



DESTINY OF THE SANDS, PART 3: SANCTUM OF THE SAGES

BY PEDRO COELHO



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PATHFINDER SOCIETY SCENARIO #5–16

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Pathfinder Society Scenario #5–16: Destiny of the Sands, Part 3: Sanctum of the Sages is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

Sanctum of the Sages makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Magic*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, and *Pathfinder RPG Mythic Adventures*. 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

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Millennia ago, heedful of the impending decline of Ancient Osirion, a cabal of scholars vowed to record every detail possible regarding the nation's cultural, artistic, and technological achievements. Persecuted by decadent rulers, these intellectuals hid behind new identities and stored their findings in magical jewels, thus creating the order of the Jeweled Sages. Yet, the power of the gemstones and the vast knowledge of its bearers could not protect the sages from the wrath of the Qadiran agents of the Padishah Empire; following the fall of Osirion, under the satrap's rule, the sages were hunted down and many of their number were killed or chased away. The survivors hid the gems for posterity, leaving cryptic clues that would one day lead their successors to reclaim the lost knowledge of Osirion's Golden Age.

For years, Amenopheus, current bearer of the sapphire gem and the only known heir to the Jeweled Sages, has sought the other *sage jewels*, though his duties to the rulers of Osirion required much of his attention. After being dismissed from the service of the Ruby Prince after failing to cure the Pharaoh's affliction a year ago, Amenopheus finally found time to resume his search in earnest. His agents recently learned of another Jeweled Sage, the bearer of the diamond gem, and with the aid of the Pathfinder Society, Amenopheus seeks to revive the order of the Jeweled Sages.

However, Amenopheus is unaware that this sage is actually a time dragon (*Pathfinder Bestiary* 470) who adopted the name Tahonikepsu after alighting on Golarion many years ago and discovering the jewel of the Diamond Sage, and that she views Amenopheus as her rival. She has gradually adopted the mentality of the first Diamond Sage whose essence resides within the gem, and has even gained the ability to change her shape to match that of the long-dead mystic. She fervently believes in restoring Osirion to greatness, albeit with the Jeweled Sages as powerful advisors to the throne, and herself as the sages' leader. She first became aware of Amenopheus when he helped orchestrate the opening of Osirion's ruins to foreign explorers, and for

WHERE ON GOLARION?

Sanctum of the Sages is the final installment of the *Destiny of the Sands* trilogy. The adventure takes place in the Pillars of the Sun, Osirion's central mountain range, just south of the trade city of Eto. For more information about Osirion, see *Pathfinder Campaign Setting: the Inner Sea World Guide* and *Pathfinder Campaign Setting: Osirion, Legacy of the Pharaohs*, available in bookstores and game stores everywhere, and online at paizo.com.



years she considered him and his Pathfinder associates to be too unreliable to be allies, believing them more likely to hoard lost treasures for themselves than share such artifacts with allies.

Following the Sapphire Sage's falling out with the Khemet III, Tahonikepsu reconsidered her position and began testing her estranged colleague to see if he might be fit to work with her directly. Repeatedly, the Pathfinders have demonstrated their resourcefulness. Although the dragon believes the Society may be willing to work with her rather than against her, she would rather have the advantage of a strong bargaining position when they finally meet. As a result, when she learned of an information broker familiar with an unclaimed *sage jewel*, she hired Kafar and Nefti, an esteemed pair of

GM RESOURCES AND MYTHIC TIERS

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Bestiary 4* (B4), and *Pathfinder RPG Mythic Adventures* (MA). The rules referenced in this scenario can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

This scenario also makes use of the special character options available in *Pathfinder RPG Mythic Adventures*, and most characters will have received additional Chronicle sheets that grant them three mythic tiers from playing the second part of the *Destiny of the Sands* series. If a character plays *Sanctum of the Sages* without having earned these Chronicle sheets, he receives the Sage-Blessed template (see **Player Handout #2**) for the duration of the adventure.

Aspis Consortium agents, to retrieve it for her before the Pathfinders could.

Thus far, Kafar and Nefti have remained a step ahead of the Society, having acquired not one but two *sage jewels* from a ruined fortress in the Sahure Wastes before slipping toward the long-forgotten headquarters of the Jeweled Sages in the Pillars of the Sun. The resourceful Grandmaster Torch, who gave both the Pathfinders and the Consortium agents directions to the gems' resting place, intercepted Kafar and Nefti, and convinced them to part with the *Jewel of Plagues*, for Tahonikepsu had only contracted them to recover a single *sage jewel*. Confident that they have found a way to be paid twice for a single mission, the two are now en route to the previously abandoned Sanctum of the Sages. Only the PCs, after receiving the blessing of mythic power from the shattered remains of the ruby gem, have a chance of intercepting the thieves.

SUMMARY

The quest for the *sage jewels* brings the PCs to the Pillars of the Sun, where their paths intertwine with that of the mendacious Kafar and Nefti, a duo of Aspis Consortium agents infamous for their previous double-dealings with the Pathfinder Society. Kafar and Nefti possess the yellow topaz gem and are on their way to deliver it to the Diamond Sage. Amenopheus and the PCs, imbued with mythic power by the Ruby Sage, follow their enemies through perilous mountains and face dangers that only they can overcome.

Deceived by confusing tracks, the PCs and the Sapphire Sage soon part ways. The PCs' trail leads them to an ancient

temple, where grisly, otherworldly beasts awakened by Kafar and Nefti attack. After escaping the horrendous shrine, the PCs enter the territory of a fearsome behir. They must defeat the beast before they can get back on track, and must move quickly if they are to catch Kafar and Nefti before the thieves reach the sanctum.

The trail leads the PCs through the mountain range's peaks before the PCs overtake Kafar and Nefti outside the Sanctum of the Sages. Once caught, the Aspis agents attempt to bargain for their lives in exchange for service to the Society, and the PCs must decide whether to trust the tricksters' promises or end their lives. Amenopheus rejoins the PCs, and together they delve into the Sanctum of the Sages. The sage's fragmented memories are enough to bypass one of the hermitage's defenses, but the PCs must overcome construct guardians that treat them as trespassers to reach the innermost chambers.

Beyond the guarded doors, they finally encounter the Diamond Sage Tahonikepsu, who welcomes them and acknowledges their achievements. When she and Amenopheus cannot come to an agreement regarding how to revive the Jeweled Sages, they invoke an age-old custom that leaves the order's future in the PCs' hands.

GETTING STARTED

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

The growing light of predawn filters in through a window of the two-story building that Amenopheus has rented in Eto, and the aging Garundi man takes a seat on one of the cushions set out for this meeting. He produces a sealed letter from his robe, placing it in the middle of the floor before speaking.

"Good morning, Pathfinders. As you know, we have had our share of setbacks recently. Not only have the emerald and topaz gems sacred to my order slipped through our fingers, but we also faced the frustration of finding nothing but fragments of the once great ruby. Thankfully, its power is not lost entirely, and through the Ruby Sage's blessing, it lives on in you. I am thankful that you have agreed to act on her behalf and see this through to the end.

"As we speak, the scoundrels who seized the two gems cross the Pillars of the Sun to meet their employer, the cryptic Diamond Sage." He sighs heavily. "What she intends to do with the gems is a mystery, but the *sage jewels* are too important for me to take risks with. If the power that you wield is representative of a shattered jewel's potential, imagine what one might accomplish with three undamaged stones! Until we know what her plans are, it is paramount that we get to the jewels first.

"Kafar and Nefti have a rudimentary map of the Pillars of the Sun, and last night I found a bartender who spotted them poring over it between drinks. She recalled little of the map, and she could not make sense of the marks or annotations;

SANCTUM OF THE SAGES

however, the right spells have allowed me to probe her mind and determine Kafar and Nefti's entry point into the mountains. We will follow them from there." With a somewhat chagrined smile, Amenopheus adds, "It may be that they will lead us to the Sanctum of the Sages, a hidden complex I have long suspected might be in this area."

He stands and announces, "Prepare yourselves quickly. We shall leave momentarily."

Give the PCs **Player Handout #3**, a short letter from Venture-Captain Norden Balentiir that provides additional instructions. The PCs may have questions for Amenopheus, which he endeavours to answer. Likely questions and his answers are included below.

What are the Pillars of the Sun? "The Pillars of the Sun are a mountain range south of Eto inhabited by many terrible creatures. It is a dangerous area of harsh desert and barren, rocky terrain, full of cliffs and chasms."

Who is the Diamond Sage? "She is the current bearer of her respective *sage jewel*, but I have only recently learned of her existence. All I know for sure is that she resides near Eto. It would not be surprising if she actually resides in the Sanctum of the Sages itself; if so, she must be extremely resourceful."

What happens if the Diamond Sage gets the gems first? "That is hard to say, since we know so little about her and her motives. I hope she shares my goals, but fear she may not. At this point, one can only guess."

How can we find Kafar and Nefti? "I could not scry on Kafar and Nefti, and teleporting to an arbitrary point in the Pillars of the Sun would be a fool's errand. Our best chance is to enter the mountains close to their starting point, and then follow their tracks."

Tell us about the Jeweled Sages and their sanctum. "The Jeweled Sages were an order of scholars who took an oath to preserve the culture and arts of the golden age of Osirion. Their venture proved controversial, for the rulers that followed the Song Pharaoh were offended by the sages' pretensions and deemed the order subversive. To escape persecution and safeguard the lore of our land, the sages built their headquarters in a hidden location. It makes sense that they should choose an isolated place like the Pillars of the Sun as grounds for their refuge.

The conquest of Osirion by Kelishite forces during Osirion's Second Age resulted in the death of most if not all of the sages."

Diplomacy (gather information) or Knowledge (local)

The PCs had several hours the previous evening to explore Eto and make inquiries.

10+ Witnesses report seeing a rather tipsy Nefti playing the flute in various taverns throughout Eto over the past several weeks. He hasn't been seen for three days.

15+ A man matching Kafar's description recently visited a local herbalist and apothecary.

20+ Several caravan guards in the city overheard Kafar and Nefti complaining to one another about the Aspis Consortium.

25+ Nefti tried to sell information about the Aspis Consortium to a foreigner, but the deal fell through.

30+ The foreigner was actually a covert Pathfinder operative who suspects Kafar and Nefti may not only be aiming to go rogue, but are also looking for a new patron.



AMENOPHEUS

Knowledge (Geography)

The PCs may already know about the Pillars of the Sun.

10+ The Pillars of the Sun are an isolated range of mountains named for their tall, wind-weathered spires.

15+ The mountains begin 15 miles south of Eto, and an experienced rider might reach them in half a day. Because of its location and elevation, the region is extremely dry and hot during the day, with temperatures dropping drastically at night due to strong winds.

20+ In past eras, attempts to settle in the region were frustrated by the mountains' harsh conditions and aggressive fauna. To this day, many ruins stand as reminders of these ill-fated enterprises.

25+ The Pillars of the Sun have long been an isolated place, and interspecies competition has honed the abilities of its monstrous inhabitants. Even creatures that are typically harmless in other ecosystems can be deadly here, and some are said to have truly extraordinary power.

30+ Many ancient structures within the Pillars of the Sun take advantage of the terrain and are actually carved inside the rock. Adventurers looking for ruins are more

likely to find hidden trap doors and secret passages than crumbled temples covered in sand. Some of these subterranean vaults extend for miles beneath the surface, and a clever explorer can use them to cross from one valley to another to circumvent the most difficult of the mountainous terrain.

Chase Score

Even though Kafar and Nefti have a head start, it is possible for the PCs to catch up as they follow the Aspis agents' trail. Over the course of the adventure, the PCs may gain or lose Chase Points, which are a measure of how well the PCs are closing the gap over the course of several hours and affect how encounter **A5** begins; the PCs may have as many as 12 Chase Points or as few as zero. Most encounter areas detail one or more ways in which the PCs can gain or lose Chase Points.

You may award up to two additional Chase Points to the PCs to reflect effective use of magic items, class features, or other character options. The PCs begin their pursuit with 5 Chase Points when Amenopheus uses *teleport* to transport them to where Kafar and Nefti entered the mountains. In addition, calculate the PCs' average movement speed (rounded to the nearest 10 feet); only include temporary bonuses to speed if they last for at least 3 hours. For every 10 feet of movement by which the average speed exceeds 30 feet, the PCs gain 1 Chase Point.

