



A PATHFINDER SOCIETY SCENARIO



# YOU ONLY DIE TWICE™

By R. Hyrum Savage



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PATHFINDER SOCIETY SCENARIO 2–25

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*Pathfinder Society Scenario 2–25: You Only Die Twice* is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tiers 5–7 and 8–9). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 21 of this product.

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# YOU ONLY DIE TWICE

BY R. HYRUM SAVAGE



The kingdom of Geb began as a colony of Ancient Osirion and took its name from the exiled Osirani necromancer who became the land's ruler. Until the coming of the Archmage Nex, Geb was a reasonably peaceful nation. When Nex pushed his expansion southward into the nation of Geb, however, he ignited the most infamous magical rivalry in Golarion's history. During one of the most deadly exchanges of spell power, Geb sucked the life from most of the land surrounding the cities of neighboring Nex. In return, Nex blighted the lands of Geb with a series of cataclysms that decimated the population. Geb responded by animating the casualties into legions of the walking dead. Thus began the kingdom of Geb's reliance upon the undead. Later, after another vicious attack in 576 AR, Nex disappeared completely into an extradimensional refuge; no trace of him ever reappeared. Geb was so distraught about missing the chance to vanquish his centuries-old rival that he committed ritual suicide. His self-sacrifice was to no avail, however, and Geb's rage, disappointment, and necromantic connections led to him returning to Golarion as a ghost. From this point on, the undead became increasingly prevalent in day-to-day life in Geb, ruled by their ghostly lord and his consort, the Harlot Queen Arazni.

The Pathfinder Society has had a longtime interest in Geb, but the special nature of the kingdom has made it difficult to organize missions there—that is, until a simple researcher named Joktan Heth discovered a unique magic item that would make such missions possible. Joktan was a student of history, specializing in the war between Geb and Nex, Geb's ancient writings into the creation of undead, and the history of necromancy and undeath. He joined the Pathfinder Society early in his career and worked in the Grand Lodge's massive vault, helping catalog myriad artifacts and magical items. It was in the Repository that he discovered the *Chalice of Undeath*, an enchanted cup with the power to give the imbiber the qualities of an undead creature while still remaining alive. Joktan petitioned the Decemvirate to allow him to use the *Chalice* to travel into the domain of the dead in order to find the *Testament*

## WHERE ON GOLARION?

*You Only Die Twice* takes place in the kingdom of Geb, along the border and outside and city of Graydirge. The undead kingdom is located in southern Garund between the magic-blasted Mana Wastes and the uncharted expanse of the Mwangi to the south. A nation ruled by undead and bolstered by zombie armies and human chattel, Geb is a terrible nightmare nation where few mortals willingly travel. For more information on the nation of Geb, see the Pathfinder Campaign Setting hardcover *The Inner Sea World Guide*, available wherever books are sold and online at [paizo.com](http://paizo.com).



of Geb, a book written by the powerful necromancer in ages past. The *Testament of Geb* was rumored to be a guide to the creation of many new types of undead, including the dreaded ghoulish worm. The Decemvirate agreed to his petition and Joktan quickly made his way to the *Testament*'s suspected location, a small Urgathoan chapel in the town of Corpselight about 2 day's journey east near the city of Graydirge.

Three weeks ago, Joktan managed to find the book, but before he could escape back to Skyreach, he was killed by a group of zealous Pharasmians conducting a raid into the undead heart of the ghostly nation. They mistook the transformed Pathfinder and his companions for true undead and quickly dispatched them. Since Joktan is overdue in contacting the Society, Venture-Captain Ambrus Valsin has decided to send a rescue mission.

Joktan's dying thoughts were of his failure and the knowledge that would be lost to him. This ignoble death, combined with the dark powers of the book and the land of Geb itself, created a haunt in the location where Joktan and his companions were killed and caused Joktan to rise as a worm that walks. Utterly corrupted, his goal is to avenge his death and destroy the Pharasmin crusaders who killed him and to return to Absalom with an army of ghoulish worms to destroy Skyreach and the Pathfinder Society.

## SUMMARY

Venture-Captain Ambrus Valsin sends the PCs to Corpselight, a small village a few days' travel outside the Gebbite city of Graydirge to discover the whereabouts of the missing Pathfinder Joktan Heth. Their mission is to ascertain the state of his mission, the whereabouts of the *Testament of Geb* and, if possible, return it to Skyreach.

In order to facilitate the PCs' infiltration of the undead nation, the PCs drink from the *Chalice of Undeath*, a magic item which transforms them into undead versions of themselves. Once the PCs arrive in Geb, they must make their way to the town of Corpselight, and though they appear undead themselves, they are not immune to the dangers of the ghastly land.

A press gang looking for conscripts for the undead army presents the first hazard. Led by a powerful marshal, the wight soldiers attempt to enslave the PCs as members of their legion, and the PCs must escape or defeat them to avoid a future in servitude to Geb's undead generals.

Corpselight is a farming town, with a distinctly Gebbite twist. While traditional crops are raised in the town, the primary export is humanoids used as food by various intelligent undead throughout the kingdom. While the PCs investigate the fate of Joktan in his last known location, a large group of Pharasmin zealots attack the settlement—the same group that killed Joktan weeks earlier. From these crusaders, the PCs learn of Joktan's fate and gain directions to the Urgathoan temple where he believed the *Testament of Geb* to have been located.

On their journey to the temple, the PCs encounter a haunt created by the trauma of Joktan's death. While most of his mortal equipment lies with his body, several items are missing, including the *Testament of Geb*. When they arrive at the temple they must deal with Joktan's worm-covered form, destroy the summoned ghoulish worm, and recover the *Testament*. Only then can they return to Skyreach and regain their living forms.

## GETTING STARTED

Venture-Captain Ambrus Valsin calls the PCs to his office in Skyreach, the towering headquarters of the

Pathfinder Society in Absalom. His message requesting assistance is cryptic, hinting at a dangerous mission into Geb, the domain of the dead. When the PCs arrive and introduce themselves to one another, read the following to get the adventure underway.

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A booming voice calls out from the wood-paneled office's open doorway. "Welcome! Welcome my friends! Please. Have a seat." The speaker, Venture-Captain Ambrus Valsin, points to a number of chairs around his desk. He sounds friendly, but his smile seems forced.

"I'm not one for beating around the bush, so let me lay it out for you. Three weeks ago, we lost contact with an expedition of Pathfinders sent into Geb, led by a researcher from Absalom named Joktan Heth. He and the other members of his group were magically disguised as undead creatures and tasked with recovering an ancient tome known as the *Testament of Geb*, purported to be a scholarly treatise on the creation of new types of undead—intended specifically for use on the battlefield. Joktan's mission was to sneak into the country, locate the *Testament*, and bring it back to the Vaults. He's overdue and we fear the worst. We need you to undergo the same process of disguise, infiltrate Geb, and learn the whereabouts of Joktan, his team, and most of all, the *Testament*. Pathfinders, time is of the essence. If that book falls into the wrong hands, it could destabilize the entire Inner Sea region. We need that book and we have the utmost faith that you'll do what's necessary to make sure we get it.

"Any questions?"

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Valsin allows the PCs to ask any questions they may have, but it is clear that this is an urgent matter and that he is worried about getting to Geb in time. Some questions the PCs may ask are as follows.

**What is the *Testament of Geb*?** "As far as we can determine, the *Testament* is a book or scroll written by the infamous wizard-king Geb before he joined the ranks of the undead who served him. Not only does it discuss in depth a number of different types of undead, their creation, and their weaknesses, but it also includes formulae for constructing devastating undead weapons of war.

**How are we being disguised?** "The Society has in its possession an item known as the *Chalice of Undeath*. When used, it gives a creature the semblance of undeath, while the creature remains alive and maintains full control of its soul. Our experiments here show that until the process is reversed—by drinking from the chalice again—you will have the semblance and aura of an undead, and be affected by magic that also affects undead. Be warned that healing magic that affects living creatures will hurt you while you are in this state, just as it would any true undead."

**Who is Joktan Heth?** "Joktan Heth is a student a history, specializing in the war between Geb and Nex and

the history of necromancy and undeath. He joined the Pathfinder Society early in his career and worked in the Vault helping catalog various artifacts and magical items. He discovered the *Chalice of Undeath* in the Repository and petitioned the Decemvirate to allow him to use its powers to travel into Geb in order to find the legendary *Testament of Geb*.

