwk greatsword +8
(2d6+7)

Ranged shortbow +3 (1d6/x3)
Special Attacks rage (8 rounds/day),
rage powers (powerful blow)

TACTICS

During Combat Yjalk directs his crew to attack any spellcasters and challenges the

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strongest-looking PC to face him. He begins raging and strikes with Power Attack and powerful blow to end the fight quickly. He uses his *oil of magic weapon* only if he cannot consistently hit an opponent.

Morale Yjalk drinks a *potion of cure light wounds* if he has 12 or fewer hit points but only if he's not already engaged in melee combat with the enemy. If Yjalk has 12 or fewer hit points and has only one ally remaining, he orders a fighting retreat.

Base Statistics When not raging, Yjalk's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 24; **Fort** +5, **Will** +1; **Melee** mwk greatsword +5 (2d6+4/19-20); **Str** 17, **Con** 14; **CMB** +5; **Skills** Climb +4, Swim +4.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 16

Feats Cleave, Power Attack

Skills Climb +6, Perception +6, Profession (sailor) +3, Survival +6, Swim +6

Languages Common, Skald

SQ fast movement

Combat Gear *oil of magic weapon*, *potions of cure light wounds* (2), acid, holy water; **Other Gear** breastplate, mwk greatsword, shortbow with 20 arrows, sunrod, 12 gp

SIGNE

CR 1/2

CN female tavern singer (*Pathfinder RPG NPC Codex* 26)

hp 9

TACTICS

During Combat Signe supports Yjalk and the crew with bardic performance and disables opponents attacking Yjalk with her spells. She heals Yjalk if he appears badly injured.

Morale Signe believes Yjalk is destined to be a great king and fights to the death to support or avenge him.

CREW MEMBER

CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80)

hp 14

TACTICS

During Combat The crew member follows Yjalk's directions about whom to attack, staying at range if possible. He drinks his *potion of cure light wounds* if reduced to 7 or fewer hit points.

Morale If Yjalk falls, the crew member escapes or surrenders.

Subtier 4–5 (CR 6)

YJALK

CR 4

M human barbarian 5

N Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

AC 17, touch 10, flat-footed 15 (+7 armor, +1 Dex, +1 dodge, –2 rage)

hp 63 (5d12+25)

Fort +9, **Ref** +3, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk greatsword +12 (2d6+9/19–20)

Ranged mwk shortbow +7 (1d6/x3)

Special Attacks rage (14 rounds/day), rage powers (powerful blow, quick reflexes)

TACTICS

During Combat Yjalk directs his crew to attack any spellcasters and challenges the strongest-looking PC to face him. He begins raging and strikes with Power Attack and powerful blow to end the fight quickly. He uses his *oil of magic weapon* only if he cannot consistently hit an opponent.

Morale Yjalk drinks a *potion of cure light wounds* if he has 20 or fewer hit points but only if he's not already engaged in melee combat with the enemy. If Yjalk has 20 or fewer hit points and has only one ally remaining, he orders a fighting retreat.

Base Statistics When not raging, Yjalk's statistics are **AC** 19, touch 12, flat-footed 17; **hp** 53; **Fort** +7, **Will** +3; mwk greatsword +10 (2d6+6/19–20); **Str** 18, **Con** 14; **CMB** +9; **Skills** Climb +9, Swim +9.

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 21

Feats Cleave, Dodge, Mobility, Power Attack

Skills Climb +11, Perception +9, Profession (sailor) +6, Survival +9, Swim +11

Languages Common, Skald

SQ fast movement

Combat Gear +1 arrows (5), *oil of magic weapon*, *potions of cure light wounds* (2), holy water; **Other Gear** +1 breastplate, mwk greatsword, mwk shortbow with 20 arrows, *cloak of resistance* +1, sunrod (2), 10 gp

SIGNE

CR 2

CN female local celebrity (*Pathfinder RPG NPC Codex* 27)

hp 20

TACTICS

Use the tactics from Subtier 1–2.

CREW MEMBERS (3)

CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80)

hp 14 each

TACTICS

Use the tactics from Subtier 1–2.