A. PILLARS OF THE SUN

The Pillars of the Sun are a desert mountain range south of Eto. Its terrain is rocky and arid, cut by profound chasms and colossal precipices. Getting lost is as easy as it is deadly, as a few wrong turns can throw explorers completely off track—or worse, off a cliff—trapping them between the scorching noon sun and the freezing night winds. The harsh environment alone is enough to keep most adventurers away, and the beasts that live in the mountains only magnify the danger of this inhospitable place.

Once the PCs are prepared to leave Eto, Amenopheus teleports the group to the northern edge of the Pillars of the Sun. There, just as the sun is peaking over the horizon, he and the PCs are able to find the path Kafar and Nefti used to enter the mountains.

Temperatures continue to rise all through the morning, and after four hours of travel, the group reaches a place where the winding path through the spires splits. Kafar and Nefti learned of the Pathfinders' interest in the *sage jewels* during their most recent meeting with Grandmaster Torch, and fearing they might be pursued, they paused here to lay a false trail. Using his talent with magic items, Nefti walked several hundred feet down one path, cast *lesser simulacrum* (*Ultimate Magic* 238) from a scroll to create a copy of himself, and sent it further down

that path. He then cast *pass without trace* from a different scroll to hide his own tracks, rejoined his partner, and together he and Kafar traveled down the other path. The resulting tracks make it appear that Kafar and Nefti split up and traveled in separate directions. Without knowing which of the two agents has the *sage jewels* or whether they too have been split up, Amenopheus decides that the best choice is to split up. Assuring them that he will remain in contact with them, he sends the PCs down the path that Kafar and Nefti actually took, and he travels in the other direction after the simulacrum.

The PCs' path leads them to a series of switchbacks that ascend the steep side of a gorge, and approximately one hour after Amenopheus's departure, they reach an immense cliff where the tracks simply end. Succeeding at a DC 20 Perception or Survival check reveals a crevice in the rock face that leads to a trap door that descends deep underground.

Chase Points: During the PCs' first several hours in the Pillars of the Sun, they have several opportunities to gain or lose Chase Points. Allow the PCs to attempt a DC 21 Survival (DC 26 in Subtier 6–7) check to follow the tracks efficiently; if successful, the PCs earn 1 Chase Point, as they do not lose time while following the trail. The PCs must also attempt two Fortitude saving throws to resist the very hot conditions (*Pathfinder RPG Core Rulebook* 444) in the region. If at least half of the PCs are fatigued as a result of failed saves, the PCs lose 1 Chase Point; if the PCs promptly remove the fatigued conditions through healing or other means, they do not lose a Chase Point in this way. Finally, the crevice, trap door, and several chambers leading to area **A1** are quite narrow, requiring each Large creature that tries to pass through them to attempt a DC 25 Escape Artist check to avoid slowing down the PCs; at the GM's discretion, serpentine or other particularly narrow or flexible Large creatures may not need to attempt this check. If at least one creature fails this check, the PCs lose 1 Chase Point.

A1. Temple of the Beyond (CR 5 or CR 8)

After descending down a roughly hewn tunnel, the PCs reach a long underground gallery.

Enigmatic hieroglyphs cover just about every surface of this chamber excavated into the mountain. Bas-relief engravings stretch along the walls all the way from the lofty, tapered ceiling down to floor level, their eerie pictography suggesting an unnerving story. Toppled columns, crumbling shreds of cloth, and potsherds scattered throughout the chamber attest to the place's abandonment and antiquity. Small holes in the vaulted ceiling let in thin beams of sunlight but do little to illuminate the chamber.

A1. Temple of the Beyond



The Temple of the Beyond is a remnant of the Age of Darkness. The glyphs in the walls are extremely old, predating the creation of the Ancient Osiriani language, but the pictography is mostly representative rather than symbolic, which facilitates comprehension. PCs can attempt a DC 17 Linguistics check (DC 20 in Subtier 6–7) to decipher the glyphs and learn about the history of the forgotten cult that built this place. The pictograms tell the story of two monsters fallen from the stars in the aftermath of Earthfall. A PC who succeeds at a DC 16 Knowledge (dungeoneering) check identifies the creatures mentioned in the glyphs as akatas—bizarre two-tailed, lion-sized quadrupeds with tentacled manes encircling their necks. Eager to unravel the mysteries of the great beyond, an ancient cabal of wizards retrieved and hatched the akatas' cocoons for study, imprisoning the creatures in a cage that has long since fallen to pieces. The cultists worshipped the outer gods and performed foul rites, summoning and dismissing the vilest types of otherworldly horrors with the intent of contacting an emissary of the Great Old Ones who would finally disclose the deepest secrets of the Dark Tapestry. These encounters are minutely documented in the Temple of the Beyond's 20-foot-tall walls, which also predict when certain stars might align with the narrow holes in the ceiling above.

PRESENTING ENCOUNTER A1

Depending on the number of PCs, encounter **A1** is an easy or average encounter for mythic heroes, so the individual creatures are unlikely to pose a major threat and have no scaling notes for smaller groups. Instead, this encounter presents the PCs with an opportunity to try out their new mythic abilities and learn what they are capable of. As a result, the GM is encouraged to let the PCs show off and reward clever, cinematic maneuvers. For example, let a PC with the wall smasher champion path ability topple a column as a free action if he throws an enemy against the architecture. Let a PC who wants to wield a column as a Large improvised greatclub take a few swings before it breaks. If the players have fun with this first combat, they'll continue to do creative, mythic things throughout the scenario.

Tremors and time have weakened the columns in this area, leaving them sturdy enough to climb, yet poorly anchored and easily toppled. A successful DC 15 Knowledge (engineering) check or DC 20 Perception check allows a PC to notice these properties and judge that, so long as several columns were to remain standing, the room would not collapse. Toppling a column requires a DC 15 Strength check as a standard action, and the

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falling column strikes all creatures in a 15-foot line. These creatures take 5d6 bludgeoning damage (Reflex DC 18 for half). If a falling column strikes another column, it attempts to topple that column with a +5 Strength bonus. Should the PCs knock over all of the columns, the temple's ceiling begins to crumble. One minute later, the entire combat area is struck by a cave-in that blocks the tunnel to the east; however, if the PCs flee to the west, they can escape the collapse and continue the adventure.

Kafar's tracks lead into the temple from the east and continue to the west. Thanks to the thick layer of dust in this area, the PCs have no difficulty following the tracks. Though Nefti's tracks remain absent, his *pass without trace* spell wore off only moments after he left this area, so the PCs may detect his tracks in later areas.

Creatures: The cult's experiments pushed the boundaries of teleportation and summoning magic, drawing the attention of a hound of Tindalos. The hound's attack left the cultists dead and the akatas free, though the latter, unable to escape, savaged the cultist's corpses and entered hibernation. The cultists' traumatic deaths, defilement, and interment caused several of them to animate as skeletons (festrogs in Subtier 6–7). The hound departed to pursue its own agenda, but returns here infrequently to ensure no further planar disturbances transpire.

Kafar and Nefti were the first in millennia to enter this subterranean temple, and when the akatas began breaking out of their cocoons to feed. The Aspis agents attempted to flee west but encountered a doorway obscured almost entirely by rubble and debris, blocking their way out. They barely escaped to a lower level by consuming *potions of gaseous form* and slipping through cracks in the floor, but only after both were bitten by the aberrations. When the hound of Tindalos sensed the disturbance, it returned to find the akatas active once more. The akatas—inured to the hound's gaze thanks to decades of horrifying experiments—have come to a silent understanding with the outsider, while the undead cultists maintain just enough memory of their horrifying deaths to know better than to attack the alien quadrupeds.

Subtier 3–4 (CR 6)

AKATAS (2)

CR 1

hp 15 (*Pathfinder RPG Bestiary* 2 23)

TACTICS

Before Combat The akatas lurk behind columns, using Stealth to prepare an ambush. They attack once a PC is within 20 feet.

During Combat The akatas attack the nearest PC and try to infect him with void death.

Morale The akatas fight to the death.

SPECIAL ABILITIES

Inured (Ex) These akatas are immune to the ripping gaze of a hound of Tindalos.

LESSER HOUND OF TINDALOS

CR 5

NE Medium outsider (evil, extraplanar)

Init +8; Senses darkvision 120 ft.; Perception +14

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 52 (7d10+14)

Fort +7, Ref +9, Will +6

DR 5/magic; Immune mind-affecting effects, poison

OFFENSE

Speed 40 ft.

Melee bite +11 (2d6+2), 2 claws +11 (1d8+2)

Special Attacks ripping gaze

Spell-Like Abilities (CL 7th; concentration +8)

Constant—*air walk*

At will—*fog cloud*, *locate creature*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (DC 19), *invisibility*

TACTICS

Before Combat The hound of Tindalos casts *invisibility* on itself then lurks in the temple, analyzing the PCs. If the akata or undead attack, the hound immediately joins the fight; otherwise, it waits for

AKATA

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the PCs to study the temple and strikes when their guard is down.

During Combat The hound of Tindalos attacks from invisibility, appearing only when it can subject the PCs to its ripping gaze. The hound makes use of its angled entry ability to leap around the room, attack from unexpected angles, and avoid retaliation.

Morale If reduced to 10 or fewer hit points, the hound of Tindalos casts *plane shift* to escape. It returns after a few rounds and remains invisible, stalking the PCs. If discovered, it flees again and does not come back until the PCs leave.

STATISTICS

Str 14, **Dex** 19, **Con** 14, **Int** 14, **Wis** 19, **Cha** 13

Base Atk +7; **CMB** +9; **CMD** 23

Feats Blind-Fight, Improved Initiative, Vital Strike, Weapon Finesse

Skills Acrobatics +13 (+17 jump), Intimidate +10, Knowledge (arcana) +11, Knowledge (geography) +11, Knowledge (planes) +11, Perception +14, Sense Motive +13, Stealth +14, Survival +13

Languages Aklo

SQ angled entry, otherworldly mind

SPECIAL ABILITIES

Angled Entry (Su) Lesser hounds of Tindalos may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 7th). This ability is otherwise identical to the angled entry ability of a regular hound of Tindalos.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d4 points of nonlethal damage and must make a DC 16 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su) 5d4 slashing damage, 30 feet, Fortitude DC 16 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. This ability is otherwise identical to the ripping gaze ability of a regular hound of Tindalos.

HUMAN SKELETONS (4)

CR 1/3

hp 4 (*Pathfinder RPG Bestiary* 250)

TACTICS

Before Combat The skeletons lie inert among the detritus.

They stand and attack if a PC is within reach or if the akatas attack.

During Combat The skeletons mindlessly fight nearby targets.

Morale The skeletons fight until destroyed.

Subtier 6–7 (CR 9)

ADVANCED AKATAS (2)

CR 2

hp 19 each (*Pathfinder RPG Bestiary* 2 23, 292)

TACTICS

Use the tactics from Subtier 3–4

FESTROGS (3)

CR 1

hp 9 each (*Pathfinder RPG Bestiary* 3 115)

TACTICS

Use the tactics for the skeletons from Subtier 3–4

HOUND OF TINDALOS

CR 7

hp 85 (*Pathfinder RPG Bestiary* 2 158)

TACTICS

Use the tactics from Subtier 3–4

Treasure: A PC who succeeds at a DC 15 Perception check (DC 18 in Subtier 6–7) spots a worn-out leather strap hanging from the mouth of one akata. The strap is attached to Nefti's belt pouch, which the PCs can extract with ease. Hours spent in the akata's stomach has destroyed most of the contents, but several parts of a journal are still intact and legible. The entries include poetry and music composed by Nefti, as well as mundane day-to-day observations. The last several pages record Nefti's complaints about the Aspis Consortium's lack of appreciation for his accomplishments. A folded sheet of paper wedged in the journal bears the title "Potential Partners" and names the Pathfinder Society among other well-known organizations.

Several of the fallen cult's tools have survived the passage of ages. A PC who succeeds at a DC 15 Perception check finds a +1 *mythic bane dagger* (a +2 *mythic bane dagger* in Subtier 6–7), a vial containing one handful of *dust of disjunction* (see sidebar), and a sheet of beaten gold. The sheet bears an inscription in Aklo that describes a prayer one can perform under the open sky to channel the power of the stars, though a PC who can read the words and succeeds at a DC 20 Knowledge (planes) check suspects this process might also attract the notice of something beyond the stars. Performing this ritual—which does not require the character to understand Aklo—takes one minute and restores 1d2+1 uses of mythic power to the creature up to once per week. Doing so also earns the PC the Scrutiny of the Stars boon on his Chronicle sheet.