**How will we get there? How will we get home?** “The Society will teleport you to an isolated position in north-central Geb, near the city of Graydirge but not near enough that anyone should see you suddenly arrive. From there you will need to head toward Corpselight, a small farming town to the east of the city. Joktan was convinced the *Testament of Geb* was there and that’s where any clues as to his fate will be found. Once your mission is completed, send word via this magic token and we will have you teleported back to Skyreach.”

## Knowledge (local or religion)

In addition to asking questions, some PCs may already know some relevant information from their own studies.

**10–14** Geb is a nation ruled by the undead. Intelligent undead have the same rights as the living (or even more), and the kingdom uses other undead as a form of cheap labor and as expendable, renewable soldiers in the country’s armies.

**15–19** Because of the nation’s dependence and promotion of undeath, the faithful of Pharasma, goddess of death, often conduct raids into the country in an attempt to destabilize it, to destroy unholy sites, and eliminate the undead abominations that call Geb home.

**20+** Living creatures need to be careful while in Geb since they can become conscripts in the army, or used as sustenance for the various types of undead within the kingdom.

Once all of their questions have been answered, Valsin takes the PCs to a special room in Skyreach where they may purchase a few last-minute items and then take part in a special ritual (which the Society pays for), the culmination of which is drinking from the *Chalice of Undeath*. Animal companions, familiars, special mounts, and the like may participate in the ritual as well, so they may accompany the PCs on this trip. Eidolons do not need to partake in the ritual or drink from the *Chalice*, as undead summoners in Geb don’t necessarily have eidolons that appear undead, so there is no need to disguise the eidolon of a PC summoner.

As the PCs complete the ritual, give them the player handout entitled **Undead Anatomy** on pages 19–20 that explains the changes they should make to their characters as a result of their undead transformation. All creatures undergoing the transformation gain a bite attack (1d6

## NEW MAGIC ITEM:

### CHALICE OF UNDEATH

Though the PCs won’t be able to acquire the chalice, here are its game statistics for GMs interested in how it works.

#### CHALICE OF UNDEATH

**Aura** strong necromancy; **CL** 20th

**Slot** none; **Weight** 1 lb.

#### DESCRIPTION

This chalice is carved out of a large animal bone and is engraved with symbols of life and death. If the chalice is filled with liquid, you can drink from the it and gain the effects of an *undead anatomy I* spell (*Ultimate Magic*), which lasts for 20 minutes. If you first perform a magical ritual (which takes 1 hour and requires 1,000 gp in reagents), the effect is permanent until dispelled or reversed. A creature can reverse the transformation by drinking from the chalice again.

#### DESTRUCTION

The chalice is destroyed if filled with vampire ichor and the tears or blood of an outsider with the good subtype.

for Medium creatures, 1d4 for Small creatures), two claw attacks (1d6 for Medium creatures, 1d4 for Small creatures), darkvision 60 feet, and scent. In this form, creatures detect as undead (such as with *detect undead*, but not with magic that reveals their true form, such as *true seeing*) and are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, but not for other effects that specifically target or react differently to undead (such as *searing light*). Small creatures gain a +1 natural armor bonus, while Medium or larger creatures gain a +2 natural armor bonus.

Once the ritual is completed, Valsin gives the party eight *potions of inflict moderate wounds* (Tier 5–6) or eight *potions of inflict critical wounds* (Tier 8–9). The PCs are then teleported by a Society mage to Geb with whatever supplies they carry with them. The PCs are now on their own, in a nation of undead, hoping to find their fellow Pathfinder.

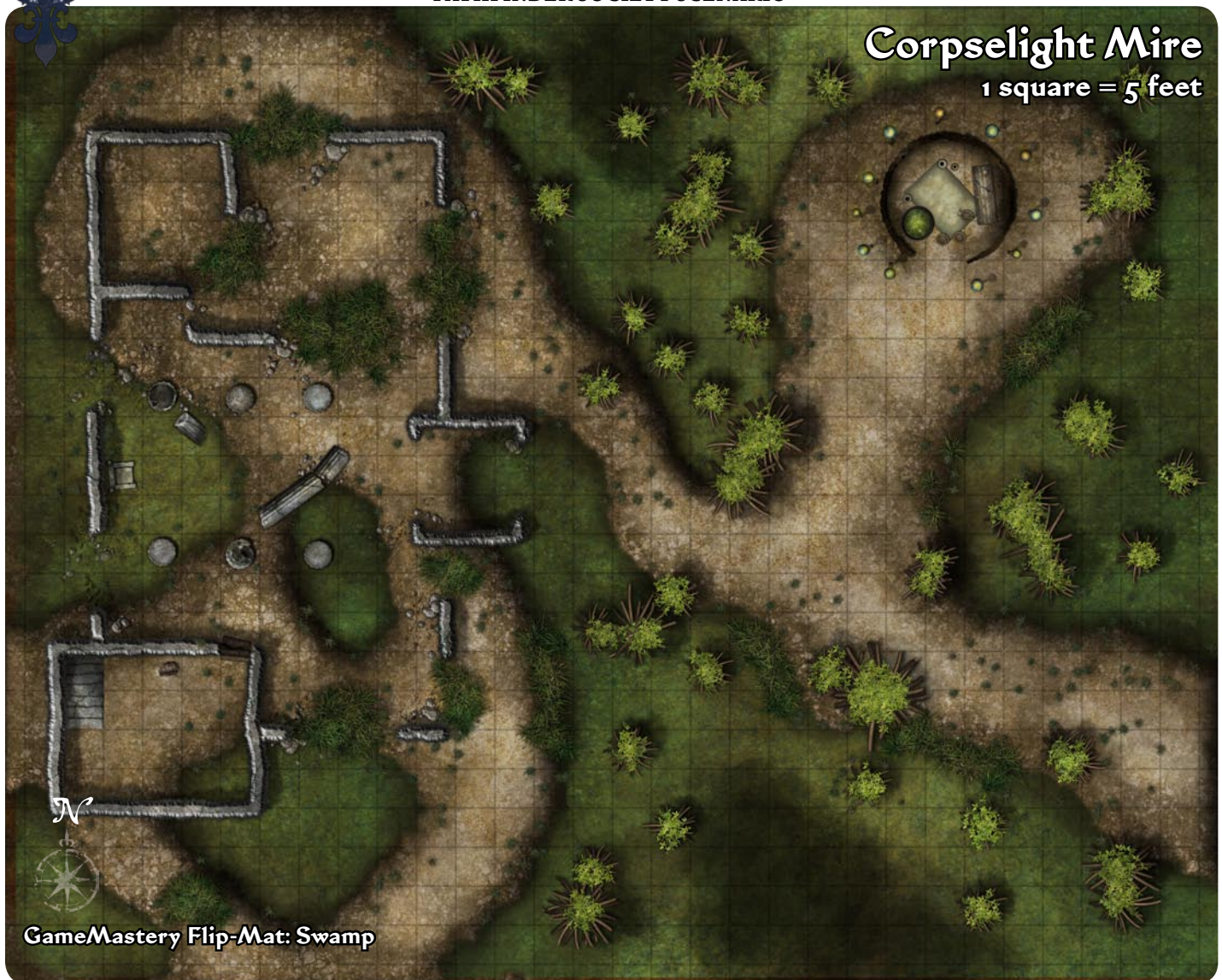
## ACT 1: THE UNDEAD ARMY (CR 7 OR CR 10)

The world materializes into a hazy swamp, the few plants within as dry and colorless as one would expect in a nation ruled and inhabited by the undead. Ghostly pale moonlight provides illumination and a mournful wind blows slowly from the south, carrying with it the unmistakable sickly sweet scent of long-dead flesh mixed with newly spilt blood. Only the sound of rustling brush breaks the tomblike silence.



## Corpselight Mire

1 square = 5 feet



The PCs arrive in the dank mire approximately 2 miles north of the town of Corpselight in the middle of night; their newly acquired darkvision should provide them ample visibility at night. The swamp here, while wet and uncomfortable even to cold and clammy undead skin, never reaches a depth of more than 1-1/2 feet, and then only rarely.

**Creatures:** Though this location was chosen for its remote nature, the Pathfinder Society had no way to anticipate the presence of an undead press gang stalking the countryside around Graydirge searching for unwitting conscripts to bolster Geb's undead legions. The small band of soldiers led by a lieutenant named Corvalos traverses the region, rounding up wandering mindless undead and conscripting intelligent undead that appear to be criminals or troublemakers. All members of the press gang wear torn and filthy military uniforms, and one of the conscripts bears the unit's banner, which billows softly in the breeze.