Development: If the PCs improve Yjalk's attitude to indifferent or better, he apologizes for making rude accusations and invites himself to explore the rest of the ruins with the PCs. If the PCs fail to improve his attitude, Yjalk demands they surrender their treasures and leave, otherwise he attacks.

The Sage of Plagues (CR 3 or CR 6)

Creature: A moment after the PCs conclude their encounter with Yjalk—either by calming him or fighting him—the room trembles, the brazier in the center of the table ignites with emerald fire, and the spectral form of the Sage of Plagues rises from the flames to attack. If Yjalk and his crew are present and have an attitude of indifferent or worse, they flee at the allip's appearance. If their attitude is friendly or better, they help the PCs fight. In Subtier 1–2, the sage's power animates one of the corpses in a random alcove to fight by his side, creating one plague zombie at the start of the second round and every 2 rounds thereafter. In Subtier 4–5, a mass of corpses in the northwest alcove animates as a carrion golem to defend the sage.

Hazards: As the allip attacks, it exerts a mystical grip on the ruby shards in a desperate bid not to lose the last gem. The shards, and anyone holding them, cannot exit the ruins until the allip is destroyed. Every 3 rounds after the start of combat, at the beginning of the round, the shards discharge a bolt of red lightning in a line toward the allip as the Ruby Sage's spirit fights against the allip's influence. Treat this as the spell *lightning bolt*, dealing 2d6 points of electricity damage (4d6 on the higher subtier) to any creature struck (Reflex DC 13 half, Reflex DC 16 half in Subtier 4–5).

Subtier 1–2 (CR 3)

SAGE OF PLAGUES	CR 3
Allip (<i>Pathfinder RPG Bestiary</i> 3 12)	
hp 30	
TACTICS	
During Combat The sage focuses its attacks on anyone holding shards of the ruby jewel before attacking a nearby living creature. It pursues fleeing opponents but does not go outside.	
Morale The sage fights until destroyed.	

PLAGUE ZOMBIE	CR 1/2
hp 12 (<i>Pathfinder RPG Bestiary</i> 288–289)	

Subtier 4–5 (CR 6)

SAGE OF PLAGUES	CR 4/MR 2
Mythic allip (<i>Pathfinder RPG Bestiary</i> 3 12, <i>Pathfinder RPG Mythic Adventures</i> 226)	
CE Medium undead (incorporeal, mythic)	
Init +5/–15, dual initiative ^{MA} ; Senses darkvision 60 ft.; Perception +7	
Aura babble (60 ft., DC 16)	
DEFENSE	
AC 15, touch 15, flat-footed 14 (+4 deflection, +1 Dex)	
hp 50 (4d8+32)	

Fort +5, **Ref** +4, **Will** +4

Defensive Abilities channel resistance +2, incorporeal, poisonous blood (insanity mist); **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks babble, mythic power^{MA} (2/day, surge +1d6), simple divine spellcasting^{MA}, touch of insanity

Spell-Like Abilities (CL 4th; concentration +8)

1/day—*bane* (DC 15), *bestow curse* (DC 17), *disfiguring touch*^{UM} (DC 16), *inflict moderate wounds* (DC 16)

TACTICS

During Combat The Sage of Plagues begins combat by debilitating one or more enemies with a spell-like ability and then attacks anyone holding a shard of the shattered ruby or a nearby foe. So long as it has spell-like abilities remaining, the Sage of Plagues alternates between using those and its maddening touch. It prefers to use *bestow curse* and *disfiguring touch* on creatures it knows can hurt it, and it saves *inflict moderate wounds* to heal itself. It pursues fleeing enemies but does not go outside.

Morale The sage fights until destroyed.

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 18

Base Atk +3; **CMB** +4; **CMD** 18

Feats Improved Initiative, Lightning Reflexes^M

Skills Fly +16, Intimidate +11, Perception +7, Stealth +8

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Poisonous Blood (Ex) Any creature that confirms a critical hit against the allip with a piercing or slashing melee weapon breaks off a piece of its mad essence. Melee weapons with reach don't endanger their users in this way. The attacker briefly becomes enveloped by a cloud of insanity mist (inhaled; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis; *cure* 1 save).