Development: After defeating the monsters, the PCs can again pick up Kafar's trail, though his footprints are partially obscured by those of the akatas. When Kafar and Nefti reached the buried door at the end of this passage, they each consumed a *portion of gaseous form*, and slipped through the cracks in the floor and into the tunnel below to escape the akatas. Succeeding at a DC 15 Survival check enables a PC to determine that Kafar's tracks stop about 15 feet from the buried doorway before disappearing.

The PCs have three options. So long as they can retrace their steps, the PCs can return to the cliff, infer where the buried door opens, and climb around the mountain to reach it. The PCs could also clear the rubble from the door to exit the temple. A path leads down the mountain

DUST OF DISJUNCTION

Aura moderate abjuration and evocation; **CL** 10th

Slot none; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This fine powder looks like crushed diamonds. A single handful of this substance can be thrown in a 15-foot cone, at which point it attempts to absorb and neutralize any magic it comes in contact with. The magical properties of each unattended magic item in the area are suppressed for 1d4 rounds as if targeted by *dispel magic* spell (caster level 10th). Each creature in the area is affected as if by a targeted *dispel magic*, though the user cannot specify a spell effect to dispel; if a target has no spells affecting it, the dust instead attempts to suppress the abilities of one magic item carried by the target, selected at random following the rules for items surviving a saving throw (*Pathfinder RPG Core Rulebook* 217). The dust does not affect other ongoing magical effects.

Dust of disjunction has a curious effect on golems, which also demonstrate anti-magical properties. A golem exposed to this dust must succeed at a DC 17 Fortitude save or be staggered for 1 minute. At the end of its turn, a staggered golem may attempt a new saving throw to end the staggered effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*, *shatter*

to area **A3**, where the PCs can again pick up the trail of both Kafar and Nefti. Finally, a PC who succeeds at a DC 20 Knowledge (dungeoneering) or Perception check can detect the cracks in the floor, which they can tell breach the ceiling of a lower tunnel. By breaking a hole in the floor (hp 20, hardness 8, break DC 33), the PCs can reach area **A2**—a shortcut that contains both Kafar's and Nefti's footprints.

Chase Points: How the PCs decide to leave the temple to follow Kafar's trail can change their Chase Point total. Retracing their steps and climbing around to the opposite side of the mountain is time-consuming, and the PCs lose 2 Chase Points as a result. Clearing the rubble to open the main doors takes slightly less time, and the PCs only lose 1 Chase Point if they choose this option. If the PCs find and travel through the passages beneath the temple, they gain 1 Chase Point; the tunnels are easily traversed and provide an effective shortcut.

Rewards: If the PCs fail to defeat the otherworldly inhabitants of the temple, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce the gold earned by 271 gp.

Out of Subtier: Reduce the gold earned by 345 gp.

Subtier 6–7: Reduce the gold earned by 420 gp.

A2. Death Worm Tunnels

A system of tunnels runs under the temple, cutting through the mountains. These dark, 10-foot-wide round passages extend throughout the region, allowing the creature that created them to travel throughout the Pillars of the Sun. Spots along the rough walls show signs of chemical reactions between the rock and some unknown substance. A PC who succeeds at a DC 15 Craft (alchemy) check can determine that the substance is a potent acid. A PC who succeeds at a DC 20 Knowledge (arcane) or Knowledge (nature) check recognizes the galleries as a series of interwoven death worm tunnels.

Chase Points: Based on the position of the temple above, the PCs can navigate the tunnels and use them as a shortcut; however, making optimal use of the tunnels requires following Kafar and Nefti's trail while maintaining one's sense of direction underground. If the PCs succeed at a DC 20 Knowledge (dungeoneering) or Survival check (DC 23 in Subtier 6–7) they earn 1 Chase Point and travel efficiently to area **A3**. Should they fail however, they wander aimlessly for a couple of hours before reaching area **A3**, costing them 1 Chase Point.

A3. The Behir's Domain (CR 7 or CR 10)

No matter which route the PCs take to pursue Kafar and Nefti, they eventually pass through this area. If the PCs traveled through the death worm tunnels, they reach the surface here. If they exited the temple through its western door, they traverse several short tunnels before emerging from a cave in the northern rock face. If they traveled around the mountain, they reach this area from a trail to the east.

Two tall sandstone outcroppings rise to the north and south, channeling whistling wind and stinging sand through this pass. The carcass of a giant serpentine beast covered in dried blisters lies in a heap at the gorge's narrowest point, the body savaged by some powerful predator.

Strong winds (*Pathfinder RPG Core Rulebook* 439) channeled by the region's topography blow west through this area. The sandstone scarps are 50 feet tall and feature only narrow handholds (Climb DC 20), save for a recently collapsed section to the northeast that has jagged spars that can serve as more adequate handholds (Climb DC 15). This rock fall has created an area of dense rubble at the base of the escarpment where it fell. The rest of the area is covered in light rubble (*Pathfinder RPG Core Rulebook* 430).

The blisters that cover the death worm's (*Pathfinder RPG Bestiary* 276) body are filled with poison secreted from its skin and turned into powder by the dry climate and intense heat. If handled delicately, the body is not dangerous; however, if jostled violently or harmed by a

A3. The Behir's Domain



B

Cave Exit

To the cliffs

DW

Death Worm Tunnel

B Behir

DW Death Worm Corpse

1 square = 5 feet

Pathfinder Flip-Mat: Battlefield

SCALING ENCOUNTER A3

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

Subtier 3–4: The young behir is still injured from the battle with the deathworm; it currently has 56 hit points, and two of its claws are mangled, reducing its number of rake attacks from 6 to 4.

Subtier 6–7: Remove the advanced simple template from the behir, but keep the savage mythic template.

damaging effect, the blisters break and release their poison (contact; save Fort DC 17; frequency 1/round for 6 rounds; effect 1 Con damage; cure 2 saves) into the air in a 20-foot radius cloud. In Subtier 6–7, increase the Constitution damage dealt by the poison to 1d2. The wind in this area disperses the cloud 1 round later, and the death worm's carcass can only create one such cloud from the remaining poison on its body.

As the stone spires erode and break, loose rock accumulates in precarious heaps around the area. As a move action, the behir can knock a pile of these rocks over the side of the scarps, causing a rockslide in a 15-foot cone that deals 3d6 points of bludgeoning damage (5d6 in Subtier 6–7) to everyone in and below that area (DC 15 Reflex for half). This effect likely damages the death worm corpse, triggering its poisonous gas cloud.

Creatures: A behir lays claim to the whole canyon, slaughtering and devouring any who dare invade its domain. The arrival of the PCs immediately inflames the watchful monster, which hides behind the rocks and contemplates how best to strike. Due to its elevated hiding spot, the behir is only perceived by those who succeed at a DC 22 Perception check (DC 28 in Subtier 6–7), PCs attempting this check take a –4 penalty on due to the strong winds and dust.

Subtier 3–4 (CR 7)

YOUNG BEHIR

CR 7

hp 85 (*Pathfinder RPG Bestiary* 34, 295)

TACTICS

During Combat The behir begins combat by either knocking rubble piles onto the PCs from above or creeping down the wall to blast one or more targets with its lightning breath. It then tries to grab an enemy, retreat up the cliff, and either rake its victim to death or swallow him whole before returning for more targets. It accuses the PCs of trespassing on its domain for the second time—an unforgivable offense—implying that someone else has recently traversed the area and that the behir has mistaken the PCs for these earlier intruders.

Morale The behir fights to the death to protect its territory.

Subtier 6–7 (CR 10)

ADVANCED SAVAGE BEHIR

CR 10

hp 135 (*Pathfinder RPG Bestiary* 34, 295, *Pathfinder RPG Mythic Adventures* 224)

BEHIR

TACTICS

Use the tactics from Subtier 3–4.

Treasure: The behir's relative isolation leaves it with little treasure. It wears a *crown of swords* (*Pathfinder RPG Ultimate Equipment* 242) as a ring on one claw. In Subtier 6–7, it also has a *boro bead* (3rd-level; *Ultimate Equipment* 284) that Kafar dropped as he and Nefti hastily apologized and retreated from the angry beast.

Development: Although the behir's remarks indicate that Kafar and Nefti took this course, the severe winds and hard ground make it impossible to locate any tracks; however, the PCs can infer that continuing down the valley is the natural route forward and is likely the path taken by their quarry. The trail descends among many red sandstone arches and hoodoos as the afternoon sun heats the rock formations to baking temperatures. Periodically, the PCs find signs of Kafar and Nefti's passage, such as a discarded bottle, footprint, or shred of cloth. As the afternoon heat abates, the PCs begin ascending taller peaks. If the PCs intend to rest during their pursuit of the Aspis Consortium agents, doing so now—late in the day but before getting high into the mountains—is the best time to do so. The consequences of resting are detailed in the Chase Points entry below.

Chase Points: The PCs' pursuit continues, and they have several opportunities to lose Chase Points. The PCs must also attempt two Fortitude saving throws to resist the very hot weather conditions in the region (*Pathfinder RPG Core Rulebook* 444), though the save DC resets to 15 thanks to their brief respite below ground. If at least half of the PCs are fatigued as a result of failed saves, the PCs lose 1 Chase Point; if the PCs promptly remove the fatigued conditions through healing or other means, they do not lose a Chase Point in this way.

In addition, if the PCs decide to rest, Kafar and Nefti have that much more time to widen the gap between the two groups. If the PCs take a full night's rest, they lose 4 Chase Points. If the PCs rest for one hour using the recuperation mythic ability, they only lose 1 Chase Point.

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

Subtier 3–4: Reduce the gold earned by 295 gp.

Out of Subtier: Reduce the gold earned by 456 gp.

Subtier 6–7: Reduce the gold earned by 618 gp.

A4. Mountain Campsite

After hours of hiking, the scarps on the sides of the canyon gradually descend, until the whole of the terrain becomes a gradual slope encircled by distant mountains and deep chasms. If the PCs reach this point without resting 8 hours, the rest of the adventure unravels at night; otherwise, they watch the sunrise while entering

the plateau, and the remaining encounters take place during the day.

The open valley offers an unobstructed view of the region, and the PCs spot a campsite on a mountain nearby; the light (if at night) or smoke (if during the day) of a campfire is clearly visible to the party just a few miles away. The signal soon disappears, but it is enough to confirm that the PCs are on the right path. When they reach the campsite, over an hour later, the PCs find a recently extinguished fire, bloodied bandages, and fresh tracks. By succeeding at a DC 15 Heal or Perception Check, a PC inspecting the bandages can find thin, glassy worms caught in the gauze. She can identify these as the larvae transmitted by an akata's bite—the same larvae that create void zombies—by also succeeding at a DC 20 Knowledge (dungeoneering) check.

Chase Points: Kafar and Nefti's camp is situated in a high pass altitude zone (*Pathfinder RPG Core Rulebook* 430), and reaching the site speedily requires a successful Fortitude save to avoid becoming fatigued due to the lack of oxygen. If half or more of the PCs are fatigued as they travel at this high altitude, the group loses 1 Chase Point; if the PCs promptly remove the fatigued conditions through healing or other means, they do not lose a Chase Point in this way.

A5. The Final Heat (CR 6 or CR 9)

Leaving the campsite, the PCs follow a trail down the mountain, returning to a low pass altitude zone and losing any fatigued conditions they may have gained from altitude effects. The narrow and sinuous path down the mountain limits visibility, so the PCs only spot their quarry just as the Pathfinders reach the end of the trail.

The chase occurs in the outskirts of the Sanctum of the Sages. By the time the PCs catch up with Kafar and Nefti, the tricksters are moments away from reaching the sanctuary and have a chance to make a run for it. Kafar and Nefti do not wish to fight in the open and try to reach the sanctum for tactical advantage.

This encounter uses the chase rules from page 232 of the *Pathfinder RPG GameMastery Guide* as well as new rules for mythic chases (see sidebar). Each square represents approximately 30 feet of distance between the Aspis agents and the PCs, and the PC must close within 30 feet of the two (i.e. in the same square) in order to catch them. You can use the chase diagram as a visual aid to help the PCs track their progress and judge their distance from Kafar and Nefti. The PCs begin on the High Ground square.