Have the PCs make DC 10 Perception checks to hear chanting in sync with the sounds of marching feet slogging through the muck, approaching the PCs' position from the north. The PCs may wish to hide in order to avoid detection. Have them make Stealth checks opposed by Corvalos' Perception check. If he spots the PCs, Corvalos questions them, wondering what a group of their size is doing in the countryside. While he is looking for additional conscripts, he has been marching most of the night and wants to get to Corpselight as soon as possible, and thus is willing to let the PCs go if they're reasonably diplomatic about it. His attitude at the start of the encounter is indifferent (Diplomacy DC 20).

If the PCs successfully change Corvalos's attitude to friendly, he allows them to go on their way with no problems or further questions. If his attitude changes to hostile, he and his conscripts attack. If the PCs try

to run away or begin to act in a hostile or intimidating manner, he attacks.

## Tier 5–6 (CR 7)

### CORVALOS CR 5

Mummy (*Pathfinder RPG Bestiary* 210)

hp 60

#### TACTICS

**During Combat** Corvalos sends his conscripts in as the first wave to weaken his potential soldiers, while he readies to attack anyone who approaches him. If no one does, he wades into combat himself the following round. Thinking the PCs are undead, he does not expect his despair ability to paralyze them, but if any PC succumbs to the effect, Corvalos targets that PC with slam attacks, attempting to infect him with cursed mummy rot.

**Morale** Corvalos is dedicated to his job, but isn't willing to die to grow Geb's armies. He flees if reduced to fewer than 15 hit points or if all his conscripts are destroyed.

### UNDEAD CONSCRIPTS (3) CR 2

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

hp 17 each

## Tier 8–9 (CR 10)

### CORVALOS CR 8

Mohrg (*Pathfinder RPG Bestiary* 208)

hp 91

#### TACTICS

**During Combat** Corvalos sends his conscripts in as the first wave to weaken his potential soldiers, while he readies to attack anyone who approaches him. If no one does, he wades into combat himself the following round. Thinking the PCs are undead, he does not specifically try to paralyze them, but if any of them is accidentally paralyzed as part of a full attack action, Corvalos changes tactics and tries to paralyze the entire party with targeted tongue attacks.

**Morale** Corvalos is dedicated to his job, but isn't willing to die to grow Geb's armies. He flees if reduced to fewer than 25 hit points or if all his conscripts are destroyed.

### UNDEAD CONSCRIPTS (5) CR 3

Wights (*Pathfinder RPG Bestiary* 276)

hp 26 each

**Mission Notes:** Qadira faction PCs should be interested in a ring worn on Corvalos's right index finger. They may identify it as a signet symbolizing Corvalos's noble position with a DC 18 Knowledge (nobility) check. Retrieving the rubies from the ring earns Qadira faction PCs 1 Prestige Award.

Taldor faction PCs should be particularly interested in the banner used by the unit; obtaining the exquisitely crafted fabric earns them 1 Prestige Award.

**Rewards:** If the PCs defeat or avoid the press gang, reward each tier thusly:

#### Tier 5–6:

Give each player 134 gp.

#### Tier 8–9:

There are no rewards for this tier.

## ACT 2: HUMAN MEAT (CR 6 OR CR 9)

The town of Corpselight is a small farming hamlet approximately 2 days' travel east of the city of Graydirge. Unlike most other farming towns throughout Golarion, Corpselight raises intelligent humanoids for use as food by the various forms of undead found throughout Geb. These human chattel are kept in pens until they are shipped out to locations throughout Geb.

When the PCs arrive, the town is virtually devoid of activity, its inhabitants mostly indoors going about their daily lives. In the various pens and corrals around town, however, shackled humans in tattered rags stand or sit in their own filth like poorly tended livestock. Their eyes are glazed over and they make no sound or movement toward the approaching PCs; they long ago accepted their fate and now act and think like the cattle their owners treat them as.

**Creatures:** A young, malnourished woman by the name of **Ezesta** (N female human commoner 1)—one of the few slaves who even remembers how to speak or bothers to beg her captors for mercy—calls out to the PCs as they move by, asking for food and water. She has no way to know they are not simply the undead they appear to be and fully expects them to deny her any assistance like the rest of her captors. If the PCs speak to her—in and of itself an act she sees as extremely generous—she beckons them into the center of her pen, where she says her father is ill and needs food desperately. Knowing the ultimate fate of all human chattel like herself, she hints that he won't be nearly as nourishing if he's sick before he's eaten.

Ezesta answers any questions the PCs might have about herself and the other humans in the town, but she knows nothing of the layout of the town, the *Testament of Geb*, or the Pathfinder party that preceded them. None of the other humans react to the PCs, even if physically assaulted or if the PCs reveal their true nature; while still alive, these humans are little more aware of the world than the most mindless of zombies.



As the PCs move about the corral, a band of zealous Pharasmin clerics assaults the town. Led by the cleric Kuryn Jexel, the acolytes have fought their way this far into Geb and now aim to destroy the undead who inhabit and run Corpselight, hoping to free the humans captives here from their inevitable fate. While Kuryn and his men spot and assail the PCs, several other small bands of faithful Pharasmins attack other parts of town, and the din of battle soon fills the air, startling and spooking many of the human captives, causing them to cry and howl in their pens and cages throughout town.

During combat, allow Kuryn and his acolytes DC 20 Knowledge (religion) checks to notice that something is amiss with the PCs. The DC for this check decreases by –2 after each round in which effects that should work a specific way against undead don't function as planned (such as *searing light*), and by an additional –2 if the PCs attempt to explain they are living creatures disguised as undead and succeed at a DC 20 Diplomacy check (remember that this check must be made in combat and to apply the relevant penalties). If Kuryn succeeds at the check, he orders his team to stop fighting and tries to parley with the PCs to find out what is going on. If the PCs continue to fight after he tries to end combat, he assumes his assumption was a mistake and continues fighting to the death.

## Tier 5–6 (CR 6)

KURYN JEXEL	CR 5
Male human cleric of Pharasma 6	
N Medium humanoid	
Init +1; Senses Perception +8	
<b>DEFENSE</b>	
AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield)	
hp 54 (6d8+24)	
Fort +7, Ref +3, Will +7	
<b>OFFENSE</b>	
Speed 20 ft.	
Melee mwk heavy mace +4 (1d8)	
Special Attacks channel positive energy 8/day (DC 18, 3d6)	
Domain Spell-Like Abilities (CL 6th; concentration +8)	
5/day—rebuke death (1d4+3)	
5/day—gentle rest (+4 melee touch, undead staggered for 2 rounds)	
Cleric Spells Prepared (CL 6th; concentration +8)	
3rd— <i>cure serious wounds</i> <sup>D</sup> (DC 15), <i>prayer</i> , <i>searing light</i>	
2nd— <i>consecrate</i> , <i>cure moderate wounds</i> <sup>D</sup> (DC 14), <i>eagle's splendor</i> , <i>sound burst</i> (DC 14, ×2)	
1st— <i>bless</i> , <i>cure light wounds</i> <sup>D</sup> (DC 13, ×2), <i>sanctuary</i> (DC 13), <i>shield of faith</i>	
o (at will)— <i>detect magic</i> , <i>light</i> , <i>resistance</i> , <i>stabilize</i>	

D Domain spell; Domains Healing, Repose

### TACTICS

**Before Combat** As Kuryn and his acolytes approach the town and set their sights on the PCs, he casts *eagle's splendor*, *prayer*, *shield of faith*, and *bless*, in that order.

**During Combat** Kuryn initiates combat by casting *consecrate* and follows up by channeling energy to harm undead. The following round, he casts *searing light* at the PC he judges to be the largest threat (note that this does not affect the PCs as if they were undead). From then on, he alternates channeling energy to harm the PCs and to heal his acolytes.

**Morale** If convinced the PCs are not truly the undead they appear to be, Kuryn calls off the attack. Otherwise, he fights to the death, fully willing to make the ultimate sacrifice for the Lady of Graves.