CARRION GOLEM	CR 4
hp 42 (<i>Pathfinder RPG Bestiary</i> 2 136)	

Development: Once destroyed, the Sage of Plagues fades away, and its maddening babble is finally silenced. If Yjalk is present, he marvels at the Pathfinders' prowess and offers them passage on his ship, should they need it. If any of the Ulfen's crew are dead, the survivors gather the bodies to bury far from this cursed place.

As promised, Amenopheus arrives 1 hour after the PCs contact him about the broken *sage jewel*. At first he bemoans the loss of the jewel, but he quickly realizes that the shards hold a glimmer of magic and may still contain several of the Ruby Sage's memories. Amenopheus uses his magic to contact the spirit of the Ruby Sage, who

PATHFINDER SOCIETY SCENARIO

briefly animates her nearby corpse and restores it to how she must have appeared in life. She thanks the PCs for putting her colleague's spirit to rest and can explain the events that led to her death—the same events that led to her *sage jewel's* near-destruction.

Through the gem, she has maintained a limited degree of awareness, and she also related that until only day before, the topaz and emerald jewels sat on this table alongside her. When the thief handled one of her shards, she was able to read his thoughts before he discarded the fragment and fled. She identifies the thief as a man named Kafar, who had intentions of delivering the jewels to the Diamond Sage in a region known as the Pillars of the Sun. It is there that the Jeweled Sages' built their sanctum, but it strikes both her and Amenopheus as odd that the Diamond Sage would collect the gems there instead of finding new candidates to become sages elsewhere in Osirion. Amenopheus voices his concern that the Diamond Sage's actions are not typical for the order, and he is dismayed that the jewels may be in the hands of known enemies of the Pathfinder Society.

Sharing her fellow sage's concern, the Ruby Sage offers her power—mythic power—to the PCs if they are willing to chase down the thief Kafar, reclaim the stolen jewels, and find the Diamond Sage to learn what she intends. With that said, her corpse slumps and returns to its desiccated form.

Amenopheus has prepared the spell *remove curse* once and casts it on a cursed PC at no charge. Any additional curse removal must be performed in Eto at the PCs' expense.

Treasure: In Subtier 4–5, a pair of *spellguard bracers* (*Ultimate Equipment* 275) rest on the table near the deceased Topaz Sage.

Subtier 1–2: Reduce the gold earned by 94 gp.

Out of Subtier: Reduce the gold earned by 347 gp.

Subtier 4–5: Reduce the gold earned by 600 gp.



RUBY SAGE

CONCLUSION

With the thief Kafar headed to the Pillars of the Sun, Amenopheus teleports the PCs back to Eto to resupply before they make the trek to the south. He warns the Pathfinders that the Pillars of the Sun is a very dangerous region of towering rocks, searing wind, and terrible beasts. With the fate of his order riding on the PCs success, he announces that he will accompany them to Sanctum of the Sages.

Reporting Notes

If Yjalk survived until the end of the scenario, check box A on the reporting sheet.

Primary Success Condition

The PCs successfully complete their main mission by recovering the shards of the Ruby Sage's jewel and contacting

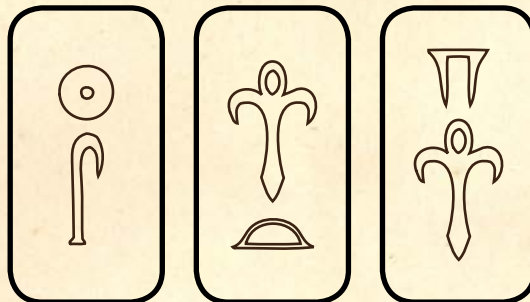
Amenopheus. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

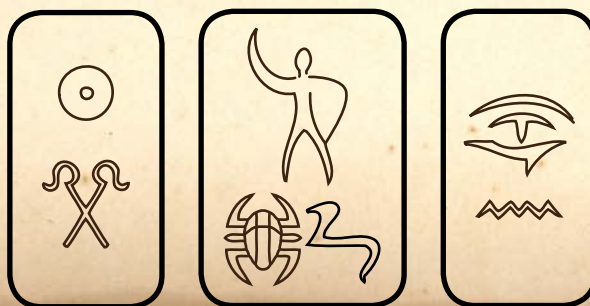
The PCs successfully complete their secondary mission if they find, recover, and translate the court librarian's notes in area B8. Doing so may allow the Pathfinder Society and Amenopheus to repair the damage to one of more *sage jewels* and thus recover that much more knowledge of Ancient Osirian. This earns each PC an additional 1 Prestige Point.