Due to the twisting pathway, severe winds, and airborne sand, it is virtually impossible to target any creature more than two squares away; the PCs may catch glimpses of Kafar and Nefti further away, helping them to gauge their progress during the chase, but the range

MYTHIC CHASE

While skilled and mobile adventurers generally enjoy chases, this kind of challenge can be tough for less agile warriors; however, characters blessed with mythic power have additional options during a chase that allow encumbered characters to excel and quick characters to truly shine. A mythic character can spend one use of mythic power once per round as a free action to do one of the following.

Against the Odds: Automatically succeed on one skill check or saving throw to overcome an obstacle. A PC must use this ability before attempting the skill check.

Clear the Path: When a PC exceeds the DC for the skill check or saving throw to overcome an obstacle, he removes all obstacles from that square. Have the player describe how his character punches handholds in a wall, smashes down a barrier, brushes away caltrops with the shockwave of his leap, or similarly defeats the obstacle in a mythic fashion.

Implacable Pursuer: For the duration of the chase, the PC ignores all armor check penalties and any reductions to his speed as a result of wearing armor.

of most attacks is limited. This feature also limits the effective range of accurate teleportation like *dimension door*. Finally, the severe winds cause a flying creature to take a –4 penalty on checks to avoid obstacles, resulting in a net +6 bonus on checks to avoid obstacles for flying creatures instead of the normal +10 bonus.

Chase Points: The PCs have the opportunity to gain 1 final Chase Point by trying to sneak up on Kafar and Nefti before the Aspis agents realize they're being chased. If at least half of the PCs succeed at a DC 16 Stealth check (DC 19 in Subtier 6–7), they gain 1 Chase Point.

Creatures: Where the Aspis agents' begin the chase depends on the number of Chase Points the PCs have accumulated. If the PCs have 2 Chase Points or fewer, the agents begin in the Cliff's Edge square. If the PCs have between 3 and 6 Chase Points, the agents begin in the Crack in the Mountain square. If the PCs have 6 or more Chase Points, the agents begin in the Quicksand Patch square. In addition, if the PCs have 10 or more Chase Points, the PCs also gain a surprise round.

Unlike the PCs, Kafar and Nefti have no mythic powers; however, the pair's long partnership allows them to work together to move through chase squares and overcome obstacles. Kafar and Nefti act on the same initiative count, and whenever they attempt to defeat an obstacle, they both roll the skill check or save and use the higher result. In addition, they do not need to make a check to overcome the Narrow Pass and Natural Bridge obstacles, as the Aspis agents are responsible for creating those obstacles (such as the tanglefoot bag trap

in the Narrow Pass square); instead they spend a standard action creating hazards to slow down the PCs.

If the duo reaches the final square without getting caught, they enter the Sanctum of the Sages first, cast additional spells to prepare for combat, and set an ambush for the PCs in the entrance hall (area **B2**). If the PCs catch Kafar and Nefti before reaching the final square, they meet in the winding gorge leading up to area **B1** (use *Pathfinder Flip-Mat: Desert Ruins*). In this area, the sandstone walls of the gorge provide shelter from the blowing sand, reducing the wind to moderate.

Subtier 3–4 (CR 7)

KAFAR

CR 6

Human alchemist 5/Aspis agent 2 (*Pathfinder Campaign*)

Setting: *Paths of Prestige* 8)

NE Medium humanoid (human)

Init +6; **Senses** Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19 (+5 armor, +2 Dex, +4 natural)

hp 52 (7 HD; 7d8+1d10+12)

Fort +9, **Ref** +10, **Will** +5; +4 vs. poison

Defensive Abilities conceal thoughts, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk sickle +9 (1d6+2 plus blue whinnis poison) or
mwk whip +9 (1d3+2 nonlethal)

Ranged dart +8 (1d4+2 plus blue whinnis poison) or
bomb +8 (3d6+2 fire)

Special Attacks bomb 8/day (3d6+2 fire, DC 14)

Alchemist Extracts Prepared (CL 5th)

2nd—*delay poison**, *false life**, *spider climb*

1st—*ant haul**^{APG}, *cure light wounds*, *detect secret doors*,
*endure elements**, *shield*

*Already used

TACTICS

Before Combat Kafar wants to ensure he is prepared in the event that his meeting with the Diamond Sage goes poorly. To this end, he recently consumed his extracts of *ant haul*, *delay poison*, *endure elements*, and *false life*, as well as his Strength mutagen and a *potion of barkskin*. Nefti has also cast *heroism* on him.

During Combat Kafar throws a stink bomb at the PCs and enters the smoke cloud to strike with a poisoned sickle, using his *delay poison* extract to protect himself from the cloud's nauseating effect. He aims to knock the PCs out just long enough to allow him to deliver the topaz gem.

Morale Kafar offers parley if reduced to 12 or fewer hit points or if Nefti falls or surrenders.

Base Statistics When not under the effects of his mutagen, *barkskin*, *false life*, and *heroism*, Kafar's statistics are
AC 17, flat-footed 15; **hp** 42; **Fort** +7, **Ref** +8, **Will** +3;

SANCTUM OF THE SAGES

HIGH GROUND	STEEP SLOPE	NARROW PASS
There they are! (Perception DC 20)	Grab and drop (Climb DC 15)	Evade (Reflex save DC 15)
Quick, before they spot us! (Initiative DC 16)	Watch your footing! (Acrobatics DC 17)	Break Free (Strength DC 15)
CLIFF'S EDGE	CRACK IN THE MOUNTAIN	QUICKSAND PATCH
Narrow Surface (Acrobatics DC 15)	Squeeze through (Escape Artist DC 20)	Get out of there (Swim DC 17)
Natural Handholds (Climb DC 17)	Brute force (Strength DC 15)	Spot it first (Survival DC 16)
NATURAL BRIDGE	ILLUSORY WALL	SANCTUM OF THE SAGES' DOORSTEP
Kafar's Marbles (Reflex DC 16)	It's not real! (Will DC 16)	Finish line! (No obstacles)
Nefti's Enchantments (Will DC 16)	Just trust the tracks (Survival DC 20)	

Increase the DC of these checks by 2 for Subtier 6–7

Melee mwk sickle +5 (1d6) or mwk whip +5 (1d3 nonlethal);
Ranged dart +6 (1d4) or bomb +6 (3d6+3 fire); **Str** 10, **Int** 16;
CMB +4; **CMD** 16; **Skills** Appraise +11, Bluff +14, Craft
(alchemy) +11, Craft (traps) +11, Diplomacy +9, Disable
Device +14, Disguise +6, Intimidate +11, Knowledge (arcana) +9,
Knowledge (history) +11, Perception +10, Sense Motive +4,
Sleight of Hand +6, Survival +4

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 18

Feats Brew Potion, Cosmopolitan (Diplomacy, Intimidate),
Exotic Weapon Proficiency (whip), Extra Discovery, Improved
Initiative, Skill Focus (Bluff), Throw Anything

Skills Appraise +12, Bluff +16, Craft (alchemy) +12, Craft
(traps) +12, Diplomacy +11, Disable Device +16, Disguise +8,
Intimidate +13, Knowledge (arcana) +10, Knowledge
(history) +12, Perception +12, Sense Motive +6, Sleight of
Hand +8, Survival +6

Languages Aklo, Common, Draconic, Gnoll, Kelish, Osiriani,
Undercommon

SQ agency secret (conceal thoughts), alchemy (alchemy
crafting +5, identify potions), discoveries (concentrate
poison, smoke bomb, stink bomb), mask alignment,
mutagen (+4/-2, +2 natural, 50 minutes), poison use,
swift alchemy, trapfinding, trap sense +1,

Combat Gear *potion of barkskin, potion of cure serious*

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER A5

To accommodate a group of four PCs, both Kafar and Nefti have taken 2 points of Dexterity and Constitution damage from void death disease.

wounds, tanglefoot bag (3); **Other Gear** +1 mithral chain shirt, mwk sickle, mwk whip, darts (4), *cloak of resistance* +1, blue whinnis poison (4 doses), concentrated blue whinnis poison (1 dose), formula book (contains all prepared extracts plus *bulls strength*, *comprehend languages*, *crafter's fortune*^{APG}, *disguise self*, and *expeditious retreat*), marbles (4), masterwork thieves' tools, pocketed scarf^{UE}, 173 gp

SPECIAL ABILITIES

Conceal Thoughts (Su) If targeted with *detect thoughts* or a similar effect, Kafar may choose what thoughts are detected, while his true thoughts remain private. This does not affect mind-affecting effects other than thought-reading.

Concentrated Blue Whinnis

Poison (Ex) Kafar has created a concentrated dose of blue whinnis poison (injury; save Fort DC 16; frequency 1/round for 3 rounds; initial effect 1 Con damage; secondary effect unconsciousness for 1d3 hours; cure 1 save).

Mask Alignment (Su) At 2nd level, as a standard action, Kafar can alter his alignment aura to deceive effects that detect alignment. He may choose to be detected as any specific alignment or detect as no alignment at all. This affects only alignment detection, not effects that cause harm or are otherwise based on alignment. This effect lasts until he dismisses it or changes his alignment aura again. At this time, Kafar detects as being lawful neutral.

NEFTI

CR 5

Human bard 5

CN Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 41 (5d8+15)

Fort +4, **Ref** +8, **Will** +9; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *human bane sap* +7 (1d6+2 nonlethal)

Ranged mwk shortbow +8 (1d6/x3)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th; concentration +9)

2nd (3/day)—*calm emotions* (DC 17), *heroism*, *mirror image*

1st (5/day)—*charm person* (DC 16), *grease* (DC 15), *hideous laughter* (DC 16), *silent image* (DC 15)

0 (at will)—*daze* (DC 15), *detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *prestidigitation* (DC 14)

TACTICS

Before Combat Following Kafar's hunch about their impending meeting with the Diamond Sage, Nefti has cast *heroism* on himself and Kafar.

During Combat Nefti uses his spells to inconvenience and incapacitate the PCs, sparing a moment to cast *mirror image* if attacked. If his foes disappear into one of Kafar's stink bombs, Nefti drinks his *potion of delay poison*, inspires courage, and joins his partner in the melee.

Morale Nefti surrenders if reduced to 8 or fewer hit points or if Kafar attempts to parley with the PCs. If Kafar is unconscious, Nefti offers to parley. Should the PCs refuse to negotiate, Nefti casts *calm emotions* and attempts to settle matters diplomatically.

Base Statistics When not under the effects of his *heroism*, Nefti's statistics

are **Fort** +2, **Ref** +6, **Will** +7; **Melee** +1 *human bane sap* +5 (1d6+2); **CMB** +4; **Skills** Acrobatics +10, Climb +6, Escape Artist +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (local) +12, Linguistics +6, Perception +7, Perform (act) +12, Perform (oratory) +9, Perform (wind) +9, Sleight of Hand +6, Spellcraft +6, Stealth +10, Use Magic Device +12

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +3; **CMB** +6; **CMD** 16

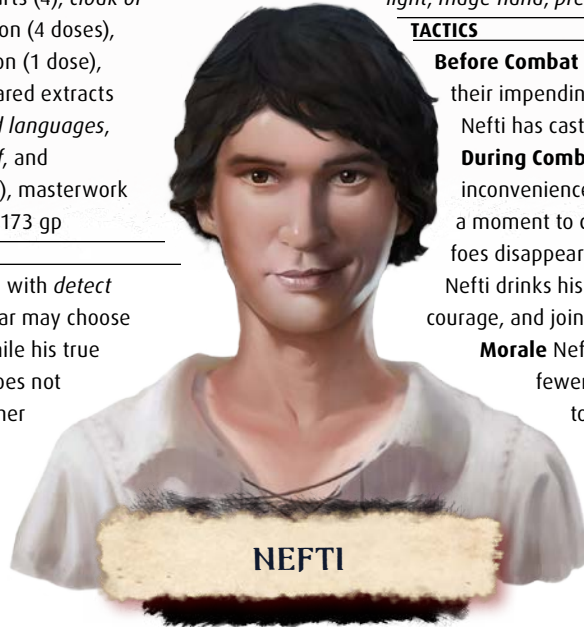
Feats Improved Initiative, Iron Will, Spell Focus (enchantment), Toughness

Skills Acrobatics +12, Climb +8, Escape Artist +12, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (local) +14, Linguistics +8, Perception +9, Perform (act) +14, Perform (oratory) +11, Perform (wind) +11, Sleight of Hand +8, Spellcraft +8, Stealth +12, Use Magic Device +14

Languages Common, Infernal, Kelish, Osirian

SQ bardic knowledge +2, exceptional stats, lore master 1/day, versatile performance (act)

Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *scrolls of comprehend languages* (2), acid (2); **Other Gear** mwk studded leather, +1 *human bane*



SANCTUM OF THE SAGES

sap, mwk shortbow with 20 arrows, shortsword with false-bottomed scabbard^{UE}, 133 gp

SPECIAL ABILITIES

Exceptional Stats (Ex) Nefti is a prodigy of the Aspis Consortium, and the organization recruited him and began training him for service early in his life. As a result, his ability scores were generated using 25 points, rather than the standard 15 points used to create most NPCs. This modification increases his total CR by 1.