### STATISTICS

Str 10, Dex 12, Con 14, Int 8, Wis 15, Cha 16  
 Base Atk +4; CMB +4; CMD 15  
 Feats Extra Channel, Heavy Armor Proficiency, Improved Channel, Toughness  
 Skills Knowledge (religion) +8, Perception +8  
 Languages Common  
 SQ aura, healer's blessing  
 Gear masterwork heavy mace, +1 full plate, masterwork heavy steel shield, hat of disguise

PHARASMIN ACOLYTE (2)	CR 1
Human warrior 3	
LN Medium humanoid (human)	
Init +1; Senses Perception +4	
<b>DEFENSE</b>	
AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)	
hp 30 each (3d10+9)	
Fort +5, Ref +2, Will +4	
<b>OFFENSE</b>	
Speed 20 ft.	
Melee mwk morningstar +8 (1d8+3)	
<b>STATISTICS</b>	
Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8	
Base Atk +3; CMB +6; CMD 17	
Feats Iron Will, Step Up, Weapon Focus (morningstar)	
Skills Knowledge (religion) +3, Perception +4, Ride +1	
Languages Common	
Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear breastplate, heavy steel shield, masterwork morningstar	

## Tier 8–9 (CR 9)

KURYN JEXEL	CR 8
Male human cleric of Pharasma 9	
N Medium humanoid	
Init +1; Senses Perception +12	



## DEFENSE

AC 27, touch 11, flat-footed 26 (+11 armor, +1 Dex, +5 shield)

hp 80 (9d8+36)

Fort +8, Ref +4, Will +9

## OFFENSE

Speed 20 ft.

Melee mwk heavy mace +7/+2 (1d8)

Special Attacks channel positive energy 8/day (DC 19, 5d6)

Domain Spell-Like Abilities (CL 9th; concentration +12)

6/day—rebuke death (1d4+4)

6/day—gentle rest (+6 melee touch, undead staggered for 3 rounds)

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*breath of life*<sup>D</sup>, *flame strike* (DC 18)

4th—*cure critical wounds*<sup>D</sup> (DC 17), *divine power*, *spell immunity*

3rd—*cure serious wounds*<sup>D</sup> (DC 16), *prayer*, *searing light* (x3)

2nd—*consecrate*, *cure moderate wounds*<sup>D</sup> (DC 15, x2), *eagle's splendor*, *sound burst* (DC 15, x2)

1st—*bless*, *cure light wounds*<sup>D</sup> (DC 14, x3), *sanctuary* (DC 14), *shield of faith*

0 (at will)—*detect magic*, *light*, *resistance*, *stabilize*

D Domain spell; Domains Healing, Repose

## TACTICS

**Before Combat** Before setting out for Corpselight, Kuryn cast *spell immunity*, selecting *vampiric touch* and *ray of enfeeblement*. As Kuryn and his acolytes approach the town and set their sights on the PCs, he casts *eagle's splendor*, *prayer*, and *divine power*, in that order.

**During Combat** Kuryn initiates combat by casting *consecrate* and follows up by channeling energy to harm undead. The following round, he casts *searing light* at the PC he judges to be the greatest threat (note that this does not affect the PCs as if they were undead). From then on, he alternates channeling energy to harm the PCs and to heal his acolytes, using *flame strike*, *searing light*, and *sound burst* if directly attacked.

**Morale** If convinced the PCs are not truly the undead they appear to be, Kuryn calls off the attack. Otherwise, he fights to the death, fully willing to make the ultimate sacrifice for the Lady of Graves.

## STATISTICS

Str 10, Dex 12, Con 14, Int 8, Wis 16, Cha 16

Base Atk +6; CMB +6; CMD 17

Feats Extra Channel, Heavy Armor Training, Improved Channel, Shield Focus, Toughness, Turn Undead

Skills Knowledge (religion) +11, Perception +12

Languages Common

SQ aura, ward against death (9 rounds/day), healer's blessing

Gear masterwork heavy mace, +2 full plate, +2 heavy steel shield, hat of disguise

## PHARASMIN ACOLYTE (6)

CR 1

hp 30 each (see Tier 5–6)

## CORPSELIGHT

LE (Law +1, Corruption +1) Small Town

Corruption +1; Crime –3; Economy –4; Law +0; Lore +0; Society –6

Qualities holy site, insular

Danger +20; Disadvantages hunted

## DEMOGRAPHICS

Government overlord

Population 1,500 (1,100 humans, 150 ghouls, 180 various undead, 50 elves, 10 dwarves, 5 halflings, 2 vampires, 3 gnomes)

## Notable NPCs

Lord Mayor Avram Bloodoath (LE human vampire fighter 7)

High Priestess Alcaniel Elmaren (NE human cleric of Urgathoa 8)

Trade Master Hircul (CE ghoul rogue 6)

## MARKETPLACE

Base Value 800 gp; Purchase Limit 4,000 gp;

Spellcasting 6th

**Development:** If the PCs and the Pharasmins parley, Kuryn can answer several likely questions the PCs may pose.

**Who are you?** “We are faithful of Pharamasma conducting raids and trying to free living captives. We’ve been in the area for a few weeks now scouting the area and have finally set to freeing the prisoners here in Corpselight.”

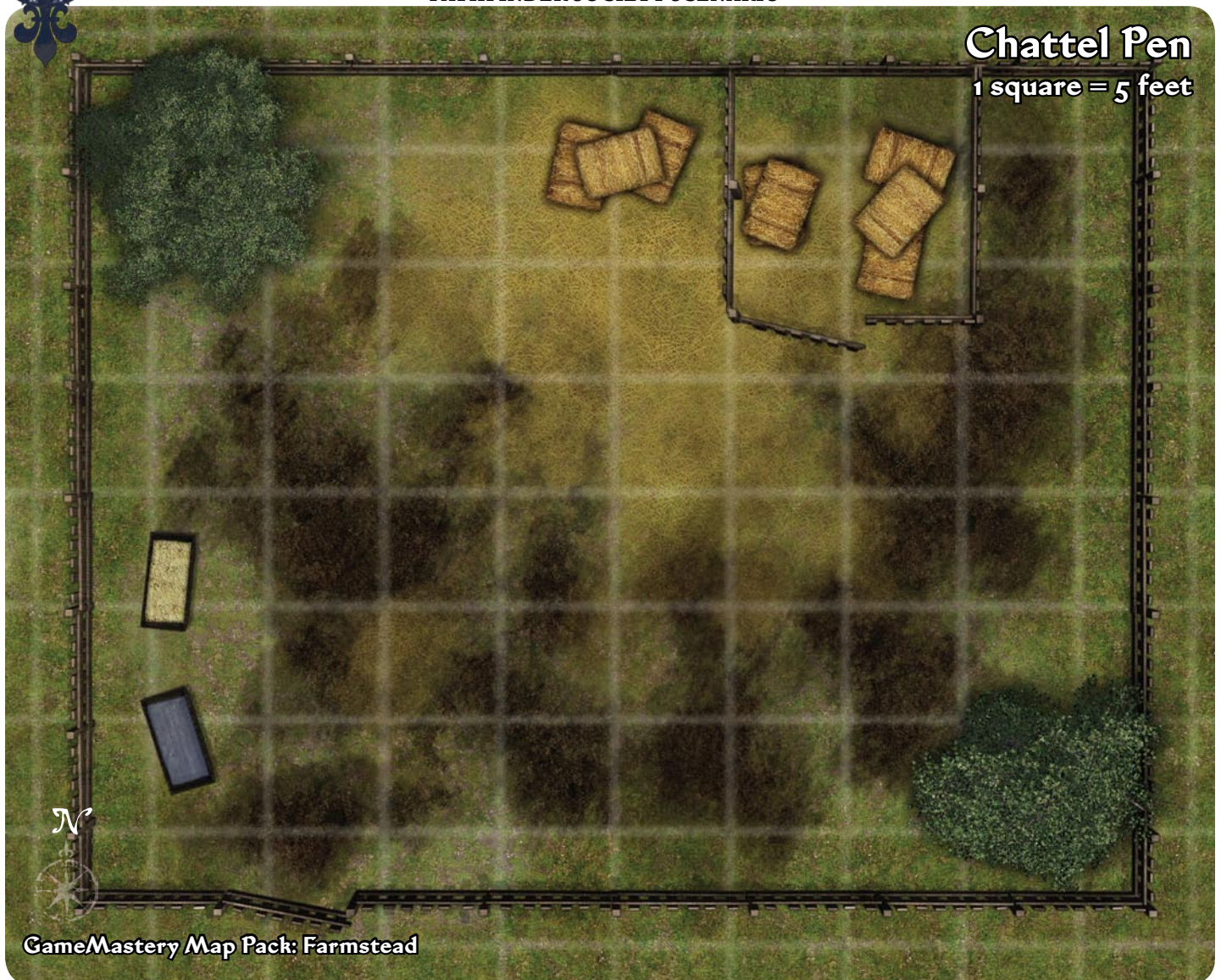
**Have you seen Joktan Heth, the missing Pathfinder?** “Unfortunately we did. We encounter him and his companions a few weeks ago. Thinking he was an undead Gebbite abomination, we dispatched him and his companions. Only later did we realize our mistake, but by then it was too late.”