PLAYER HANDOUT #3

Hieroglyphics on the Nethys's Whole Side



Hieroglyphics on Nethys's Burnt Side



PLAYER HANDOUT #2

The following are common translations of the cartouches found near the image of Nethys.

- The staff paired with the sun represents the release of power and the ability to destroy enemies. Literally, "Destruction."
- The ankh over rising bread represents prosperity and abundance.
- The ankh before the arch represents protection of the land or home from enemies. It can be translated as "Rune."
- The scepter paired with the Ssun represents the control of power and its use in preserving the land. Literally, "Preservation."
- The Man before the scarabs and cobra represents the knowledge of death and its many forms.
- The eye over water represents the knowledge of the world.

PLAYER HANDOUT #3

Thanien,

Our agents in Qadira unearthed documents that were taken out of Osirion during the interregnum. They speak of an ancient group of scholar revolutionaries that were suppressed by the pharaohs during the second Age. We believe we've pinpointed the abandoned fortress where some of these sages hid from the purges with their treasures. The documents say these scholars held priceless histories of Ancient Osirion, which we need you to retrieve and return to Absalom.

Assemble a team of the scarab seekers and follow the instructions that arrived with this letter. We've set up a cover for you as merchants and prepared a caravan that should see you close to the fortress and provide transport for anything you recover.

If the Osirians discover your purpose, we can't have it traced back to the society. Once you go in, you're on your own. Burn this letter and the other documents once you've memorized them, and keep the information they conveyed to yourself.

PATHFINDER SOCIETY SCENARIO

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Pathfinder Society Scenario #5–15: Destiny of the Sands, Part 2: Race to Seeker's Folly

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
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Character Name			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor



Pathfinder Society Scenario #5–15: Destiny of the Sands, Part 2: Race to Seeker's Folly

Character Chronicle #

_____	A.K.A. _____	_____	_____
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Seeking the Sages (Osirion Faction): You are in pursuit of the legacy of the Jeweled Sages, which Amenopheus believes is very close at hand. Having this boon contributes to events later in the Destiny of the Sands storyline and does not grant any benefits at this time.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1–2	257	515

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of subtier	595	1,190

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4–5	932	1,864

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

EXPERIENCE			
	Starting XP		
	+		GM's Initials
	XP Gained (GM ONLY)		
	=		
	Final XP Total		

FAME		
	Initial Prestige	Initial Fame
	+	GM's Initials
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD		
	Starting GP	
	+	GM's Initials
	GP Gained (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	Gold Spent	
	=	
	Total	

All Subtiers

gem of brightness (2 charges; 520 gp, limit 1)
scroll of ghostbane dirge (150 gp; *Pathfinder RPG Advanced Player's Guide* 225)
scroll of resist energy (150 gp)
wand of lesser restoration (10 charges; 900 gp, limit 1)
wand of protection from evil (10 charges; 150 gp, limit 1)

Subtier 4–5

+1 dragon bone scimitar (8,315 gp)
+1 seeking bolts (167 gp each, limit 5)
gem of brightness (12 charges; 3,120 gp, limit 1)
oil of greater magic weapon (CL 8th; 1,200 gp, limit 1)
potion of haste (750 gp)
scroll of remove disease (375 gp)
spellguard bracers (*Pathfinder RPG Ultimate Equipment* 275)

Notes**For GM Only**

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #5–15: Mythic Powers 1

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Mythic Pathfinder: You have received the blessing of the Ruby Sage, who granted you some of her power so that you might retrieve the stolen *sage jewels* and find the Diamond Sage. When you begin *Pathfinder Society Scenario #5–16: Destiny of the Sands, Part 3: Sactum of the Sages*, you gain the following abilities for the duration of the scenario. Alternatively, as long as you have a copy of *Pathfinder RPG Mythic Adventures*, you may apply 3 mythic tiers to your character when playing that scenario; all character options in Chapters 1, 2, and 3 are legal for play, as are the character options in *Pathfinder Player Companion: Mythic Origins*.