Subtier 6–7 (CR 10)

KAFAR

CR 9

Human alchemist 8/Aspis Agent (Aspis Agent) 2
NE Medium humanoid (human)

Init +6; **Senses** Perception +13

DEFENSE

AC 23, touch 13, flat-footed 21 (+5 armor, +1 deflection, +2 Dex, +5 natural)

hp 58 (10 HD; 10d8+10)

Fort +12, **Ref** +13, **Will** +7; +6 vs. poison

OFFENSE

Speed 30 ft.

Melee +1 *sickle* +12/+7 (1d6+3 plus blue whinnis poison) or
mwk whip +12/+7 (1d3+2 nonlethal)

Ranged dart +11 (1d4+2 plus blue whinnis poison) or
bomb +11/+6 (4d6+2 fire)

Special Attacks bomb 11/day (4d6+2 fire, DC 16)

Alchemist Extracts Prepared (CL 8th)

3rd—*gaseous form*, *haste*, *nondetection**

2nd—*bull's strength*, *delay poison**, *detect thoughts* (DC 14),
*false life**, *spider climb*

1st—*ant haul*^{APG}, *cure light wounds*, *detect secret doors*,
*endure elements**, *shield*

*Already used

TACTICS

Before Combat Use the tactics from Subtier 3–4.

During Combat Use the tactics from Subtier 3–4.

Morale Kafar offers parley if reduced to 15 or fewer hit points or if Nefti falls or surrenders.

Base Statistics When not under the effects of his mutagen, *barkskin*, *false life*, and *heroism*, Kafar's statistics are **AC** 17, flat-footed 15; **hp** 42; **Fort** +7, **Ref** +8, **Will** +3; **Melee** +1 *sickle* +8/+3 (1d6+1) or mwk whip +8/+3 (1d3 nonlethal); **Ranged** dart +9 (1d4) or bomb +9/+4 (4d6+3 fire); **Str** 10, **Int** 16; **CMB** +7; **CMD** 20; **Skills** Appraise +11, Bluff +21, Craft (alchemy) +11, Craft (traps) +11, Diplomacy +10, Disable Device +15, Disguise +7, Intimidate +15, Knowledge (arcana) +9, Knowledge (history) +11, Perception +13, Sense Motive +10, Sleight of Hand +10, Spellcraft +8, Survival +7



STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +11; **CMD** 22

Feats Blind-Fight, Brew Potion, Exotic Weapon Proficiency (whip), Improved Initiative, Skill Focus (Bluff), Throw Anything, Cosmopolitan, Extra Discovery

Skills Appraise +12, Bluff +23, Craft (alchemy) +12, Craft (traps) +12, Diplomacy +12, Disable Device +17, Disguise +9, Intimidate +17, Knowledge (arcana) +10, Knowledge (history) +12, Perception +15, Sense Motive +12, Sleight of Hand +12, Spellcraft +9, Survival +9

Languages Aklo, Common, Draconic, Gnoll, Kelish, Osiriani, Undercommon

SQ agency secret (conceal thoughts), alchemy (alchemy crafting +8, identify potions), discoveries (concentrate poison, fast bombs, smoke bomb, sticky poison [2 strikes], stink bomb), mask alignment, mutagen (+4/-2, +2 natural, 80 minutes), poison use, swift alchemy, swift poisoning trapfinding, trap sense +1,

Combat Gear *potion of barkskin* (CL

6th), *potion of cure serious wounds*,

tanglefoot bag (3); **Other Gear** +1

mithral chain shirt, +1 *sickle*, mwk

whip, darts (4), *cloak of resistance*

+2, *ring of protection* +1, blue

whinnis poison (4 doses), concentrated

blue whinnis poison (1 dose), formula

book (contains all prepared extracts plus *cat's grace*, *comprehend languages*, *crafter's fortune*^{APG}, *disguise self*, *expeditious retreat*, and *heroism*), marbles (4), masterwork thieves' tools, pocketed scarf^{UE}, 23 gp

SPECIAL ABILITIES

Conceal Thoughts (Su) If targeted with *detect thoughts* or a similar effect, Kafar may choose what thoughts are detected, while his true thoughts remain private. This does not affect mind-affecting effects other than thought-reading.

Concentrated Blue Whinnis Poison (Ex) Kafar has created a concentrated dose of blue whinnis poison (injury; save Fort DC 16; frequency 1/round for 3 rounds; initial effect 1 Con damage; secondary effect unconsciousness for 1d3 hours; cure 1 save).

Mask Alignment (Su) At 2nd level, as a standard action, Kafar can alter his alignment aura to deceive effects that detect alignment. He may choose to be detected as any specific alignment or detect as no alignment at all. This affects only alignment detection, not effects that cause harm or are otherwise based on alignment. This effect lasts until he dismisses it or changes his alignment aura again. At this time, Kafar detects as being lawful neutral.

PATHFINDER SOCIETY SCENARIO

NEFTI

CR 8

Human bard 8

CN Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 60 (8d8+21)

Fort +6, **Ref** +11, **Will** +12; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *human bane sap* +10/+5 (1d6+2 nonlethal)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom [DC 18], distraction, fascinate [DC 18], inspire competence +3, inspire courage +2, suggestion [DC 18])

Bard Spells Known (CL 8th; concentration +12)

3rd (3/day)—*confusion* (DC 19), *deep slumber* (DC 19), *glibness*

2nd (5/day)—*calm emotions* (DC 18), *glitterdust* (DC 16), *heroism*, *mirror image*, *misdirection* (DC 16), *shatter* (DC 16)

1st (5/day)—*charm person* (DC 17), *grease* (DC 15), *hideous laughter* (DC 17), *obscure object*, *remove fear*, *silent image* (DC 15)

0 (at will)—*daze* (DC 16), *detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *prestidigitation* (DC 14)

TACTICS

Before Combat Following Kafar's hunch about their impending meeting with the Diamond Sage, Nefti has cast *glibness*, *heroism*, and *misdirection* (using a beetle he found earlier) on himself and has cast *heroism* on Kafar.

During Combat Nefti uses his spells to inconvenience and incapacitate the PCs, sparing a moment to cast *mirror image* if attacked. If his foes disappear into one of Kafar's stink bombs, Nefti drinks his *potion of delay poison*, inspires courage, and joins his partner in the melee.

Morale Nefti surrenders if reduced to 12 or fewer hit points or if Kafar attempts to parley with the PCs. If Kafar is unconscious, Nefti offers to parley. Should the PCs refuse to negotiate, Nefti casts *calm emotions* to settle matters diplomatically.

Base Statistics When not under the effects of his *heroism*, Nefti's statistics are **Fort** +4, **Ref** +9, **Will** +10; **Melee** +1 *human bane sap* +8/+3 (1d6+2); **CMB** +7; **Skills** Acrobatics +13, Climb +9, Escape Artist +13, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (local) +17, Linguistics +6, Perception +7, Perform (act) +15, Perform (oratory) +15, Perform (wind) +9, Sleight of Hand +6, Spellcraft +6, Stealth +13, Use Magic Device +15

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 13, **Cha** 19

Base Atk +6; **CMB** +9; **CMD** 20

Feats Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Spell Focus (enchantment), Toughness

Skills Acrobatics +15, Climb +11, Escape Artist +15, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (local) +19, Linguistics +8, Perception +9, Perform (act) +17, Perform (oratory) +17, Perform (wind) +11, Sleight of Hand +8, Spellcraft +8, Stealth +15, Use Magic Device +17

Languages Common, Infernal, Kelish, Osiriani

SQ bardic knowledge +4, exceptional stats, lore master 1/day, versatile performance (act, oratory)

Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *potion of invisibility*, *scrolls of comprehend languages* (2), acid (2); **Other Gear** +1 *studded leather*, +1 *human bane sap*, mwk shortbow with 20 arrows, shortsword with false-bottomed scabbard^{UE}, *cloak of resistance* +1, *ring of protection* +1, 273 gp

SPECIAL ABILITIES

Exceptional Stats (Ex) Nefti is a prodigy of the Aspis

Consortium, and the organization recruited him and began training him for service early in his life. As a result, his ability scores were generated using 25 points, rather than using the standard 15 point buy used to create most NPCs. This modification increases his total CR by 1.

Favored Class Bonus (Ex) Nefti has selected the human bard favored class option (*Advanced Player's Guide* 22) three times. As a result, he knows one additional 1st-level spell and two additional 2nd-level spells.

Treasure: In addition to their gear, Kafar and Nefti carry important Aspis Consortium codes and ciphers that they have hidden among their gear. Kafar keeps his ciphers in the pocketed scarf that he wears around his waist like a sash. Finding these papers requires a DC 22 Perception check (DC 26 in Subtier 6–7) when searching him. Nefti carries a slightly different set of ciphers in the false bottom of his scabbard. The PCs can find these by succeeding at a DC 25 Perception check, though a PC who purposely pulls the sword out of its scabbard gains a +5 circumstance bonus on this check as he notes that the blade is too short for its case. These ciphers contribute to the scenario's secondary success conditions, and Kafar and Nefti only volunteer the ciphers if they have both agreed to work for the Pathfinder Society (see below).

Development: There is a good possibility that the PCs subdue one or both of the Aspis Consortium agents for questioning or possibly recruitment, assuming the PCs have Venture-Captain Norden Balentiir's interests in mind. In the event that one or both survived, Kafar and Nefti's starting attitude is unfriendly. The two realize that they're largely at the Pathfinders' mercy and have few excuses that could make them seem entirely

A5. The Final Heat



1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

PATHFINDER SOCIETY SCENARIO

innocent, so they claim that they were traveling into the Pillars of the Sun to meet with a prospective client. They do not volunteer that they have the topaz *sage jewel* in their possession. If the chase ended before reaching the illusory wall, the Aspis agents use their knowledge of how to reach the Sanctum of the Sages as a bargaining chip. If they recognize any of the PCs from a past adventure, Kafar and Nefti might also try to negotiate their safe release with information about the *bell of obedience*. They turned the bell over to an Aspis broker long ago, but they have tracked the bell through several informants since then and could provide additional information given some time.

After years of working together, Kafar and Nefti have learned each other's tricks and strategies to the point that they can predict what the other would say, sense when the other has a plan, and build off of what the other says to present a plausible story. The two have a considerable vocabulary of code phrases, written signs, and other cues that they can send to one another, so even if isolated for interrogation, what they say tends to overlap and seem believable. If desperate, one feigns betrayal of his comrade in exchange for his own safety, but even selfish Kafar is loath to abandon his longtime comrade, and he immediately begins planning a way to free his companion. This familiarity grants Kafar and Nefti a +2 bonus on Bluff checks to pass secret messages to one another.

Kafar (or Nefti) tries to convince the PCs that he already sold both the emerald and the topaz gems, and he presents three documents to back up his claims: two terms of sale and a letter of credit worth 6,000 gp, all three signed by some buyer named Angvar Branmaz. A PC who succeeds at a DC 20 Knowledge (local) check recognizes Angvar Branmaz as one of Grandmaster Torch's aliases. Succeeding at a DC 20 Linguistics check allows the PCs to notice that one of the terms of sales—the one matching the value on the letter of credit—is genuine, but the other is an underpriced forgery. Kafar and Nefti planned to pocket the payment difference by giving the counterfeit document to the Aspis Consortium and delivering only part of the gold.