**Where did you find him?** We encountered him in the swamp about a mile south of the town.

**Have you heard of the Testament of Geb?** “One of the abominations we destroyed to the east of here spoke of it being found at the Urgathoan temple atop the hill south of here. We’ve been too busy saving these people and slaying the walking dead to investigate further.”

Kuryn and his acolytes urge the PCs to finish their business in Geb and depart as quickly as possible, as it is a dangerous and unpredictable land. If asked to accompany the PCs, they decline and move off into the swamp to recover before their next assault on the town to free more captives. Kuryn can point the PCs toward the temple of Urgathoa where the *Testament of Geb* is said to be held as well as the location wherein the Pharasmins buried Joktan Heth's body; both are south of town, less than a mile beyond the last human farm.





If the PCs wish to, while maintaining their undead disguises, they may purchase additional gear in Corpselight within the purchase limit as described in the sidebar on page 9.

**Mission Notes:** Andoran faction PCs should wish to free as many of the captive humans as possible. If they release at least the dozen humans in this pen (who Ezesta shepherds to safety outside of town), they earn 1 Prestige Award.

Cheliox faction PCs should be interested in any of the multiple pairs of manacles used to keep the prisoners that are scattered throughout the area. Obtaining one of them (it need not be from a freed person and may be previously abandoned) earns them 1 Prestige Award.

Osiron faction PCs can obtain a holy symbol of Urgathoa from the destroyed remains of an undead creature killed by another band of Pharasmin clerics elsewhere in town (who have since been destroyed or repulsed by the town's

inhabitants). Locating the symbol requires a DC 18 Perception check.

**Rewards:** If the PCs defeat Jexel or survive the encounter through diplomacy, reward each tier thusly:

**Tier 5–6:**

Give each player 499 gp.

**Tier 8–9:**

Give each player 1,258 gp.

## ACT 3: JOKTAN'S DEMISE

A twisted, forking path of dry land winds through the swamp here. A low, solitary hill rises from the horizon to the south, an ominous stone cairn marring its smooth crest with a ghastly crown. The area is covered in an unnatural pall, and even natural sounds seem dulled.



This stretch of swamp marks the place where Joktan was killed by the group of Pharasmins encountered in Corpselight earlier. As Joktan lay dying, his final thoughts were of failure and the knowledge that would be lost to him.

**Haunt:** Though the Pharasmins buried him as best they could, with all the rites and wards they could provide to prevent his rising as an undead, their best efforts did not preclude the trauma and pathos that surrounded Joktan's death from manifesting as a haunt on the very ground where they cut him down.

## Tier 5–6 (CR 7)

### JOKTAN'S HAUNT

CR 7

CE haunt (a 10-ft.-by-10-ft. section of swamp)

**Caster Level** 7th

**Notice** Perception DC 21 to notice the sound of religious chanting and frantic, sloshing footsteps running through the swamp

**hp** 14; **Trigger** proximity; **Reset** 1 hour

**Effect** Anyone standing anywhere in the area when the haunt manifests takes 4d8+7 points of positive energy damage. A Fortitude save (DC 16) halves this damage.

**Destruction** The haunt must be cleansed by 2 vials of holy water and blessed by a cleric able to channel positive energy; the cleric must also apologize for Joktan's ignoble death.

## Tier 8–9 (CR 10)

### JOKTAN'S HAUNT

CR 10

CE haunt (a 15-ft.-by-15-ft. section of swamp)

**Caster Level** 10th

**Notice** Perception DC 26 to notice the sound of religious chanting and frantic, sloshing footsteps running through the swamp

**hp** 20; **Trigger** proximity; **Reset** 1 hour

**Effect** Anyone standing anywhere in the area when the haunt manifests takes 100 points of positive energy damage, but is healed any adverse effects currently active as per the *heal* spell. A Fortitude save (DC 19) halves this damage.

**Destruction** The haunt must be cleansed by 2 vials of holy water and blessed by a cleric able to channel positive energy; the cleric must also apologize for Joktan's ignoble death.

## ACT 4: CALLING THE WORM

When Kuryn Jexel blasted Joktan Heth's undead-veiled body with holy power, he and his acolytes soon learned their error. To right the wrong the only way they could, they provided him the most proper of Pharasmin burial rites possible in the undead-wracked land of Geb. Though they spoke all the necessary rituals and interred him with

### GM TIP: HAUNTS

Haunts are residual undead manifestations that function similarly to traps. When a haunt is triggered, it activates at initiative rank 10 in the surprise round. Any PC who notices it can act on his own initiative in the surprise round. Normally, a PC can only make a notice check when a haunt manifests, but spells such as *detect chaos/evil* or *detect undead* grant a free Perception check at a –4 penalty prior to the haunt's activation. Unless the haunt is reduced to 0 hit points by taking positive energy damage before acting in the surprise round, its effects occur as listed. Haunts are mind-affecting fear effects, and immunity to such effects grants immunity to a hunt's direct effects, but not indirect effects resulting from a haunt's attack. For more information on haunts, see page 243 of the *GameMastery Guide*.

the prescribed icons to prevent him from rising from the grave in undeath, they did not anticipate that the putrid, brackish waters beneath which they laid Joktan to rest contained in them the vilest of worms which quickly fed on the slain Pathfinder's ambition and frustration and transformed him into a horrid worm that walks. This intelligent swarm retains the memories of Joktan Heth, and this creature is hell-bent on avenging itself on those who killed him—and the Pathfinder Society that (in his eyes) betrayed him by sending him here to his death. Its goal is to use the *Testament of Geb* to bring forth a monstrous creature called a ghoulish worm to kill Kuryn and the other Pharasmin crusaders, and then to go to Absalom to destroy the Society.

Note that the Tier 5–6 version of Joktan is not fully adjusted to his new form. As a result, his fast healing and damage reduction are less than what is normally gained by the worm that walks template.

## 1. Temple of Death (CR 8 or CR 11)

The temple of Urgathoa stands somberly atop the low hill, it's dark, smooth stone seeming to suck the hollow light from the air into itself, giving off an aura of darkness. Large double doors stand ajar, providing a glimpse into the square sanctuary within. A black altar stands on a raised dais along the south wall, covered in cobwebs and dust. Small torches are set into pillars throughout the room cast an eerie, flickering glow on the entire chamber.

In this small, remote shrine, clerics of Urgathoa hid the legendary *Testament of Geb* within the reliquary under the great granite altar, where they hoped few would seek its vast knowledge and ancient wisdom. Joktan finally reached the temple in his new worm form and discovered

the book exactly where he expected it to be. After gathering a small cabal of devout Urgathoan undead to act as his guard and acolytes, Joktan set the room up for a foul summoning ritual to unleash the ghoul worm from within the earth to test the necromantic might of Geb's unholy writings. Even now, the ritual complete, the worms beneath the temple stir to life and slowly inch to the surface to meet their new master.

The entire temple is under the effect of an *unhallow* spell that grants *aid* to all worshipers of Urgathoa (this effect is not factored into the creatures' stat blocks).

**Creatures:** Joktan Heth, once a human Pathfinder but now a vile mass of writhing worms in undulating humanoid form, stands atop the altar. Surrounding him on the temple floor are his undead minions, who watch his every move,

swaying back and forth and chanting in a tongue at times guttural and at others sibilant. Three creatures with long, sharp teeth, and pallid flesh that is stretched tightly over their starved frames surround the altar. The robed figure of slithering worms jerks his head up at an unsettling angle when he senses the PCs' approach. "Welcome, Pathfinders. I'm glad you managed to find me, although truth be told, you're rather late. Still, at least you'll be able to witness my greatest triumph. I'd take the time to explain things to you, but well, I'd rather just kill you and get this over with." With those words, Joktan motions and his minions attack.