Mythic: You are considered a mythic creature, which may affect how some spells and abilities affect you.

Ability Score: Increase an ability score of your choice by 2.

Exceptional Deeds: You gain two special abilities from the Mythic Power 2 Chronicle sheet.

Hit Points: You gain 12 hit points.

Hard to Kill (Ex): Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when you fall below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

Mythic Power (Su): You can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you have nine uses of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

Surge (Su): You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6+1 twice and adding the higher roll to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

Amazing Initiative (Ex): You gain a +3 bonus on initiative checks. In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell, and you can't gain an extra action in this way more than once per round.

Recuperation (Ex): You are restored to full hit points after 8 hours of rest as long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

SUBTIER ☐ Slow ☐ Normal

1–2

—

—

SUBTIER ☐ Slow ☐ NormalOut of
subtier

—

—

SUBTIER ☐ Slow ☐ Normal

4–5

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's
Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's
Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current
PrestigeFinal
Fame

Starting GP

+

GM's
Initials

GP Gained (GM ONLY)

+

GM's
Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society Scenario #5–15: Mythic Powers 2

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Exceptional Deeds: You have received the blessing of the Ruby Sage, who granted you some of her power so that you might retrieve the stolen *sage jewels* and find the Diamond Sage. When you begin *Pathfinder Society Scenario #5–16: Destiny of the Sands, Part 3: Sactum of the Sages*, you gain two of the following abilities for the duration of the scenario so long as you have the Exceptional Deeds ability from the Mythic Power 1 Chronicle sheet.

Absorb Blow: As an immediate action, whenever you take hit point damage from a single source (such as a dragon's breath, a spell, or a weapon), you can expend one use of mythic power to reduce the damage you take from that source by 15 points (to a minimum of 0 points of damage taken). If you have another ability or effect that reduces damage (such as protection from energy), reduce the damage with the absorb blow ability before applying any other damage-reducing effects. For every 10 points of damage that this ability prevents, for 1 minute you gain DR 1/epic and 5 points of resistance against acid, cold, electricity, fire, and sonic damage. The DR and resistances stack with any other DR and resistances that you have.

Beast's Fury: As a swift action, you can expend one use of mythic power to imbue your animal companion, cohort, eidolon, familiar, or bonded mount with some of your mythic power. As an immediate action, that creature can move up to its speed and make an attack with one of its natural weapons. When making this attack, the creature rolls twice and takes the higher result. Any damage dealt by this attack bypasses all damage reduction. A creature affected by this ability can take these actions in addition to any others that it takes during its turn.

Fleet Charge: As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding 3 to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

Legendary Magic: As a swift action, you can expend one use of mythic power to cast any one spell without expending a prepared spell or spell slot. The spell must be on one of your class spell lists and must be of a level that you can cast with that spellcasting class. You don't need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell you can cast from that spellcasting class.

Rally: As a swift action, you can expend one use of mythic power to rally your allies. This gives you and each of your allies within 30 feet the option to reroll any one d20 roll after the roll is made. The granted reroll must be used before the beginning of your next turn, and the creature must take the result of the reroll, even if it is lower.

Surprise Strike: As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks you make this round. When you make a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and you add 3 to the attack roll. Damage from this attack bypasses damage reduction.

SUBTIER ☐ Slow ☐ Normal

1–2

—

—

SUBTIER ☐ Slow ☐ NormalOut of
subtier

—

—

SUBTIER ☐ Slow ☐ Normal

4–5

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

GM's
Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige

Initial Fame

GM's
Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current
PrestigeFinal
Fame

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 #

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