Kafar and Nefti both know that giving into intimidation could result in the loss of what bargaining chips they have, and end up getting them killed afterward, so browbeating them into coming clean is difficult. A PC who succeeds at a DC 21 Intimidate check (DC 24 in Subtier 6–7) forces Kafar and Nefti to admit what they know. They confess their plans to steal money from the Aspis Consortium, and if pressed to reveal what they know about the buyer, they admit that Angvar Branmaz is an alias used by Grandmaster Torch. If the PCs fail the Intimidate check by 5 or less, Kafar and Nefti feign panic and tell the PCs

a mix of truth and lies, hoping that their display of fear will encourage their captors to accept the half-truths.

The villains do not give up the topaz gem unless searched. Once one of the PCs recovers the topaz, she receives an empathic greeting, as the latent sentience of the Topaz Sage recognizes the PC's sage-granted mythic power. Until united with a worthy inheritor, however, the *sage jewel* is limited to empathic communication.

Thanks to their captives' fading loyalties, the PCs can convince Kafar and Nefti to abandon the Aspis Consortium by first improving their attitude to indifferent and then using Diplomacy to make a request to give aid that could result in punishment. Offering the two positions with the Pathfinder Society gives the PCs a +5 bonus on the Diplomacy check to make a request. Kafar and Nefti acquiesce even if the PCs fail the check to make the request, though in this case the Aspis agents simply feign cooperation and intend to escape or betray the Society in the future, even if it's weeks later. Succeeding at the check earns the PCs Kafar and Nefti's well-intentioned cooperation for the remainder of the scenario and possibly beyond. If made helpful, Kafar and Nefti can even help the PCs fight the sanctum's guardians in area **B4**.

Kafar and Nefti are wearing bandages and look sickly. Both were bitten by the akatas in area **A1**, and have contracted void death disease, which a PC can detect by succeeding at a DC 20 Heal check. PCs that were also infected or identified the larvae in the bandages at the campsite receive a +5 circumstance bonus on this check. If they use heal to treat their captives' disease, the PCs gain a +2 circumstance bonus on all Diplomacy checks to influence Kafar and Nefti; increase this bonus to +5 if the PCs use magic to completely cure at least one of the two. Alternatively, the PCs can employ this information as additional leverage when interrogating Kafar and Nefti, gaining a +2 bonus on Intimidate checks to improve their attitude.

Once the PCs have resolved any negotiations or other developments with Kafar and Nefti, Amenopheus catches up and inquires as to how the PCs fared. The Sapphire Sage seems exhausted, and although any wounds he may have sustained have been healed, his clothing is scorched and torn. He deigns not to go into details about his recent travels, but he notes with grim satisfaction that the Pillars of the Sun are now a safer place. If the PCs still have not found a way through the illusory wall that hides the sanctuary, Amenopheus casts *dispel magic* to clear the path.

Rewards: If the party fails to defeat Kafar and Nefti, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce the gold earned by 300 gp.

Out of Subtier: Reduce the gold earned by 600 gp.

Subtier 6–7: Reduce the gold earned by 900 gp.

SANCTUM OF THE SAGES

SANCTUM OF THE SAGES

40 FEET

B4

1 SQUARE = 5 FEET

B5

B3

B2

B1

B1

A5

1 SQUARE = 30 FEET

B. SANCTUM OF THE SAGES

The Sanctum of the Sages is an extensive underground complex set into the side of a mountain and veiled by illusions. Except where noted, the ceiling is 10 feet high, and the walls and floors are hewn stone. Amenopheus's damaged sapphire gem leaves him with only fragmented memories of this area; any specific knowledge that he has is detailed in individual area descriptions.

B1. Entryway

Behind the seamless illusion of a rock wall lies the mountain pass to the Sanctum of the Sages. Beautifully engraved columns support the ornate entablature topped by a wide tapered cornice. The style hearkens back to Osirion's golden age, and the impeccable design and craftsmanship lives up to the standards set by the ancient dynasties. A short flight of stairs ascends to stone door in the mountain.

B2. Entrance Hall

Water gurgles in fountains set at either end of this crescent-shaped chamber. Fourteen columns support the vaulted ceiling, and the walls are polished to a smooth finish that reflects and scatters any light that the PCs introduce or that shines in from outside. Spouts in the wall replace any water removed from the fountain, replicating the effects of a *decanter of endless water*. Much of the sanctum is sealed to anyone not of the order of the Jeweled Sages, so this room provides pilgrims and petitioners a safe place to take shelter until a sage might acknowledge them.

B3. The Screening Stone (CR 8 or CR 11)

This chamber's floor angles upward as it meets the walls, which in turn angle inward like those of a pyramid, creating a space shaped like a cut diamond. The walls are smooth and somewhat transparent, like foggy quartz, save for where three opaque doors stand to the north, east, and west. In the center of the room, a clear 5-foot diameter crystal hovers a short distance from the floor and spins slowly.

Even though the Jeweled Sages founded their sanctuary in an isolated area, they anticipated the occasional explorer stumbling upon the site and built this room as a means of stymieing unwanted visitors. A *sage jewel* hums with a sympathetic resonance when brought near the large floating crystal, allowing a Jeweled Sage to command one or more doors to open and admit her. The crystal itself harbors rudimentary sentience, allowing it to communicate with Jeweled Sages and those wielding their power by means of empathic cues (like an intelligent magic item) and simple images reflected in its surface.

Amenopheus recognizes this crystal as a gatekeeper built to prevent non-sages from traveling deeper into the sanctum. He presents himself as the Sapphire Sage and announces that he seeks the Diamond Sage. The crystal briefly shows an image of a Garundi man walking toward the north door in the room, then a small, key-shaped sliver breaks off of the crystal. Amenopheus nods, picks up the key, and tells the PCs that the north door will lead them onward; it opens as he approaches. When a PC approaches within 10 feet of the crystal, she receives an empathic feeling of curiosity and inquiry, as though the crystal is trying to determine who she is. If the PC announces who she is and states her intention to visit the Diamond Sage or accompany Amenopheus, the crystal accepts her and briefly reflects an image of the whole ruby *sage jewel* to illustrate its understanding of her identity. Once a PC has introduced herself to the jewel, she can will the north door to open and travel through it without activating the chamber's defenses. A PC can introduce other PCs (or animal companions, familiars, etc.) as part of her greeting to grant them the same benefit.

However, Kafar and Nefti are neither Jeweled Sages nor chosen custodians of a *sage jewel*. As a result, the crystal sends them an empathic warning not to travel further. The PCs may be uncomfortable leaving Kafar and Nefti unattended. In addition to leaving the two tied up, it is possible to trick the crystal into admitting them beyond this area. By succeeding at a DC 30 Use Magic Device check, a PC can convince the crystal to admit Kafar and Nefti as guests. Alternatively, a PC or Nefti can compel the topaz *sage jewel* to accept the Aspis agents as its chosen custodians. If the PCs proceed without Kafar and Nefti, the agents' behavior depends on their disposition toward the PCs. They try to sneak away if the PCs have not won their cooperation, and they remain if the PCs have their trust.

Though more twisting corridors lie beyond the doors to the east and west of this room, attempting to pass through those doors causes the crystal's calcific touch trap to trigger. Though it is possible for PCs to bypass the trap, the dangers and wonders that lie within these sections of the Sanctum of the Sages are beyond the scope of this adventure.

Trap: The hovering crystal is able to incapacitate unwanted visitors who try to sneak beyond area **B3**. If a creature travels through the north, east, or west doorway without introducing herself (or being introduced) and receiving the crystal's approval, the crystal fires a bone-white ray at the creature that slows its movements and provides it a brief moment to retreat before inviting worse consequences. If hit, the creature turns into a crystalline statue unless it returns to area **B3** within 10 seconds.

Subtier 3–4 (CR 8)

CALCIFIC TOUCH TRAP

CR 8

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger sight (*true seeing*); **Reset** automatic

Initial Effect Atk +15 ranged touch (1d4 Dexterity damage);

Secondary Effect spell effect (*flesh to stone*, DC 19 Fort save negates)

Subtier 6–7 (CR 11)

CALCIFIC TOUCH TRAP

CR 11

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger sight (*true seeing*); **Reset** automatic

Initial Effect Atk +15 ranged touch (1d4+2 Dexterity damage);

Secondary Effect spell effect (*flesh to stone*, DC 22 Fort save negates)

B4. Crystal Gate (CR 8 or CR 11)

Two curved ramps ascend gently from one end of this semicircular room toward its northwest entrance. More than a dozen statues line the intricately painted walls, and all face toward an immense crystal that projects from the southeast wall. The statues are carved in the Osiran fashion, some bearing the heads of animals, and many holding objects like staves, ankhs, oil lamps, and scepters in their supple marble hands. Four engravings in the likeness of gemstones are set into shallow circular recesses in the floor arrayed before the huge jewel.

This room both commemorates the accomplishments of the original Jeweled Sages and also serves as a final defense against curious trespassers. The wall paintings portray many scenes of Garundi scholars carrying Osirian treasures, using architectural tools, surveying a mountain range, cutting gems, and receiving gifts from three supernatural figures. A PC who succeeds at a DC 15 Knowledge (religion) check identifies one of these figures as Nethys depicted in an archaic style; exceeding this check by 5 or more identifies the others as Ptah, the ancient Osirian god of architecture and inventions, and Thoth, the god of wisdom and writing. A successful DC 15 Perception check enables a PC to identify one figure that appears in several illustrations and that looks remarkably like Amenopheus.

Amenopheus understands that the key he acquired in area B3 can unlock and open the large crystalline doorway, and he walks into the room with key in hand. What he does not know is that the Jeweled Sages decided long ago that only they should be permitted to look upon

their council chamber, and even honored guests were forbidden from going beyond this point. The defenses created by first sages themselves continue to guard their legacy, and any current Jeweled Sage who defies the organization by smuggling outsiders into a meeting is trapped until another sage can release him. In the likely event that Amenopheus attempts to use the key to open the door when any other creature is in the room, the door flashes with blinding light. When the light fades, Amenopheus is trapped within a crystalline prism like an insect sealed in amber, and the four oil lamps held by the statues have lit with bright white light. At the same time, a spoken message in Ancient Osiriani echoes through the room: “As the light aligns, so too do the sages stand.” Should Amenopheus attempt to open the door without anyone else in the room, a small part of the crystalline doorway recedes like darkness from a candle. Amenopheus then urges the PCs to travel through the gap while he keeps it open, and the brilliant flash of light and entrapment of the Sapphire Sage occurs once a PC reaches the middle of the room.

The riddle is a cue used by the Jeweled Sages to dismiss the effect, which involves illuminating the four gemstone carvings with blue, green, yellow, and red light—the same sequence that appears in the spectrum of visible light—refracted from the crystalline doorway. By shifting the positions of the lit oil lamps, the PCs can alter the angles at which the light hits and door and scatters throughout the room, and only a few such combinations can cause the colored light to fall on the gemstone carvings in the appropriate way.

At the start of the encounter, none of the lamps are in the correct position, but their configuration illuminates two of the gem carvings with the incorrect colors. Each statue holds a staff, ankh, or other object in one hand, but also has one free hand, so once combat begins (see the Creatures entry below), there are 14 different places the PCs might place the lamps: the four hands they start in and the 10 other open hands, the remaining two statues are animated by the door and attack the PCs. When a PC places a lamp in a different statue’s hand, the light strikes the crystal in such a way that it illuminates one of the gems with colored light. Only one statue is situated correctly to shine red light on the easternmost carving, yellow light on the next, and so on. The GM should randomly determine not only which statues begin with lamps but also which four statues are the correct lamp-bearers. Picking up or placing a lamp within a character’s reach is a move action. Once the four carvings are lit by the correct colors of light, the crystalline door splits down its center, and Amenopheus’s prison melts away.

In addition to the spoken riddle, the PCs have several clues to help them solve this puzzle. By looking at the

SCALING ENCOUNTER B5

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

Subtier 3–4: Remove the invincible mythic template from the graven guardians. The graven guardians retain the mythic subtype.