## Tier 5–6 (CR 8)

### JOKTAN HETH CR 7

Human worm that walks wizard 6 (necromancer)

NE Medium vermin (augmented humanoid)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 20, touch 16, flat-footed 17 (+4 armor, +1 deflection, +3 Dex, +2 insight)

**hp** 53 (64 with *false life*) (6d6+30); fast healing 3

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

**Defensive Abilities** worm that walks traits; **DR**

5/—; **Immune** disease, paralysis, poison, sleep, mind-affecting effects

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +5 (1d4+3 plus grab)

**Melee** mwk quarterstaff +6 (1d6+3)

**Special Attacks** channel negative energy (DC 12, 7/day), disincorporate, squirming embrace (2d6+3, DC 16), tenacious

**Spell-Like Abilities** (CL 6th; concentration +10)

7/day—grave touch (3 rounds)

**Necromancer Spells Prepared** (CL 6th; concentration +10)

3rd—*displacement*, *haste*, *lightning bolt* (DC 17), *vampiric touch*

2nd—*darkness*, *false life*, *scare* (DC 17), *scorching ray*,

*summon swarm*

1st—*magic missile* (x2), *ray of enfeeblement* (DC 16, x2)

o (at will)—*detect magic*, *disrupt undead*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

**Opposition Schools** Abjuration, Divination

#### TACTICS

**Before Combat** Before the PCs arrive, Joktan uses his wand to cast *mage armor* on himself and casts *false life* (both of these effects are factored in above).

**During Combat** At the start of combat, Joktan casts *haste* on himself and his undead minions, before opening up to attack the PCs with spells like *lightning bolt*, *vampiric touch*, and *scorching ray*. When reduced to fewer than half his total hit points, he casts *displacement*. If any spellcaster in particular troubles him, he uses *summon swarm* on the pest.

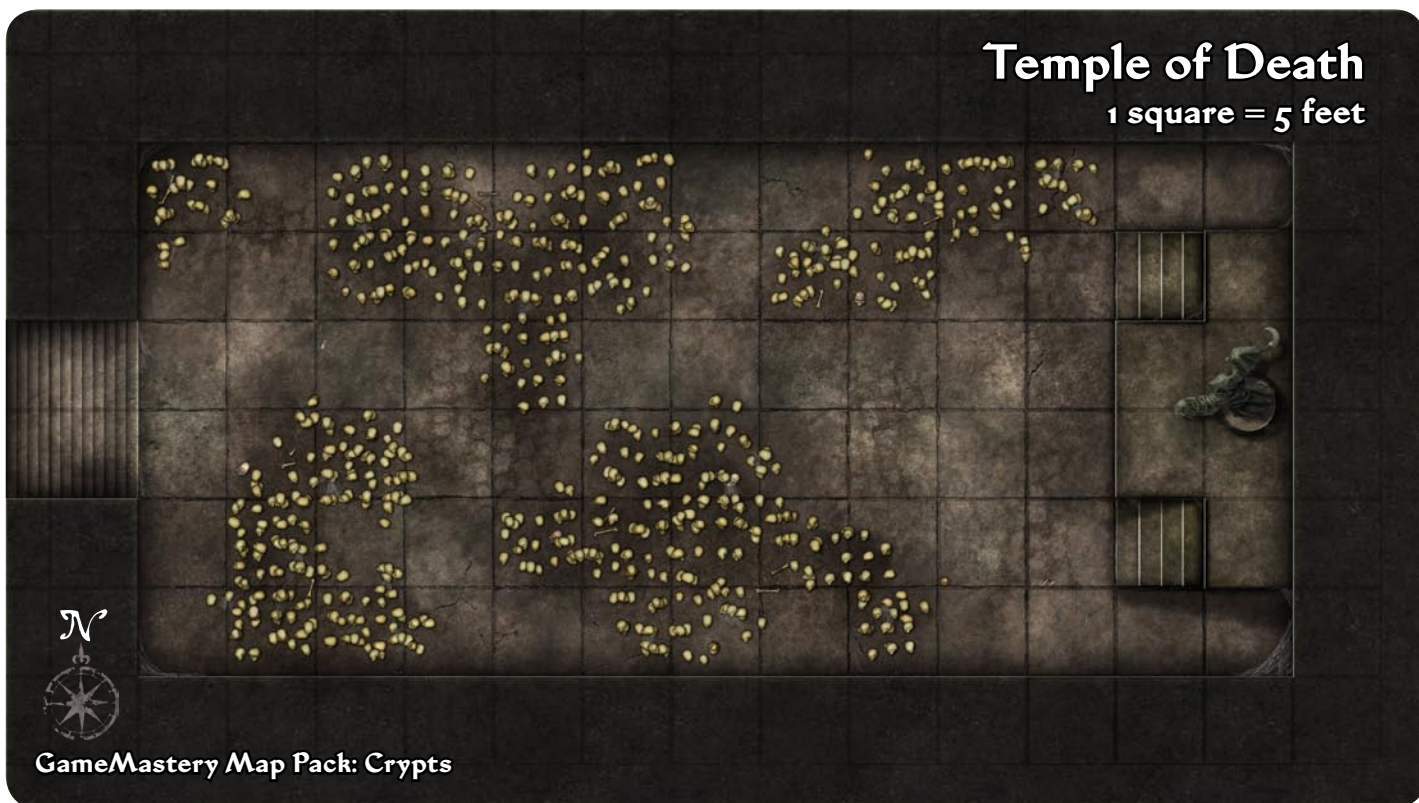


Joktan Heth



# Temple of Death

1 square = 5 feet



**Morale** Joktan is supremely confident in his abilities and fights to the death.

## STATISTICS

**Str** 14, **Dex** 16, **Con** 17, **Int** 18, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +5 (+17 grapple); **CMD** 23

**Feats** Combat Casting, Command Undead, Diehard<sup>B</sup>, Empower Spell, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

**Skills** Fly +12, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +14, Sense Motive +8, Spellcraft +13, Stealth +17;

**Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Aklo, Common, Draconic, Elven, Giant

**SQ** arcane bond (ring)

**Combat Gear** *potion of cure serious wounds, scroll of blindness/deafness, scroll of false life, wand of mage armor* (32 charges);

**Other Gear** *mwk quarterstaff, ring of protection +1, cloak of resistance +1, spellbook, spell component pouch*

## SPECIAL ABILITIES

**Discorporate (Su)** A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while discorporated, with a reach of 0 feet (its space remains unchanged). While discorporated, the worm that walks loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. A worm that walks can reform into its true form (including

equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

**Squirming Embrace (Ex)** If a worm that walks grapples a foe, as a swift action, it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic swarm damage with no attack roll needed. If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Fortitude save or be nauseated for 1 round. A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it.

**Tenacious (Ex)** A worm that walks gains a +8 racial bonus on combat maneuver checks made to grapple and a +4 racial bonus to its CMD.

**Worm that Walks Traits:** A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a worm that walks to 0 hit points causes it to discorporate (see above)—a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single

creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as much damage (+50%) from damaging area effects, such as *fireball* and splash weapons. Worms that walk are susceptible to high winds—treat a worm that walks as a Fine creature for the purposes of determining wind effects.

### GHOULS (4) CR 1

hp 13 (*Pathfinder RPG Bestiary* 146)

#### TACTICS

**During Combat** Though the ghouls follow Joktan's orders, their bloodlust gets the better of them once they've entered combat and they fight with unrelenting frenzy. After they've engaged the PCs, they place little thought on tactics, instead tearing into the nearest creature with full attacks whenever possible.

**Morale** The hungry ghouls fight until destroyed, hoping to sate their appetites with even a single fallen victim, no matter the costs.