Subtier 6–7: Replace the mythic glass golem with a normal glass golem (*Pathfinder RPG Bestiary* 2 138)

four gemstone carvings in front of the crystalline door, a PC who succeeds at a DC 17 Appraise or Knowledge (History) check (DC 20 in Subtier 6–7), realizes that each one is a different shape that is commonly used in Ancient Osiriani fashion when cutting four different precious gems: sapphire, emerald, topaz, and ruby respectively from southwest to northeast. A PC who succeeds at this check also knows that the common colors for these gems are blue, green, yellow, and red respectively. A PC who is within 15 feet of the topaz *sage jewel* or the sapphire in Amenopheus's turban gains a cumulative +2 circumstance bonus on this check. A PC can also recall the order of colors in the light spectrum with a successful DC 15 Intelligence, Knowledge (arcana), or Knowledge (nature) check. A PC who knows or has a spell prepared that uses multihued light such as *color spray* or *hypnotic pattern* gains a +5 bonus on this check. A PC who casts such a spell during the encounter can instantly identify the correct sequence without a skill check.

A PC has several means of predicting which statues are the intended lamp-bearers. By succeeding at a DC 20 Perception check, a PC can identify one of the statues as sharing features with Amenopheus; a lamp held by that statue correctly illuminates the sapphire carving with blue light. If the PC also met the Ruby Sage in an earlier adventure, he can identify one statue as resembling her with the same check; that statue correctly illuminates the ruby carving with red light. A PC may attempt one DC 15 Knowledge (engineering) check to study the angles between the statues and the door. On a successful check, the PC learns what type of light—and where it would shine—one statue of his choice would produce if it held a lamp. For every 5 points by which the PC exceeds this DC, he learns the same information about another statue.

Creature: At the same time that Amenopheus is trapped, the crystalline door animates the two statues closest to it as graven guardians wielding quarterstaves, one dedicated to Nethys and one dedicated to Ptah. In Subtier 6–7, a mythic glass golem also emerges from the door to join the fight. Should the PCs solve the puzzle, these constructs cease fighting and return to their starting positions.

Subtier 3–4 (CR 8)

INVINCIBLE GRAVEN GUARDIANS (2)

CR 6

hp 63 each (*Pathfinder RPG Bestiary* 3 140, *Pathfinder RPG Mythic Adventures* 224)

Melee +1 keen quarterstaff +10/+5 (1d6+5/19–20) or slam +9 (1d6+4)

SQ guardian domains (Nethys—Knowledge, Protection; Ptah—Artifice, Knowledge)

TACTICS

During Combat A graven guardian begins combat by casting *haste*. It then focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The graven guardians fight until destroyed or until all four gem carvings are illuminated in the proper order.

Subtier 6–7 (CR 11)

INVINCIBLE GRAVEN GUARDIANS (2)

CR 6

Use the stats from Subtier 3–4

MYTHIC GLASS GOLEM

CR 10/MR 4

N Large construct (mythic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 9, flat-footed 26 (+17 natural, –1 size)

hp 136 (12d10+70)

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

Defensive Abilities mirrorsight, reflect spells, second save, **DR** 10/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d8+9 plus bleed)

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

Special Attacks bleed (1d8), blinding brightness, mythic power (4/day, surge +1d8), powerful blows (slam), rend (2 slams, 2d8 bleed)

TACTICS

During Combat The mythic glass golem focuses its attacks on the PC that dealt it the most damage since its last turn.

Morale The mythic glass golem fights until destroyed or until all four gem carvings are illuminated in the proper order.

STATISTICS

Str 22, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +19; **CMD** 29

SPECIAL ABILITIES

Dazzling Brightness (Ex) A mythic glass golem in an area of bright light blinds any creature within 30 feet that can see it for 1 round (Fortitude DC 16 negates). Once a creature makes this save, it is dazzled for 1 round and is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

Immune to Magic (Ex) A mythic glass golem is immune to any spell or spell-like ability that allows spell resistance.

SANCTUM OF THE SAGES

In addition, certain spells and effects function differently against a mythic glass golem, as noted below.

- A *shatter* spell damages a mythic glass golem as if it were a crystalline creature.
- A *keen edge* spell affects all of a mythic glass golem's slam attacks as if they were slashing weapons.
- A mythic magical attack that deals **cold** damage slows a mythic glass golem (as the *slow* spell) for 3 rounds (no saving throw).
- A magical attack that deals **fire** damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would normally deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A mythic glass golem gets no saving throw against **fire** effects.

Mirrorsight (Ex) A mythic glass golem's surface reflects images of nearby creatures—even invisible creatures—like a multifaceted mirror. When the mythic glass golem is attacked while denied its Dexterity bonus to AC or while flanked, as an immediate action, the golem can spend one use of mythic power to gain the benefits of all-around vision and *see invisibility* until the beginning of its next turn. The golem can use this ability even if it would not otherwise be aware of the attack.

Reflect Spells (Ex) As a free action, once every 1d4 rounds, a mythic glass golem can align its internal structure to enhance its **resistance** to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of *spell turning*.

Treasure: The PCs can find several magical stones among the remains of the constructs—or among the remnants of Amenopheus's prison. In Subtier 3–4, they can find an *air elemental gem* and a *fire elemental gem*. In Subtier 6–7, the PCs instead find a *stone of good luck*.

Development: If the PCs defeat the constructs before solving the puzzle, they are easily able to determine the appropriate configuration of lamps through trial and error. Frazzled by his recent imprisonment, Amenopheus apologizes for not fully understanding what happened and why, but he recommends continuing on before more of the sanctum's guardians decide to attack. The PCs can push open the newly bisected crystalline door with ease. As they do so, the statues animate for a moment to pass the lamps back to their starting positions, resetting the puzzle for the next visitor.

Rewards: If the PCs fail to defeat the constructs, solve the puzzle, and free Amenopheus, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce the gold earned by 416 gp.

Out of Subtier: Reduce the gold earned by 853 gp.

Subtier 6–7: Reduce the gold earned by 1,291 gp.

A LOOSE SCRIPT

Even the best multiple-NPC dialogue is unlikely to survive contact with willful PCs, and despite the seemingly structured nature of Amenopheus's and Tahonikepsu's discussion, the GM is encouraged to keep the dialogue fluid, use the two NPCs' respective arguments as a "best case scenario," and respond to the PCs' own comments and questions. After all, as mythic heroes, the PCs should feel that *they* are influencing the future of Osirion.

B5. Meeting Chamber

A broad, simple, flat-topped column of sandstone rises from a deep pit in this circular, domed chamber with a white tiled floor. Though no wind can be felt, particles of sand slowly blow around the pit as if circulated by a lazy breeze, their movement creating a soft, rasping *susurrus*.

Isolated and protected like the treasures and knowledge they sought to preserve, this room served as the Jeweled Sages' formal meeting hall. The sages had no permanent leader; rather, each member was an equal except when discussing his or her specialty. The specialists would stand on the central pillar to direct debate regarding their chosen subject matter. Upon concluding that business, he or she would again rejoin the other sages. The sand responds to the mental commands of any Jeweled Sage who steps onto it, typically coalescing into a temporary bridge connecting to the column or creating a three-dimensional image to illustrate a point.

The only occupant of this room is a Garundi woman bedecked in the style of an Osirian noblewoman. This is the dragon **Tahonikepsu** (LN young adult time dragon; *Pathfinder RPG Bestiary* 470), who has embraced the gradual shape changing influence of the diamond *sage jewel* to take the form of a human when convenient. As a time dragon and the host of a spirit dedicated to preserving history through the ages, she is extraordinarily patient and calculating, however, her perspective has changed over the past decade such that she is willing to accept the help of mortal creatures rather than do all of the work by herself, so long as she retains some autonomy as those allies' leader. To her, the Jeweled Sages represent the preservation of history itself, and the order's restoration is a most worthy endeavor.

Although she knew that Amenopheus and the Pathfinder Society were also seeking *sage jewels*, she is pleasantly surprised to see they have reached the sanctum before Kafar and Nefti. The discovery improves her opinion of Amenopheus and leads her to be more willing to cooperate rather than dominate. If the two

Aspis agents are present, they give her chagrined looks in silent apology. Tahonikepsu greets Amenopheus and the PCs, proclaiming, “Welcome home,” with a warm smile. She introduces herself as the Diamond Sage and acknowledges the PCs’ accomplishments; if any of the PCs have completed Osirion faction objectives during Season 5, she may reference those PCs efforts. She also admits to following the endeavors of Amenopheus over the past decade, only recently choosing to emerge from obscurity to contact him.

Amenopheus is cordial but cautious as he questions the Diamond Sage’s decision to remain hidden for so long, and he speculates how much more they might have accomplished in recent years had they met sooner. He voices his desire to rebuild the Jeweled Sages—a goal that he and Tahonikepsu share; however, despite this common ground, the two disagree on many nuances.

First, they disagree about the true cause of the Jeweled Sages’ destruction, which evolves into a disagreement about the lost order’s hierarchy. Amenopheus interprets the collapse of the Jeweled Sages as an unfortunate accident driven by outside forces, namely the invasion of Osirion by the Kelish thousands of years ago. Had it not been for this calamity, the Jeweled Sages would have continued to thrive. To Tahonikepsu, the invasion and subsequent purge of the Jeweled Sages reflects a critical weakness in the organization. She posits that, spread out and without a strong leader, the order could not respond quickly and effectively to a new threat. Amenopheus defends the order’s egalitarian organization structure as a key source of strength, allowing each member to act independently when needed. The Diamond Sage retorts that without consistent, decisive leadership, the Jeweled Sages will always be vulnerable and disorganized whenever a new threat strikes.

Second, the two sages disagree on how to rebuild the organization. Both accept that they will need to recover additional *sage jewels* and recruit new prospective sages. Amenopheus believes that the next generation of sages must be chosen from among the most learned scholars. Not only does this match the founding principles of the organization, but he theorizes that anything less than a well-trained mind would be unable to harness the millennia of memories within each *sage jewel*. To Tahonikepsu, the thought of populating the Jeweled Sages with cloistered academics *might* allow for easier retention of historic facts but would undermine the

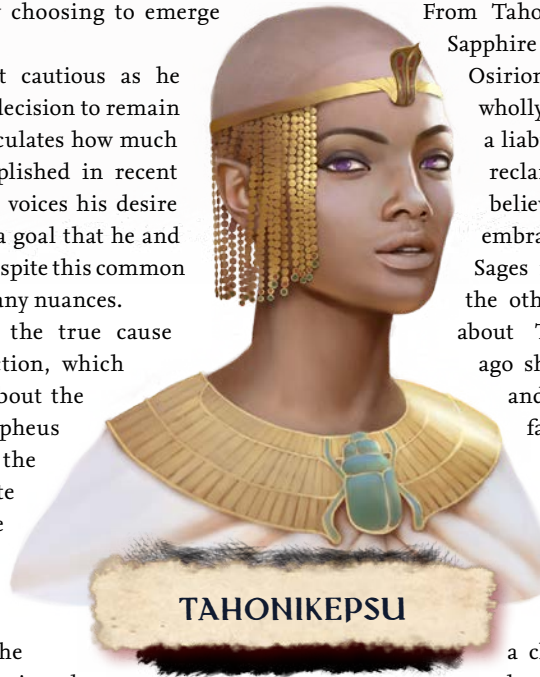
sages’ ability to actually *use* their knowledge to better the world. The Diamond Sage would rather recruit a generation of active and innovative sages who could act as advisors to powerful leaders, read the current events to predict future decisions, and participate in *making* history rather than simply recording it.

Finally, both sages have their doubts about each other, no matter how politely they engage in the discourse.

From Tahonikepsu’s perspective, despite the Sapphire Sage’s talents, he has lost the trust of Osirion’s ruler. Although his failure is not wholly his fault, the incident may become a liability as the Jeweled Sages attempt to reclaim their place in Osirion. She also believes that Amenopheus’s insistence on embracing a failed model for the Jeweled Sages invites history to repeat itself. On the other hand, Amenopheus is skeptical about Tahonikepsu, for only moments ago she was a complete stranger to him and the Pathfinders. He has served faithfully as the Osirion faction leader for years. Ceding leadership of the restored Jeweled Sages to her seems like an irresponsible gambit, particularly when nobody knows of her qualifications, background, or motives. If presented with such a challenge, Tahonikepsu takes a step back and reverts to her natural, draconic

form. “I present my credentials,” she retorts. “Now we are strangers no more.” If none of the PCs can identify her species, she explains that her kind is dedicated to guarding history and time itself. By combining her longevity, cunning, and patience with the ambitions of a millennia-old society of sages, the Jeweled Sages are certain to thrive.