## Tier 8–9 (CR 11)

### JOKTAN HETH CR 10

Human worm that walks wizard 9 (necromancer)

NE Medium vermin (augmented humanoid)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +17

#### DEFENSE

**AC** 20, touch 16, flat-footed 17 (+4 armor, +1 deflection, +3 Dex, +2 insight)

**hp** 88 (103 with *false life*) (9d6+54); fast healing 10

**Fort** +8, **Ref** +7, **Will** +9

**Defensive Abilities** worm that walks traits; **DR** 15/—; **Immune** disease, paralysis, poison, sleep, mind-affecting effects

#### OFFENSE

**Speed** 30 ft., fly 60 ft.

**Melee** slam +6 (1d4+3 plus grab)

**Melee** mwk quarterstaff +7 (1d6+3)

**Special Attacks** channel negative energy (DC 13, 7/day), disincorporate, squirming embrace (2d6+3, DC 18), tenacious

**Spell-Like Abilities** (CL 9th; concentration +13) 7/day—grave touch (4 rounds)

**Necromancer Spells Prepared** (CL 9th; concentration +13)

5th—empowered *vampiric touch*, *hold monster* (DC 19)

4th—*dimension door*, *enervation*, *fear* (DC 20), *wall of fire*

3rd—*displacement*, *fly*, *haste*, *lightning bolt* (DC 17), *vampiric touch*

2nd—*blindness/deafness* (DC 18), *darkness*, *false life*, *scorching ray*, *summon swarm*

1st—*expeditious retreat*, *magic missile* (×3), *ray of enfeeblement* (DC 17, ×2)

0 (at will)—*detect magic*, *disrupt undead*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

**Opposition Schools** Abjuration, Divination

#### TACTICS

**Before Combat** Before the PCs arrive, Joktan uses his wand to cast *mage armor* on himself and casts *false life* and *fly* (all of these effects are factored in above).

**During Combat** At the start of combat, Joktan casts *haste* on himself and his undead minions, before opening up to attack the PCs with spells like *fear*, empowered *vampiric touch*, and *hold monster*. When reduced to fewer than half his total hit points, he casts *displacement*. He uses *wall of fire* to divide the PCs when convenient, and *enervation* to cripple any spellcasters that bother him.

**Morale** Joktan is supremely confident in his abilities and fights to the death.

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 18, **Int** 18, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +6 (+18 grapple); **CMD** 24

**Feats** Combat Casting, Command Undead, Diehard<sup>B</sup>, Empower Spell, Greater Spell Focus (necromancy), Improved Iron Will, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

**Skills** Fly +15 (+19 with *fly*), Knowledge (arcana) +16, Knowledge (religion) +16, Perception +17, Sense Motive +8, Spellcraft +16, Stealth +20; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Aklo, Common, Draconic, Elven, Giant

**SQ** arcane bond (ring), life sight (10 feet, 9 rounds/day)

**Combat Gear** *potion of cure serious wounds*, *scroll of blindness/deafness*, *scroll of false life*, *wand of mage armor* (50 charges), *wand of ray of exhaustion* (7 charges); **Other Gear** mwk quarterstaff, *cloak of resistance* +1, *pearl of power* (1st), *ring of protection* +1, *robe of bones*, spellbook, spell component pouch, 100 gp

#### SPECIAL ABILITIES

Same as Tier 5–6

### WIGHTS (6) CR 1

hp 13 (*Pathfinder RPG Bestiary* 146)

#### TACTICS

**During Combat** The wights move forward and spread out to create a wall between the PCs and their master. They do not expect their energy drain to work against the perceived undead, but if they hit with a slam attack and deal a negative level, they ramp up their assault to weaken their assailants before they reach Joktan.

**Morale** The loyal wights fight until destroyed, hoping to impress the Pallid Princess by defending her unholy sanctuary.

## 2. Calling the Worm (CR 7 or CR 10)

All the while the PCs battled Joktan and his followers, the awakened ghoulish worm worked its way ever closer to the surface, drawn to the temple to meet its summoner. Immediately after the PCs defeat Joktan and his minions, read the following.



The creature that once was Joktan collapses into a heap of dissolving, desiccated worms on the stone floor and a deep rumbling courses through the chamber. The tremors grow both more violent and more rapid until suddenly the earth beneath the altar bulges up and explodes in a shower of dust and mud.

**Creature:** Rising from the hole is a nightmarish creature made of putrid flesh and noxious fluids. Vaguely wormlike, this huge creature's mouth is made of rows of teeth and retracting mandibles. Finding none present whom it recognizes as its summoner, the worm attacks. In Tier 8–9, two advanced ghoulish worms were awakened and burst into the room simultaneously.

## Tier 5–6 (CR 7)

### GHOUL WORM

CR 7

NE Huge undead

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

#### DEFENSE

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)

**hp** 90 (12d8+36)

**Fort** +8, **Ref** +7, **Will** +5

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

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +14 (2d6+7 plus grab and disease), slam +14 (1d8+7 plus paralysis)

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

**Special Attacks** disease, paralysis (1d6 rounds, DC 18, elves are immune to this effect), swallow whole (2d6+10 bludgeoning damage, AC 16, 9 hp)

#### STATISTICS

**Str** 25, **Dex** 13, **Con** —, **Int** 3, **Wis** 4, **Cha** 14

**Base Atk** +9; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

**Feats** Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness

**Skills** Perception +18

#### SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Str damage and 1d3 Dex damage; *cure* 2 consecutive saves.

## Tier 8–9 (CR 10)

### ADVANCED GHOUL WORMS (2) CR 8

NE Huge undead

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +20

#### DEFENSE

**AC** 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, –2 size)

**hp** 105 each (14d8+42)

**Fort** +8, **Ref** +7, **Will** +8

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

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +15 (2d6+7 plus grab and disease), slam +15 (1d8+7 plus paralysis)

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

**Special Attacks** disease, paralysis (1d6 rounds, DC 19, elves are immune to this effect), swallow whole (2d6+10 bludgeoning damage acid damage, AC 17, 9 hp)



#### STATISTICS

**Str** 25, **Dex** 13, **Con** —, **Int** 3, **Wis** 4, **Cha** 14

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 30 (can't be tripped)

**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness

**Skills** Perception +20

#### SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 19; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Str damage and 1d3 Dex damage; *cure* 2 consecutive saves.

**Development:** Once the PCs have defeated the ghoulish worm, they are free to search the temple, ruined as it is by the creature's arrival. With a DC 15 Perception check, they can find the *Testament of Geb* in a pile of rubble behind where the altar formerly stood. Once they find it, they are free to use Ambrus Valsin's magic token to return to Skyreach. When activated, the token teleports all creatures that were originally teleported to Geb back to Absalom after 1d4 rounds. If any PCs leave the area (approximately 40 feet from the token's location when activated), they cannot be teleported home and need to find their own way out of Geb and back to Absalom (see the Chronicle sheet for more information).

**Treasure:** In addition to the *Testament of Geb*, the other valuable relics held within the altar were thrown about the chamber when the ghoulish worm arrived. In Tier 5–6, the treasures consist of a *phylactery of negative channeling* and a +1 *keen scythe* emblazoned with Urgathoa's unholy symbol. In Tier 8–9, the PCs may find a *phylactery of negative channeling*, a +1 *unholy scythe* emblazoned with Urgathoa's unholy symbol, a *hand of glory*, and a dozen alabaster statues each representing a person suffering from a different plague worth 300 gp each.

**Mission Notes:** Andoran faction PCs will likely want to deface the Urgathoan iconography and remains of the altar here in the temple. Doing so earns them 1 Prestige Award.

Chelixa faction PCs can obtain a pair of fangs from Joktan's minions to satisfy their faction mission and earn 1 Prestige Award.

Osirion PCs can read from the *Testament of Geb*, though doing so in secret requires an opposed Bluff, Sleight of Hand, or Stealth check to avoid notice from her companions. If an Osirion faction PC reads the book without being caught, members of the faction earn 1 Prestige Award.

Qadira faction PCs may retrieve a sample of the ghoulish worm's bloody ichor, earning 1 Prestige Award.

Taldor faction PCs who retrieve one of the ghoulish worm's teeth earn 1 Prestige Award.

**Rewards:** If the PCs defeat Joktan and the ghoulish worm, reward each tier thusly:

#### Tier 5–6:

Give each player 2,012 gp.

#### Tier 8–9:

Give each player 4,216 gp.

## CONCLUSION

The PCs return safely to Absalom, drink from the *Chalice of Undeath*, and are restored to their living forms. The *Testament of Geb* is sent to the Vaults for safe keeping, after extensive research by some of the most esteemed necromancers of the Spells. A day or so later, the PCs hear rumors among their fellow Pathfinders that Joktan's body has been found in the Puddles district, the apparent victim of a mugging. He is eulogized in a special ceremony at Skyreach and a section of the Vaults holding a number of necromantic artifacts is renamed in his honor. Venture-Captain Valsin thanks the PCs for their service to the Society and warns them never to speak to anyone of the true fate of Joktan nor of the existence of the *Testament of Geb*, "for the Society's sake."