In summary, Amenopheus wishes to recreate the Jeweled Sages as they were in ages past, whereas Tahonikepsu seeks innovation. Seeing that they have reached an impasse, one of the two (likely the one who seems to have the PCs’ support) invokes a Convocation of Sages, an old tradition of the sages to decide the organization’s future with a vote. Each Jeweled Sage receives one vote, though because the PCs represent the Ruby Sage as a group, each of them receives only a fraction of her vote. Understandably, Amenopheus and Tahonikepsu cast their votes in favor of their own policies. The PCs can vote for either Amenopheus’s or Tahonikepsu’s approach to leading the organization, and in doing so they have essentially voted for the future leader of the Osirion faction. It is possible that the PCs nominate a third candidate or strategy, and the two Jeweled Sages respect this option and include it in the vote.



SANCTUM OF THE SAGES

If the PCs cannot agree on whom to support, the candidate who receives the majority of the PCs' votes wins. If the PCs are split evenly, Amenopheus observes that the Topaz Sage has yet to vote. If Kafar and Nefti are present and used the topaz to bypass the trap in area B3, they vote as custodians of the topaz *sage jewel*. Otherwise, Amenopheus places the jewel on the central column, allowing the Topaz Sage to shape the sand to voice her preference. The Topaz Sage's vote goes to whichever candidate received more votes from Osirion faction PCs. If this would still result in a tie, Kafar and Nefti vote for their former employer Tahonikepsu, and an unattended Topaz Sage's jewel votes for Amenopheus.

Debating their respective philosophical merits has helped the two sages develop respect for one another, and even though each is certain his or her strategy is the better choice, they both agree that they would be willing to work together in the future and honor the winner's victory.

Creatures: It is unlikely that the PCs should fight Tahonikepsu. In the event that they initiate combat, a GM can approximate Tahonikepsu's stats by using those of an adult time dragon (*Pathfinder RPG Bestiary* 4 70) with the young simple template applied. The dragon favors defensive actions and nonlethal tactics until reduced to 150 hit points, at which point she employs lethal tactics. Amenopheus frantically tries to stop any combat.

CONCLUSION

With the discovery of another Jeweled Sage and the recovery of a third *sage jewel*, the PCs have helped Amenopheus recreate the lost Osirian order. Both he and Tahonikepsu agree that the sages shall work with the Pathfinder Society toward their mutual benefit, and they aid the PCs in returning to Eto without further conflict. The Ruby Sage's power fades from them as they depart the Pillars of the Sun. Amenopheus is uncertain as to whether or not the ruby *sage jewel* can be restored, but he begins researching the possibility soon. So long as the PCs completed the scenario, give each PC the Mythic Legacy boon on his or her Chronicle sheet.

What becomes of Kafar and Nefti depends heavily on the PCs' earlier actions. If the two escaped, they may continue to harass the Pathfinder Society as Aspis agents or as independent operatives. If they defected and joined the Pathfinder Society, they are able to give their new patrons ciphers and

secrets known only to the Aspis Consortium, though the Society's leadership are cautious about trusting the two turncoats too much. No doubt such a development would anger the Aspis Consortium and potentially invite special reprisals later. If Kafar and Nefti died—likely at the PCs' hands—each PC receives a letter from Venture-Captain Hestia Themis congratulating them on finally ending one of the more insidiously dangerous duos to plague the Inner Sea region.

The loss of the emerald *sage jewel*—ostensibly to Grandmaster Torch, a known enemy of the Society—weighs heavily on Amenopheus, and he sends his assurances to his Pathfinder allies that the Jeweled Sages will find Torch and recover their stolen property. What mischief the scarred information broker can cause with such an artifact in hand haunts the Pathfinder Society for months to come.

Reporting Notes

If the PCs convinced Kafar, Nefti, or both to abandon the Aspis Consortium and work for the Pathfinder Society, check box A on the reporting



TAHONIKEPSU

PATHFINDER SOCIETY SCENARIO

sheet. If Kafar, Nefti, or both escaped the PCs without defecting, check box B. Checking neither box signals that Kafar and Nefti both died during the scenario.

If Amenopheus won the vote to guide the Jeweled Sages' restoration, check box C on the reporting sheet. If Tahonikepsu won the vote to guide the Jeweled Sages, check box D instead. In the event that the PCs nominated another candidate and that candidate won the vote, check neither box, and encourage the players to post who won their vote on the messageboards at paizo.com/pathfindersociety.

Primary Success Conditions

If the PCs recover the topaz *sage jewel*, meet Tahonikepsu, and participate in the restoration of the Jeweled Sages (likely by casting their vote in the Convocation of Sages), award each PC 1 Prestige Point.

Secondary Success Conditions

The PCs can fulfill the secondary success condition in multiple ways, all of which are tied to how they handle Kafar and Nefti. The Aspis agents have very important information that the Pathfinder Society desires. The PCs must succeed at four of the following goals: recruit Kafar to aid the Pathfinder Society (this counts as two goals), recruit Nefti to join the Pathfinder Society (this counts as two goals), recover Nefti's journal in area **A1**, recover the cipher hidden in Kafar's pocketed scarf, recover the cipher hidden in Kafar's scabbard, kill Kafar, or kill Nefti.

Faction Notes

Completing this scenario realizes a major Osirion faction goal, and Osirion faction PCs have no additional conditions to fulfill. Give all Osirion faction PCs the Savior of the Sages boon on their Chronicle sheets.

SANCTUM OF THE SAGES

PLAYER HANDOUT #2: SAGE-BLESSED TEMPLATE

You received a gift of extraordinary power from one of the Jeweled Sages. See **Player Handout #3** for more information about these abilities.

Rebuild Rules: **Type** gain the mythic subtype; **Initiative** gain the amazing initiative ability; **HP** increase hit points by 15; **Defensive Abilities** gain the hard to kill and recuperation abilities; **Special Attacks** gain the mythic power (11/day), surge, and versatile surge abilities; **SQ** gain the mythic heroics ability.

Mythic Heroics: Choose two of the following abilities.

Heroic Dodge: You gain a +1 dodge bonus to your AC.

Heroic Resilience: You gain a +1 bonus on saving throws.

Heroic Skills: You gain a +1 bonus on all skill checks and ability checks.

Heroic Speed: Increase your base speed by 10 feet.

Heroic Spellcasting: Increase the saving throw DC of all of your spells by 1.

Heroic Warrior: You gain a +1 bonus on all weapon attack and damage rolls.

Versatile Surge: You can expend one use of mythic power to do any of the following. Except when noted, using this ability is a free action that you can use once per round.

Mystic Might: Increase the caster level of the next spell you cast before the end of your next turn by 2.

Penetrating Strike: Your attacks deal an additional 3 damage and ignore all damage reduction until the end of your next turn.

Savant: When performing a skill check or ability check, you may roll twice and take the higher result.

Unbeatable: As an immediate action, you can reduce the damage you take from one attack, spell, or special ability by 10.

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Unbeatable: As an immediate action, you can reduce the damage you take from one attack, spell, or special ability by 10.

PATHFINDER SOCIETY SCENARIO

PLAYER HANDOUT #3: MYTHIC RULES REFERENCE

The following are abilities shared by all characters with three mythic tiers or the sage-blessed simple template.

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.

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 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 9 uses of mythic power (those with the sage-blessed simple template receive 11 uses). If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

Recuperation (Ex): You are restored to full hit points after 8 hours of rest so 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.

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 and adding it 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.

PLAYER HANDOUT #1: LETTER FROM BALENTIIR

Loyal Pathfinders,

The Sapphire Sage has requested our help once more as his hunt for the lost order of the Jeweled Sages and their iconic gemstones continues. Amenophens tells us that Kafar and his pupil Nefiti have snatched two of the gems: an emerald and a yellow topaz. It goes without saying that the Aspis Consortium's involvement in this matter troubles me deeply; I will not have them outwit us as they did my colleague, Hestia. It saddens me that such a pair of brilliant operatives may die before your mission is over, but I would sleep better knowing that they were no longer a threat to the Society. Were that they had chosen to become Pathfinders rather than pawns of the Aspis Consortium!

I hereby deputize the Sapphire Sage Amenophens to lead this expedition, and you shall assist him in his quest. Remember our tenets: explore, report, and cooperate. I look forward to receiving word of your success.

*Godspeed,
Venture-Captain Norden Balentiir*

SANCTUM OF THE SAGES

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Pathfinder Society Scenario #5-16: Destiny of the Sands, Part 3: Sanctum of the Sages

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
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Pathfinder Society Scenario #5–16: Destiny of the Sands, Part 3: Sanctum of the Sages

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Mythic Legacy: Although your mythic power was short-lived, you have retained a small reserve of that legendary essence for use later. When you activate this ability as a free action, choose one feat that you have. For one round (or as long as it takes to complete a skill check modified by the feat), you gain the benefits of the mythic version of that feat as if you had also expended one use of mythic power. When you use this boon, cross it off your Chronicle sheet.

Savior of the Sages (Osirion Faction): With your help, the Osirion faction has realized its goal of rebuilding the order of the Jeweled Sages. Like the order, you are able to linger at the edge of death yet awaken again when conditions are right, and your time studying the sages' secrets has made you an expert in Osirian history. Your effective Constitution score for determining when you would die from hit point damage increases by 1, and you gain a +1 bonus on Constitution checks to stabilize. In addition, you gain a +1 bonus on Knowledge (history) and Knowledge (religion) checks regarding Osirion and its gods. For each Seeking the Sages boon you have from earlier parts of this series, increase these bonuses by 1.

Scrutiny of the Stars: Performing an eldritch ritual temporarily granted you power, but it also attracted the attention of some creature from beyond the stars. The haunting certainty that someone is watching you leaves you paranoid, and whenever you are confused and roll to determine your behavior in a given round, add 5 to the result. In addition, whenever you sleep, there is a 20% chance that the alien entity attempts to contact you and torments your dreams with terrifying visions, as per the spell *nightmare* (DC 17). If you are a sorcerer with the aberrant bloodline, you ignore these effects and instead gain an additional daily use of your acidic ray bloodline ability. You may cross this boon off your Chronicle sheet if you are the target of a *heal* spell while under the effects of *nondetection*.

DUST OF DISJUNCTION

Aura moderate abjuration and evocation; **CL** 10th

Slot none; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This fine powder looks like crushed diamonds. A single handful of this substance can be thrown in a 15-foot cone, at which point it attempts to absorb and neutralize any magic it comes in contact with. The magical properties of each unattended magic item in the area are suppressed for 1d4 rounds as if targeted by *dispel magic* (caster level 10th). Each creature in the area is affected as if by a targeted *dispel magic* spell, though the user cannot specify a spell effect to dispel; if a target has no spells affecting it, the dust instead attempts to suppress the abilities of one magic item carried by the target, selected at random following the rules for items surviving a saving throw (*Pathfinder RPG Core Rulebook* 217). The dust does not affect other ongoing magical effects.

Dust of disjunction has a curious effect on golems, which also demonstrate anti-magical properties. A golem exposed to this dust must succeed at a DC 17 Fortitude save or be staggered for 1 minute. At the end of its turn, a staggered golem may attempt a new saving throw to end the staggered effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*, *shatter*

All Subtiers

+1 human bane sap (8,301 gp)
+1 mythic bane dagger (8,302 gp; *Pathfinder RPG Mythic Adventures* 143)
air elemental gem (2,250 gp)
cloak of resistance +1 (1,000 gp)
crown of swords (6,000 gp; *Pathfinder RPG Ultimate Equipment* 242)
dust of disjunction (2,500 gp)
fire elemental gem (2,250 gp)
potion of cure serious wounds (750 gp)

Subtier 6–7

+2 mythic bane dagger (18,302 gp; *Pathfinder RPG Mythic Adventures* 143)
boro bead (3rd-level extract; 9,000 gp; *Pathfinder RPG Ultimate Equipment* 284)
potion of barkskin (CL 6; 600 gp, limit 1)
cloak of resistance +2 (4,000 gp)
ring of protection +1 (2,000 gp)
stone of good luck (20,000 gp)

SUBTIER ☐ Slow ☐ Normal

3–4

641

1,282

SUBTIER ☐ Slow ☐ NormalOut of
subtier

1,128

2,255

SUBTIER ☐ Slow ☐ Normal

6–7

1,614

3,229

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

Starting XP

EXPERIENCE

+

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
PrestigeFinal
Fame

GOLD

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 #