## FACTION MISSIONS

**Andoran Faction:** Andoran faction PCs who free at least a dozen humans from Corpselight in Act 2 earn 1 Prestige Award. Andoran faction PCs who desecrate the temple to Urgathoa earn 1 bonus Prestige Award.

**Chelixa Faction:** Chelixa faction PCs who retrieve a set of manacles used to hold humanoid slaves before being used for food in Act 2 earn 1 Prestige Award. Chelixa faction PCs who obtain a set of fangs from one of Joktan's ghoulish or wight minions in Act 4 earn 1 bonus Prestige Award.

**Osirion Faction:** Osirion faction PCs who read from the *Testament of Geb* without being seen by non-Osirion faction PCs earn 1 Prestige Award. PCs from the Osirion faction who also obtain a holy symbol of Urgathoa from Corpselight in Act 2 earn 1 bonus Prestige Award.

**Qadira Faction:** Qadira faction PCs who obtain the jeweled eyes from the ring of a Gebbite noble in Act 1 earn 1 Prestige Award. Qadira faction PCs who also obtain ichor from the ghoulish worm earn 1 bonus Prestige Award.

**Taldor Faction:** Taldor faction PCs who obtain the banner used by the undead unit of soldiers earn 1 Prestige Award. Taldor faction PCs who also obtain one of the ghoulish worm's teeth earn 1 bonus Prestige Award.



## Andoran Faction Handout

Firebrand of Freedom,

Sometimes you must use the tools of the enemy against them, but do not grow too fond of the new you—undeath is slavery and slavery cannot be tolerated. While in the domain of the dead, we need you to free as many of the human chattel the Gebbites are known to keep as you safely can without jeopardizing your primary mission. Even a dozen people liberated will make a difference to the handful who still have a chance to live a full life.

Additionally, if you happen to find a temple dedicated to Urgathoa, do your utmost best to defile it in any way you can. Striking a blow for freedom that deep into enemy territory will send a message, albeit a small one.

*Capt. Colson Maldris*

In freedom's name,

Captain Colson Maldris



## Chelixa Faction Handout

Lovely Trinket,

The new ball season is about to begin and I just need the right... item to stand out. While you're down in that horrible land, find me a pair of manacles used by the flesh harvesters to hold their captives. A pair of those on my favorite toy will go far in showing off the strength of House Dralneen to the rest of the Chelish nobility here in Absalom.

I'm also looking for the perfect gift to give to Lady Henderthane; she'll be ecstatic when she sees the necklace I have in mind. To finish it right, however, I need the fangs from an intelligent undead; one with flesh if you can manage it. Those shouldn't be too hard to find in Geb's backyard.

Yours in eternity,

*Zarta Dralneen*

Paracountess Zarta Dralneen



## Osirion Faction Handout

Loyal Truthseeker,

They say that knowledge is a tool to be hidden, and I couldn't agree more. It has come to my attention that the Society is sending you to Geb to recover an ancient tome written by the necromancer Geb himself. I am sure that the Society will squirrel the book away in the Vaults never to be seen again. Before that happens, read as much of it as you can and commit it to memory. Once you return, I have ways of retrieving the information from your mind.

And while you are there, find me an unholy symbol of an active, everyday worshiper of the Pallid Princess. I would like to compare it with those found further north. You may have luck finding one should your travels take you into a settlement of some sort within Geb's borders.



In service you will find truth,

*Otoneraphim*  
Otoneraphim, Humble Scribe of the Ruby Prince

## Qadira Faction Handout

*Servant of the Satrap,*

*I have a buyer of rare jewels right where I want him and I just need one more prize to hook him for a very large sale. I believe you are in a distinct position to get what he is looking for. While you are in Geb, find a ring worn by one of the many undead nobles who walk the barren countryside and mist-shrouded city streets and obtain as many jewels from its face as possible.*

*I also have a buyer looking for specimens of rare undead creatures. Not many people get to enter the domain of the dead and I'm sure you can find something worth the price she will pay. I'm not talking about zombie teeth or ghoulish skin, either. She's not interested in anything walks; rather, she seeks the blood of the crawling undead, if that means anything to you.*

*For eternal profit,*  
*Trade Prince Aaqir Al'Hakam* *Aaqir Al'Hakam*



## Taldor Faction Handout

*Agent of the Empire,*

*New fashions are burning like Galtan rebels throughout the Empire and I need a cloak that will set off my eyes. If you come across a perfect piece of fabric that absolutely no one here will have access to, get it. If it has a distinctly Gebbite insignia or pattern, all the better. You will be remembered and maybe, just maybe I'll send you an invitation to my next party.*



*Speaking of the party, an enemy of mine will be there and I'd like to see her suffer. Nothing deadly of course, just embarrassing. And what's more embarrassing than contracting ghoul fever. Think of the company others will assume she's been keeping. I need a complete tooth of the largest, most powerful sample of ghoul you can find. It need not even be a former human. Do your best!*

*For Taldor!*

*Gloriana Morilla*  
Lady Gloriana Morilla

## Player Handout

### UNDEAD ANATOMY I

To quickly apply the undead anatomy template to your PC, simply add the following to the character:

1. You gain a bite attack that deals 1d6 points of damage if you are Medium or 1d4 points of damage if you are Small.
2. You gain two claw attacks that each deal 1d6 points of damage if you are Medium or 1d4 points of damage if you are Small.
3. You gain darkvision 60 feet and scent.
4. If you are Small, you gain a +1 natural armor bonus. If you are Medium or larger, you gain a +2 natural armor bonus.

Note that in this form, you will detect as an undead creature (such as with *detect undead*, but not with magic that reveals your true form, such as *true seeing*) and are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, but not for other effects that specifically target or react differently to undead (such as *disrupt undead*, *hide from undead*, and *searing light*).

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## YOU ONLY DIE TWICE

### SCENARIO 2-25: YOU ONLY DIE TWICE

Event \_\_\_\_\_

Date \_\_\_\_\_

GM # \_\_\_\_\_

GM Name \_\_\_\_\_

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

☐ Andoran

☐ Cheliah

☐ Taldor

☐ Osirion

☐ Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

☐ Andoran

☐ Cheliah

☐ Taldor

☐ Osirion

☐ Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

☐ Andoran

☐ Cheliah

☐ Taldor

☐ Osirion

☐ Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

☐ Andoran

☐ Cheliah

☐ Taldor

☐ Osirion

☐ Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

☐ Andoran

☐ Cheliah

☐ Taldor

☐ Osirion

☐ Qadira

Character # \_\_\_\_\_

Prestige Points

Character Name \_\_\_\_\_

☐ Andoran

☐ Cheliah

☐ Taldor

☐ Osirion

☐ Qadira

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# SCENARIO 2-25: YOU ONLY DIE TWICE

This Chronicle Certifies That

Player Name \_\_\_\_\_ A.K.A. \_\_\_\_\_  
Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

Has Completed This Scenario.

## Items Found During This Scenario

TIER  
all

- ☐ **Abandoned in Geb:** You were left behind in Geb when your companions teleported back to Absalom. Though you eventually made it out of the domain of the dead, escaping with your life wasn't cheap. You must pay 1,250 gp in Tier 5–6 or 2,667 gp in Tier 8–9 in order to continue playing this PC.

TIER  
5–6

+1 keen scythe (8,318 gp)  
Cloak of resistance +1 (1,000 gp)  
Hat of disguise (1,800 gp)  
Phylactery of negative channeling (11,000 gp)  
Potion of cure moderate wounds (300 gp)  
Potion of cure serious wounds (750 gp)  
Ring of protection +1 (1,000 gp)  
Scroll of blindness/deafness (150 gp)  
Scroll of false life (150 gp)  
Wand of mage armor (32 charges; 480 gp)

TIER  
8–9

+1 unholy scythe (18,318 gp)  
+2 full plate (5,650 gp)  
+2 heavy steel shield (4,170 gp)  
Hand of glory (4,000 gp)  
Pearl of power [1st level spell] (1,000 gp)  
Robe of bones (2,400 gp)  
Wand of ray of exhaustion (7 charges; 1,575 gp)

## Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

## Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER		
5–6	→	2,645
TIER		
8–9	→	5,474
TIER		

MAX GOLD

## EXPERIENCE

Starting XP

+1 XP

Final XP Total

## PRESTIGE AWARD

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

## GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

→	+	
---	---	--

Items Sold

=	
---	--

Subtotal

→	-	
---	---	--

Items Bought

=	
---	--

Subtotal

-	
---	--

Gold Spent

=	
---	--

Subtotal

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #