

PATHFINDER SOCIETY®

YEAR OF THE SERPENT



ANCIENTS' ANGUISH

By Mikko Kallio



ANCIENTS' ANGUISH

Pathfinder Society Scenario #7–11

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Pathfinder Society Scenario #7–11: Ancients' Anguish is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11, Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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ANCIENTS' ANGUISH

BY MIKKO KALLIO



Millennia ago, as Ancient Osirion fell into decline, a cabal of scholars began to collect lore and relics related to the kingdom's greatest cultural, artistic, and technological achievements. These intellectuals suffered persecution by less enlightened rulers, driving the nascent organization to store their findings in magical *sage jewels*. When Kelish invaders took control of Osirion, they saw the so-called Jeweled Sages as dissidents and hunted them down. Some of the sages were killed, some escaped, and some perished in exile, leaving the *sage jewels* scattered and sometimes damaged.

Before the downfall of the Jeweled Sages, one of their number—Sinuhotep the Amethyst Sage—spent considerable time studying and recording the acts and accomplishments of the Osirian pharaohs. He explored extensive tracts of the Pillars of the Sun in pursuit of the tomb of An-Hepsu XI, the infamous Pharaoh of No Rain. Although he did not uncover the tomb itself, his discoveries and revelations sparked an interest in immortality that soon grew into an obsession that claimed the lives of many apprentices during his experiments of preservation and reanimation. He couldn't complete his research, however, because a group of inevitables attacked him, and the sage had no choice but to flee.

More than a decade later, while continuing his investigations in northern Nex, Sinuhotep came across a ruined temple that had once belonged to a genie cult. Within, he found depictions of forgotten rites of fertility and lost sacraments of eternal youth that allowed him to complete his studies—and eventually embrace lichdom so he could survive until such a time that he could rebuild the Jeweled Sages once more.

Approximately one year ago, Pathfinder Society agents explored a previously sealed wing of the Sanctum of the Sages, a vast underground complex that the Jeweled Sages once used as their headquarters. There the Pathfinders met Badru and Saruna, two of Sinuhotep's reanimated apprentices, but more importantly, the Society uncovered

WHERE ON GOLARION?

Ancients' Anguish begins in the city of Katapesh, but chiefly takes place in a ruined temple once dedicated to an evil genie cult in the desert of northern Nex. For more information on Katapesh and Nex, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



a damaged beacon capable of tracking the missing amethyst *sage jewel*. After spending months studying the device, the current leader of the Jeweled Sages known as Tahonikepsu has narrowed down the location of the *sage jewel* to a band of desert just south of the border between Katapesh and Nex.

All the while, a powerful div called Surma has been secretly watching the Diamond Sage's attempts to divine the *sage jewel's* location. Surma was once a beautiful noble shaitan genie who tempted desperate mortals into horrible deeds with promises of salvation and power during the tumultuous times of the Age of Darkness. The cult persisted well into the early Age of Destiny, until a group of Sarenite warriors arrived, unveiled the corrupt genie behind the cult, and killed her. Her essence gravitated to Abaddon, where Ahriman reshaped her into a pitiful, bitter aghash div. Although the genie has remained on that plane for millennia, a strong

GM RESOURCES

Ancients' Anguish makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Occult Adventures (OA)*, *Pathfinder RPG Ultimate Equipment (UE)*, *Pathfinder RPG Ultimate Magic (UM)*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 3*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* and *Bestiary 3* are reprinted at the back of the adventure on page 25 for the GM's convenience.

connection remains between her and the ruins of her failed religion. She watches it still, and after helping Sinuhotep embrace undeath, she longs to inflict more misfortune in ages to come.

SUMMARY

The adventure begins in the city of Katapesh, where the player characters meet with Tahonikepsu, the Diamond Sage. At her request, the PCs travel south across the border into northern Nex, to find the missing amethyst *sage jewel* with the assistance of an arcane tracking device known as a *seeker stone*. As the PCs approach the jewel's location, the powerful div Surma sends a supernatural sandstorm against the PCs.

The PCs descend into a canyon and encounter scorpion people known as girtablilus guarding the entrance to a ruined temple. The girtablilus demand that the PCs turn back, warning them about an ancient evil within. Unless the PCs can convince the girtablilus that they are both willing and capable of destroying the corruption lurking in the ruins, the PCs must fight their way inside.

In the temple, the PCs find wall carvings depicting the horror of the Age of Darkness, stone tablets describing rituals of fertility, and evidence about an ancient cult that once worshiped Surma, a beautiful shaitan genie

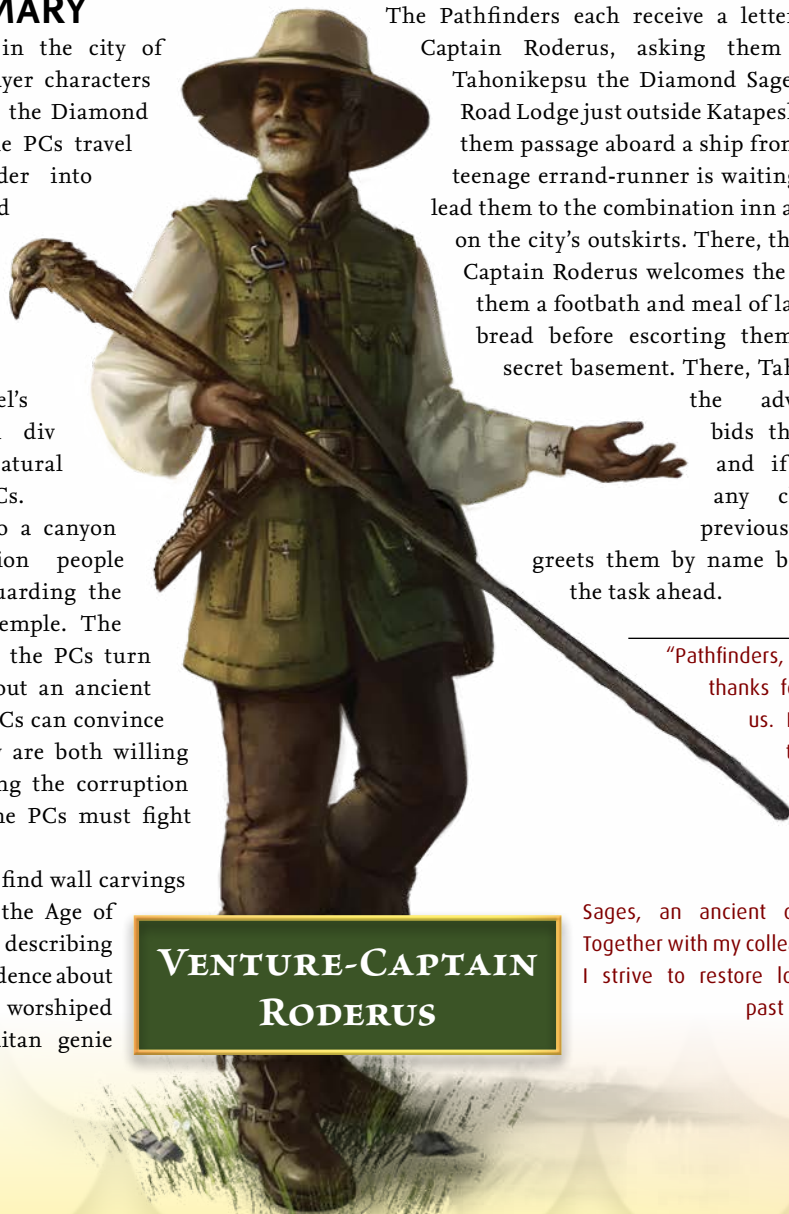
who later turned into a hideous div. They also discover that long after the genie cult perished, someone used the rituals of fertility to attain "rebirth." Unfortunately for the PCs, the *seeker stone* causes dangerous interference in an ancient sacrificial apparatus called the *dark iris*, and the whole temple threatens to collapse on the PCs. While the PCs seek a way to stabilize the device, accursed beings hidden in the temple awaken and attack.

The PCs find a key that allows them to enter Surma's sanctum, where a man called Sinuhotep greets them. He is in fact the Amethyst Sage, a lich who turned the *sage jewel* into a phylactery as part of his unholy transformation. The PCs face a difficult choice: Should they allow the vile undead creature to rejoin the Jeweled Sages, or destroy him and the *sage jewel* they were sent to retrieve? If the PCs choose to help the lich, they must summon and destroy Surma, whose curse keeps Sinuhotep bound to the ruins.

GETTING STARTED

The Pathfinders each receive a letter from Venture-Captain Roderus, asking them to meet with Tahonikepsu the Diamond Sage at the Winding Road Lodge just outside Katapesh. He has secured them passage aboard a ship from Absalom, and a teenage errand-runner is waiting by the docks to lead them to the combination inn and chapterhouse on the city's outskirts. There, the aging Venture-Captain Roderus welcomes the PCs and secures them a footbath and meal of lamb and honeyed bread before escorting them to the lodge's secret basement. There, Tahonikepsu awaits the adventurers. She bids the PCs welcome, and if she recognizes any characters from previous adventures, she greets them by name before explaining the task ahead.

"Pathfinders, you have my thanks for agreeing to aid us. I am Tahonikepsu, the bearer of the diamond *sage jewel*. I am also the leader of the Jeweled Sages, an ancient order of scholars. Together with my colleague Amenopheus, I strive to restore lost secrets of the past for the benefit of the present.



VENTURE-CAPTAIN
RODERUS

"To this end, I seek the missing *sage jewels*, each of which contains the memories of the sages who bore that gem before and the lost lore of the ancients. Last year—thanks to the efforts of brave Pathfinder Society agents—we secured a way to track these jewels, and I have since used that beacon to find the missing amethyst *sage jewel*. The gem lies in Nex's northern desert, where magical interference has obstructed my attempts to divine the *sage jewel's* location more accurately. Remote divination can do no more, and the Pathfinder Society has offered its assistance.

"While I can point you in the right direction, you must find the exact location of the gem yourself. To aid you in this task, I will give you a magical crystal that is infused with the beacon's power. I ask that you explore the area and, most importantly, retrieve the gem. Anything you can learn of what befell Amethyst Sage would also assist my order. Take care while searching the desert, though; while using the beacon, I could feel a strange resonance, as if something was not right with the *sage jewel*."

Tahonikepsu looks toward the ceiling as if watching something beyond. "This coincides with the appearance of a strange visitor in our skies, and I must attend to it and confirm its intentions. I wish you fortune in your travels and offer my thanks for your contributions."

Tahonikepsu has invited a special advisor to answer any questions the PCs may have about the Amethyst Sage. Depending on whether more PCs have the Recruiter of Badru or the Recruiter of Saruna boons earned in *Pathfinder Society Scenario #6–04: Beacon Below*, either Badru or Saruna enters and greets the Pathfinders. If it is a tie (or if none of the PCs have these boons), the PCs get to vote whether they want to discuss the sage with someone devoted to him (Badru) or someone who loathes him (Saruna). Either way, only one of the two advisors is present during this adventure.

Badru's Advice

Badru is a soulbound construct with an amethyst soul focus embedded in his chest and a funerary mask for a face. Though his voice sounds flat, Badru eagerly answers the following questions about his former mentor.

Who are you and how did you serve him? "I, Badru Ibidau, am a loyal servant of the great Jeweled Sages, and I served the Amethyst Sage as Master of the Archives."

What was he like as a person? "The Amethyst Sage—his name was Sinuhotep—was a most noble soul and peerless scholar! His quest was one for the greater good—to preserve the secrets of the old. He granted me

the honor to become something greater. I dearly hope he has survived to this day."

What did he do to you? "I volunteered to help him in his pursuit of immortality. He transferred my soul from my weak mortal body into this strong new one. A blessing, truly, for it has allowed me to continue my master's great work. I hope one day all humanity can live eternally like me."

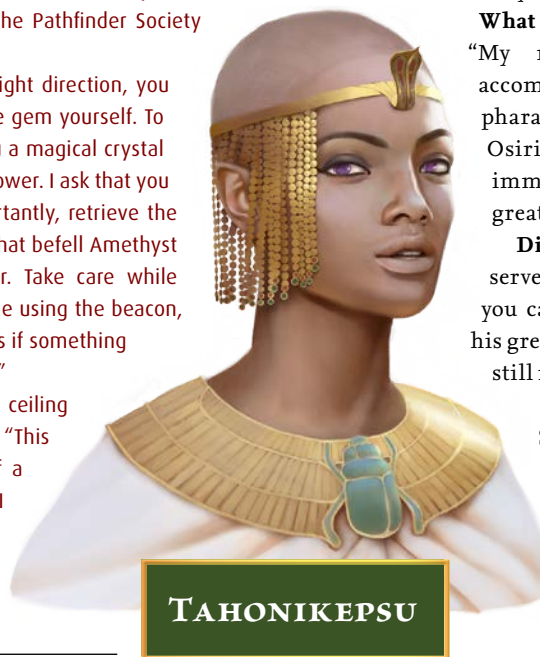
What was the focus of his study?

"My master studied the acts and accomplishments of the Osirian pharaohs. After the Keleshites invaded Osirion, he focused his research on the immortality rites once used by those great pharaohs."

Did he succeed? "During the years I served him, he made great progress. As you can see, he made me immortal. But his great work was not finished—the ritual still needed more research to be perfect."

When and why did he leave the Sanctum of the Sages? "My master fled three thousand years ago when servants of the Padishah invaded the Sanctum."

Where could he have gone? "Logic dictates that he went looking for the missing piece in his puzzle of immortality."



TAHONIKEPSU

Saruna's Advice

The mummified sphinx Saruna attained immortality of a sort after the Amethyst Sage tricked her into participating in a forbidden ritual. Her millennia of imprisonment have dulled her hope for revenge but not her love of conundrums; she answers most questions with riddles in her ragged, dusty voice.

Who are you and how did you serve him? "As the head librarian, Saruna was tasked with cataloging tomes and relics. But the riddle remains as to whether the spirit within a shriveled body is Saruna still."

What was he like as a person? "He asked for loyalty but was loyal only to his ideals. Whosoever trusts him shall be rewarded like Saruna."

What did he do to you? "The sage asked Saruna to trust him; the reward was a cold stone where the heart once was. Saruna does not wish to exist, but it is not yet her time; the shameful wrong must be righted before the wronged can depart."

What was the focus of his study? "Over countless dynasties, across countless ages, which kings and queens predate the sages? To know their acts and know their names, preserved is so few extant pages. Yet some

feared death and thwart it still, refusing to rest in carved stone cages. My onetime master learned these and more. What did he study?" Saruna nods sagely and hisses her approval if the PCs respond with "pharaohs" or "immortality."

Did he succeed? "His methods were lacking, his creations imperfect. Seek your answers in Saruna, who still exists yet no longer draws breath."

When and why did he leave the Sanctum? "The machine soldiers sought him three millennia ago. The sage fled, scared. Saruna remained, betrayed."

Where could he have gone? "His obsession lays the trail, but where can one go and hope to escape justice for wrongs committed?" The answer to her riddle is "nowhere," which Saruna acknowledges by inclining her head and gouging furrows into the floor with her claws.

Diplomacy (gather information) or Knowledge (geography or nature)

Based on the results of a Diplomacy, Knowledge (geography), or Knowledge (history) check, the PCs might know more about the dangers in Katapesh's southern desert. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

15+: Common desert dangers include gnoll raiders, basilisks, jackals, jackalweres, sand eels, and scorpions of all sizes. Because the climate is arid and sand is much more prevalent than dirt or rock, sandstorms are common in the region.

25+: Travelers also fear creatures commonly known as the scorpionfolk. Half human, half scorpion, they are peerless trackers and hunters, capable of killing caravan guards and porters in the night without anyone noticing until the morning.

30+: Less well known is that the scorpionfolk—also known as girtablilus—are noble guardians of ancient secrets. They take their role very seriously, and despite their violent reputation, they rarely strike out of malice.

35+: Some sandstorms occurring in the region are not quite natural. According to legend, these sandstorms are far fiercer than any mundane storm and carry the taint of some evil curse.

DESERT TRAVEL

Because the destination is unfamiliar to the PCs and the area is strong in magical energy, using *teleport* to reach the location would be dangerous. Instead, Roderus provides the PCs everything they need to travel through the desert. Any PCs that don't have mounts of their own can borrow camels and riding horses from the Winding Road Lodge. The PCs also receive two mules loaded with tents, maps, food, water, dried dung for making fires, and

other supplies. Finally, Tahonikepsu gives them a *seeker stone*—a crystal imbued with the power of the *Crystal Beacon* beneath the Sanctum of the Sages. Once brought within several miles of the amethyst *sage jewel* (or the decoy that Sinuhotep carries with him), the crystal begins to glow softly. The light intensifies to the brightness of a candle as the PCs close the distance, though the change is so gradual that it can only help the PCs locate the ruins (area A); it is not accurate enough to help pinpoint the *sage jewel's* exact location.

The PCs set off and follow a route marked on the maps for more than a week, crossing the Elemion River and continuing to the southwest for another day. As Tahonikepsu predicted, the *seeker stone* picks up a signal, and the PCs proceed onward until Surma, a bitter aghash div, sends a magical sandstorm to assail them.

Surma's Fury

Surma's lingering corruption in the region allows her to amplify her magic and touch the Material Plane with her spells, curses, and other abilities. Since the region is prone to fierce sandstorms due to the local geography, it is relatively easy for Surma to create a supernatural sandstorm by combining her weather control hex, sandstorm ability, and a number of spells and curses.

The wind begins to pick up, sending dust flying in the air, and oppressive clouds gather in the sky. The sun darkens as if a heavy veil had been pulled in front of it; only a gleaming crescent remains visible. The wind grows into a howling gale, and soon after, a massive wall of sand starts rising in the distance and approaching at a high speed.

Any PC who succeeds at a DC 15 Heal, Knowledge (nature), or Survival check knows that staying out in the open during a sandstorm as fierce as this one is dangerous; wind-propelled sand can cause painful injuries, suffocation, and blindness, and the high winds can also fling heavier objects. The best course of action is to run to higher ground, find shelter, and wait out the storm. Luckily for the PCs, there are hills nearby that should provide sufficient protection against the storm. If the PCs obstinately refuse to run, they suffer the full effect of the storm as though they had failed all the checks (see Development on page 7).

Outrunning the sandstorm uses a variation of the chase rules (*Pathfinder RPG GameMastery Guide* 232), but unlike a typical chase in which the PCs are pursuing a target, in this encounter they are fleeing for their lives. Furthermore, the PCs work as a team to overcome each obstacle rather than addressing each hurdle as individuals. After all, leaving one's comrades, mounts, or supplies behind would jeopardize the mission.

For every obstacle, each PC can attempt a check or use an ability (such as casting a spell). At the end of the turn, use the highest check result, and treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action to assist that roll. If a PC uses a spell or ability that seems especially appropriate to the situation, such as casting *fireball* to burn the locusts, grant the highest check result a +2 or +4 bonus (depending on how effective the action was).

If the PCs fail to overcome a particular obstacle, they still proceed to the next one, but their failures mean the sandstorm is gaining on them. Keep track of the number of obstacles the PCs fail to overcome. When the PCs overcome (or fail to overcome) the eighth and final obstacle, they reach the caves in the hillside and are safe from the sandstorm.

Increase the DC of these checks by 3 in Subtier 10–11, and decrease the DC of these checks by 2 to accommodate a group of four PCs.

Obstacles: Each of the obstacles is described below.

Rising Storm: A whistling wind and darkening sky herald the arrival of the storm, but do the PCs notice it before it's too late?

Move It!: Startled by the eclipsed sun and rising winds, the PCs' mounts start acting up and attempt to throw off their riders.

Locusts: A huge swarm of locusts flees from the approaching storm, massing in front of the PCs and madly attacking anything that crosses their path.

Higher Ground: A precarious path up a hillside offers a chance to duck out of the sandstorm's way.

Changing Winds: Just as it looks like the PCs are about to get out of the sandstorm's path, it suddenly changes direction. This is no ordinary sandstorm!

Thunderstruck: Lightning bolts strike the ground, spraying the area with rocky shrapnel.

Raining Blood: The sky turns dark red, and a downpour of sticky, corrosive blood begins.

To The Caves: There are safe-looking caves ahead, but reaching them requires climbing and leading the animals up the slope.

Development: The number of obstacles the PCs successfully overcame in this encounter determines the severity of the adventurers' injuries, as follows.

7–8 Obstacles: The PCs easily outrun the storm's worst effects, and they make it to the safety of the caves unscathed.

4–6 Obstacles: Each PC takes 4d8 points of damage (6d8 in Subtier 10–11). The eldritch sand also bears a curse that remains even after the wounds heal; unless treated with *remove curse* or a similar effect, the PCs periodically feel burning blood on their faces, locusts buzzing under their skin, or small jolts of electricity. This has no mechanical effect until the Attack of the Accursed Ones encounter

LET'S TELEPORT AWAY!

While some PCs at levels 7–11 have access to teleportation magic, few spells are powerful enough to bypass the encounter. For example, when an 11th-level sorcerer casts *teleport*, she can only take three Medium or smaller creatures with her, which means that the mounts (and quite possibly one or two PCs) are left behind to fend for themselves. If the PCs are able to transport their entire group using smaller-scale teleportation effects like *dimension door*, they automatically bypass the next two obstacles, and their growing lead grants them a +2 bonus on checks made to overcome the remaining obstacles during the chase.

begins (see page 10). For the duration of the encounter, the PCs are sickened as the sensation of locusts, blood, and jolts on the skin returns in full force.

0–3 Obstacles: Each PC takes 8d8 points of damage, and the resulting curse is stronger. When the Attack of the Accursed Ones encounter begins (see page 10), the PCs are nauseated for 1 round and sickened thereafter until the end of the encounter.

A. THE HOUSE OF RUIN

Having survived the sandstorm, the PCs continue tracking the *sage jewel*, and descend into a canyon. The soil type and rock formations suggest this geographical feature was a riverbed thousands of years ago. Now only barren, rocky terrain remains, and a PC who succeeds at a DC 20 Knowledge (geography or nature) check recognizes that the canyon was once green with vegetation.

Surma's temple, dubbed the House of Ruin by the Sarenite warriors who crushed the cult, is carved into the wall near one of the canyon's entrances. The canyon gradually broadens into a stone-choked valley to the southeast, where refugees from the Age of Darkness lived on the bounty the shaitan Surma provided. This part of the canyon consists of fine-grained sedimentary rock rich in iron oxides, giving it a smoothed appearance and reddish hue.

The following are general features of this area.

Collapsing Temple: The proximity of Tahonikepsu's *seeker stone* causes magical interference in the *dark iris* (area A8), destabilizing it and causing dangerous vibrations in the temple. Approximately 5 minutes after the PCs enter the temple (areas A2–A9), they notice that the *seeker stone* is shaking uncontrollably, and soon after, the *dark iris* begins humming loudly. Cracks begin to appear on all stone surfaces, and dust and small bits of rock begin falling from the ceiling. Any PC that succeeds at a DC 15 Knowledge (dungeoneering), Knowledge (engineering), or Perception check determines that the temple is likely to collapse in about 60 minutes if

Surma's Fury

Rising Storm	Move It!	Locusts
Predict the Storm: Survival DC 31	Run Like Hell: Intimidate DC 33	Barge Through: Bull rush CMD 30
See it Coming: Perception DC 32	Keep Calm: Handle Animal DC 26	Kill Them With Fire: Melee attack AC 31
Higher Ground	Changing Winds	Thunderstruck
Faster. Faster!: Ride DC 31	Seek Cover: Stealth DC 31	Duck and Cover: Acrobatics DC 30
This Way: Knowledge (geography) DC 26	It's Following Us: Sense Motive DC 32	Predict the Pattern: Spellcraft DC 28
Raining Blood	To the Caves	Finish Line
Tough it Out: Fortitude save DC 28	Scramble Up: Climb DC 32	No obstacles
Just an Illusion: Will save DC 28	Improvised Grapnels: Ranged attack AC 32	

this resonance isn't stopped. For simplicity's sake, only calculate actions that take a substantial amount of time against this time limit, such as searching the library (area A6) or taking 20 on a skill. Taking the *seeker stone* farther away from the *dark iris* doesn't help at all; once the temple begins to shake, only stabilizing the ancient device can prevent the temple's imminent collapse. See area A8 for information on how the PCs can stabilize the *dark iris*.

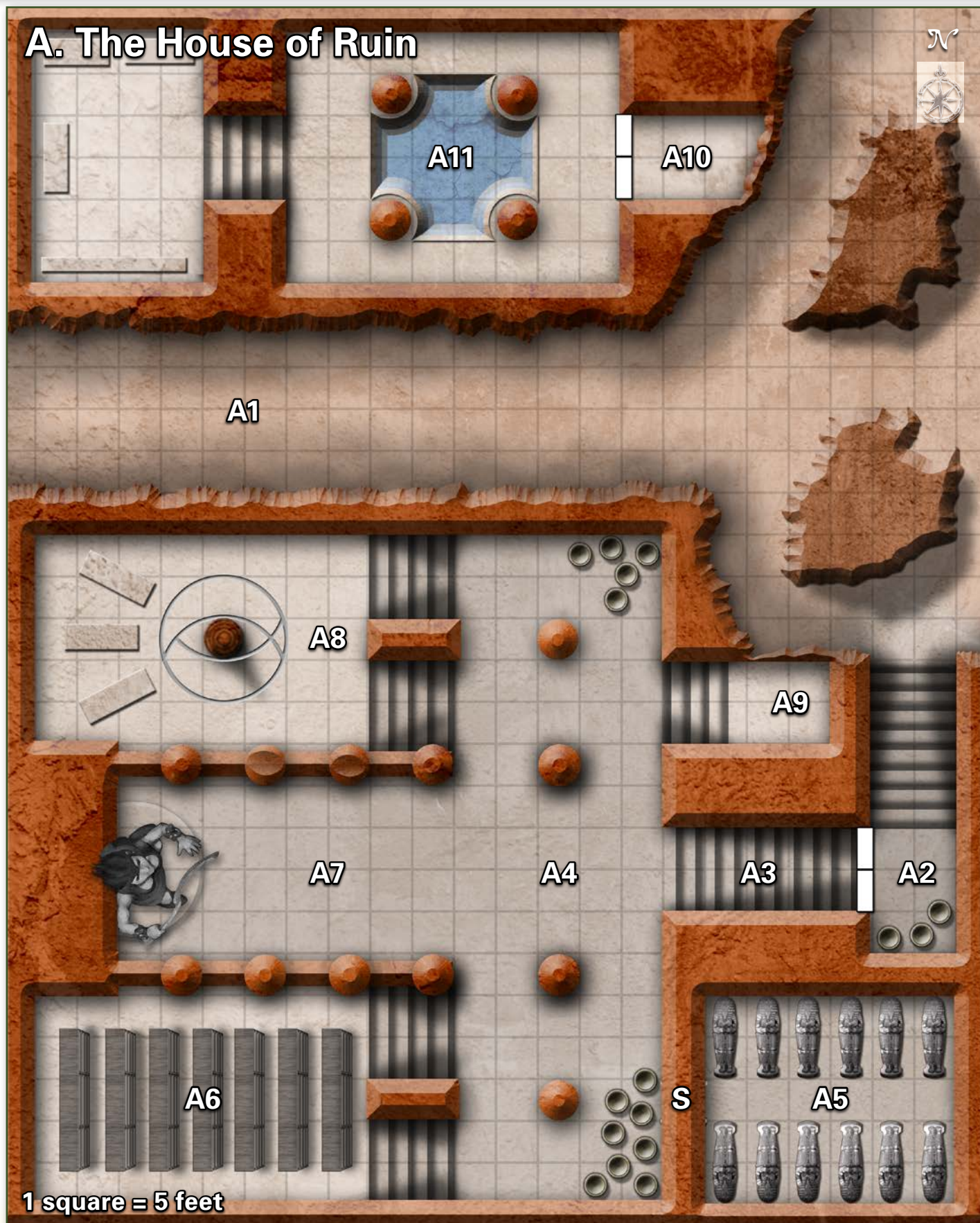
If the PCs are unable to stabilize the *dark iris* within 60 minutes, the staircase (area A3) collapses, and 10 minutes afterward, the rooms in areas A5–A8 collapse at 1-minute intervals in a random order. Finally, the central part of the temple (area A4) collapses, leaving only the entrances to the temple (areas A2 and A9) intact. See *Pathfinder RPG Core Rulebook* 415 for more information on collapses.

In addition, the shaking and damage eventually break open a previously sealed room (area A5), releasing the undead guardians within. See the Attack of the Accursed Ones encounter on page 10.

Curses: Many items in the temple are cursed. All effects caused by these items are considered lesser curses that automatically disappear at the end of the scenario as the PCs move more than a few miles from the temple.

Research Points: Five areas contain special texts, art, or other cultural material that the PCs can recover and study. Fulfilling an area's objective earns the PCs 1 Research Point, which in turn contributes to the scenario's secondary success condition; these have no effect except at the end of the adventure, so merely keep a tally. Research Points often also accompany small discoveries that shed

A. The House of Ruin



SCALING THE ACCURSED ONES

Make the following adjustments to accommodate a group of 4 PCs.

Subtier 7–8: Remove two ghuls from the encounter.

Subtier 10–11: Remove two advanced ghuls from the encounter. All of the ghuls lose the hasted special quality.

light on the temple's ancient history, helping the PCs understand the site's past and perhaps the motivations of the lich they encounter near the end of the adventure.

Stairs: All stairs are steep and are considered difficult terrain by ascending creatures.

Walls: Any PC that succeeds at a DC 25 Craft (stonemasonry) or Knowledge (engineering) check determines that the building was cut into the rock during the Age of Darkness. The PCs can deduce (Knowledge [arcana] DC 25) that the creators used *stone shape* extensively to improve the construction's quality. The smooth interior surfaces of the temple have a Climb DC of 25, and the weather-worn exterior surfaces have a Climb DC of 15. The ceiling is 10 feet high in the staircases and 20 feet elsewhere.

Attack of the Accursed Ones (CR 11 or CR 14)

As the *dark iris* causes the temple to shudder, accursed beings that have been dormant for millennia begin to awaken. This encounter takes place when the PCs have acquired both the ouroboros torc from the giant statue (area A7) and the rebirth tablet from the library (area A6), and are moving through the Assembly Hall (area A4). If the PCs are unable to acquire the two items before 60 minutes is up, this encounter takes place immediately after the staircase (area A3) collapses, regardless of the PCs' location.

With a loud bang, the southernmost column in the long hall shatters, creating a large cloud of dust. Moments later, creaking mournfully, the giant statue starts moving.

Creatures: The statue of Surma starts moving toward the PCs at the same instant that the column shatters. The door to the secret tomb (area A5) also bursts open, and a pack of ghuls begins pouring out, hidden by the dust cloud.

Subtier 7–8 (CR 11)

GHULS (6)

CR 5

hp 51 each (*Pathfinder RPG Bestiary* 3 125, see page 26)

TACTICS

Before Combat Due to the large number of combatants, split these ghuls into at least three groups when rolling and tracking initiative; grouping them all together could quickly overwhelm the PCs.

During Combat If possible, the ghuls try to reach vulnerable, poorly armored targets and flank with the statue and the other ghuls.

SURMA'S LIKENESS

CR 7

Animated object (*Pathfinder RPG Bestiary* 14)

N Huge construct

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 16, touch 6, flat-footed 16 (–2 Dex, +10 natural, –2 size)

hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** –3

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee khopesh +15 (2d6+10/19–20), slam +15 (2d6+10)

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

TACTICS

During Combat The statue attacks the closest living creature.

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19; **CMD** 27

SQ construction points (additional attack, improved attack, slashing attack^{UM}, stone)

Subtier 10–11 (CR 14)

HASTED ADVANCED GHULS (6)

CR 7

Advanced ghul (*Pathfinder RPG Bestiary* 3 290, 125)

CE Medium undead (shapechanger)

Init +4; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 63 each (6d8+36)

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

DR 5/good; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 70 ft., climb 40 ft.

Melee bite +13 (1d6+8), 2 claws +13 (1d4+8 plus bleed)

Special Attacks bleed (1), cursed claws, rend (2 claws, 1d6+12)

TACTICS

Use the tactics in Subtier 7–8. Each ghul uses the extra attack granted by *haste* to make a third claw attack.

STATISTICS

Str 26, **Dex** 19, **Con** —, **Int** 18, **Wis** 19, **Cha** 22

Base Atk +4; **CMB** +13; **CMD** 27

Feats Great Fortitude, Power Attack, Step Up

Skills Bluff +12, Climb +22, Diplomacy +9, Disguise +15, Intimidate +15, Perception +17, Sense Motive +13, Stealth +13, Survival +10 (+18 to to follow tracks); **Racial Modifiers** +4 Perception, +8 Survival to to follow tracks

Languages Abyssal, Common, Terran

SQ change shape (hyena; doesn't detect as undead; *beast shape I*), genie-kin, hasted

SPECIAL ABILITIES

Hasted (Su) These ghuls are exceptionally fast, gaining the constant benefits of *haste*.

SURMA'S LIKENESS

CR 12

Unique animated object (*Pathfinder RPG Bestiary* 14)

N Gargantuan construct

Init -2; **Senses** darkvision 60 ft., low-light vision, see in darkness; **Perception** -5

DEFENSE

AC 22, touch 8, flat-footed 22 (-2 Dex, +14 natural, +4 profane, -4 size)

hp 126 (12d10+60)

Fort +4, **Ref** +10, **Will** +7

Defensive Abilities hardness 8; **Immune** construct traits;

Resist acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee khopesh +22 (3d8+14 plus 1d4 Cha damage/19-20), slam +22 (3d8+14 plus grab)

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

Special Attacks maiming blade

STATISTICS

Str 38, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +30 (+34 grapple); **CMD** 38

SQ construction points (additional attack, grab, improved attack, slashing attack^{UM}, stone), div infusion

SPECIAL ABILITIES

Div Infusion (Su) This animated object contains a portion of Surma's unholy power. This grants it a +4 profane bonus to AC, a +6 profane bonus on Reflex and Will saves, the see in darkness universal monster ability, and resistance to acid, electricity, and fire 10.

Maiming Blade (Su) The likeness share's Surma's hatred of beauty, and creatures hit by its khopesh natural attack take 1d4 points of Charisma damage. On a successful hit, the likeness gains 5 temporary hit points that last for 1 minute.

Hazard: For 2 rounds, a 20-foot-radius cloud of dust centered on the shattered column obscures views (as *fog cloud*). The column's space is treated as difficult terrain.

A1. Children of the Sands (CR 10 or CR 13)

The path that descends into the canyon is narrow but broadens here. The rocky sides are approximately 100 feet in height, and two weathered stone columns that mark the beginning of Surma's ancient realm are 50 feet tall.

Creatures: The girtablilu siblings Anahita and Ardashir are members of a long-established clan that has guarded ruins in this desert for ages, and their ancestors have maintained an unbroken vigil of this canyon since before

Aroden raised the Isle of Kortos. Together, they ensure that no foolish tomb robbers enter these forbidden sites, disrespect the ruins' sanctity, or unleash slumbering evils. Fortunately, the fierce sandstorms that periodically strike the region keep most intruders away.

As the PCs approach, Anahita and Ardashir hide behind the pillars and easily spot anyone who doesn't arrive stealthily. Once the PCs are within 80 feet of the pillars, Ardashir steps out and hurls a javelin at the approaching intruders. As the weapon thuds into the rocky soil just in front of the PCs, the girtablilu warrior shouts a dire warning: "Turn back! Weaklings like you find nothing but death here!" His sister Anahita adds, "And you have no right to enter this ancient place!" If the PCs attempt to move closer to the girtablilus without first gaining their permission, Ardashir shouts one last warning. If the PCs ignore the warning, the girtablilus attack.

Any PC who succeeds at a DC 18 Knowledge (nature) check learns, in addition to the usual benefits of identifying a creature, that girtablilus are devoted guardians of ancient secrets, and as such, they may have useful information about the ancient ruins. The PCs can persuade the girtablilus not to attack, as detailed below. Because of the tense situation, the PCs may not take 10 on any of these checks. In Subtier 10–11, increase the DCs and effective ACs of all checks made to earn the girtablilus' trust. The PCs may attempt each check once in any order. If the PCs fail all three checks made to convince either of the girtablilus, the siblings' patience ends, and they attack. If the PCs successfully convince both girtablilus, the two are willing to answer questions and let the PCs enter the temple (see Development on page 12).

Convincing Anahita

The PCs can convince Anahita that they have the right reasons to enter the ruins by succeeding at any one of the following challenges.

Friend of Scorpions: Because scorpions are normally mindless, Anahita thinks it is an obvious sign of divine favor if a scorpion follows the commands of a PC. The PCs can, for example, summon a giant scorpion (*summon monster IV* or *summon nature's ally IV*) or show that they have a trained scorpion, such as a giant scorpion vermin companion (*Pathfinder RPG Ultimate Magic* 37) or a greensting scorpion familiar (*Ultimate Magic* 118).

Here For a Reason: A PC can attempt to explain the importance of their mission. Because of Anahita's conviction to guard the site, it is difficult (DC 30 Diplomacy) to persuade her.

Proof of Righteousness: With a successful DC 30 Bluff or Knowledge (religion) check, a PC convinces Anahita that the PCs are virtuous and know what it entails to enter such an ancient and hallowed place.

SCALING ENCOUNTER A1

To accommodate parties of four PCs, Surma's influence causes the girtablilus' attempts to summon scorpions to fail. They lose their daily use of the ability and their actions on the first round of combat.

Convincing Ardashir

The PCs can convince Ardashir that they are strong enough to face the dangers that wait within the ruins by succeeding at any one of the following challenges. Failing any of these checks by 5 or more causes Ardashir to burst into a wild fit of mocking laughter, and the PCs take a cumulative –2 penalty on subsequent checks to convince him.

Boastful Story: A PC can impress Ardashir with a boastful story (DC 30 Intimidate or Perform [oratory]) of his martial prowess. If the story is made up, the PC must succeed at a DC 35 Bluff check instead.

Return Throw: A PC can impress Ardashir by hurling the javelin back to him in a similarly accurate fashion. This requires a ranged attack roll against AC 20 using Ardashir's javelin (Medium size, no enhancement bonus). Since the PCs are 80 feet away from the girtablilus, most PCs take a –4 penalty due to the distance.

Weapon Drill: A PC can impress Ardashir by performing a skilful weapon drill. This requires a melee attack roll against AC 25 with any melee weapon, using the PC's Charisma modifier instead of his usual ability modifier (usually Strength) when determining the attack bonus.

Subtier 7–8 (CR 10)

ANAHITA AND ARDASHIR (2)

CR 8

Girtablilus (*Pathfinder RPG Bestiary* 3 130, see page 26)

hp 105 each

OFFENSE

Melee mwk spear +15/+10 (1d8+7/x3), 2 claws +10 (1d6+3 plus grab), sting +10 (1d6+3 plus poison)

Special Attacks constrict (1d6+6)

TACTICS

During Combat Unless already overwhelmed by opponents, each girtablilu uses its summon ability to summon two scorpions (rather than a random number) that burst through the sand. The girtablilus flank with the scorpions when possible.

Morale Anahita and Ardashir have sworn sacred oaths to protect these ruins, so they fight to the death.

STATISTICS

Gear In addition to normal gear, each girtablilu has an *amulet of mighty fists* +1 and a *potion of cure moderate wounds*. Ardashir also carries the key to the door in area A2.

Subtier 10–11 (CR 13)

ANAHITA

CR 12

Quick striker (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 38, see page 27)

hp 189

TACTICS

Use the tactics in Subtier 7–8.

ARDASHIR

CR 9

Raging sting (*Pathfinder Campaign Setting: Inner Sea Monster Codex* 36, see page 27)

hp 171

TACTICS

Use the tactics in Subtier 7–8.

Treasure: In addition to the girtablilus' gear, there are 10 javelins planted in the sand near the pillars.

Development: If the PCs convince both siblings, the girtablilus lower their weapons and allow the PCs to ask questions about the ruins. When the PCs are ready, Ardashir also gives them a key that opens the door in area A2.

Why are you guarding this place? “Our ancestors found this place over five thousand years ago. They noticed a corrupting influence within and deemed it necessary to keep intruders out so that the evil may not escape or grow. Foolish adventurers and tomb robbers dying in the temple would only feed it.”

What's inside the temple? “Because we are not allowed to enter the place, we don't know exactly. But according to our ancestors, it was once a temple. The religion or cult was destroyed long before our ancestors arrived, but an ancient evil presence lingered there, and it still does. The place is cursed—so our ancestors said. First it attacks your mind, then your body.”

Have you seen a human sage bearing an amethyst jewel here? “According to our ancestors, someone or something entered the place without permission millennia ago. Whoever or whatever it was, it hasn't come out. We fear the corruption within the ruins has since grown.”

What lies to the east? “There lies a valley where humans once lived by an oasis and made their homes in caves. But all that is long gone.”

Rewards: If the PCs neither defeat nor convince the girtablilus, reduce each PC's gold earned as follows.

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

Out of Subtier: Reduce each PC's gold earned by 1,532 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,297 gp.

A2. Entrance

Stairs cut into the canyon wall ascend to a sturdy bronze door.

The PCs can open the door with Ardashir's key. Without the key, opening the door requires a successful DC 25 Disable Device check to pick the lock or brute force to break down the door (hardness 9, hp 50, Break DC 23). There are a number of old vases near the door. The vases are cracked and broken, however, and their contents are long gone.

A3. Staircase

Carvings on the stone walls of this staircase depict groups of humans huddled together, cowering from some unseen menace. Their faces look up toward the sky with despair evident in their eyes.

Surma ordered her followers to carve these images so that later generations would also remember the cruel fate from which she saved them. Any PC who succeeds at a DC 20 Knowledge (history) check determines that the time period depicted is the Age of Darkness and remembers that Earthfall caused ash in the atmosphere to block the sun for a thousand years. Any PC that succeeds at a DC 20 Appraise or Craft (painting or sculpture) check notices that the style of the carvings suggests they were made before the Osirion's founding.

Hazard: Surma's lingering presence has tainted the wall carvings with a curse of despair. Any PC that attempts a skill check to study the carvings must succeed at a DC 20 Will save (or DC 23 Will save in Subtier 10–11) or take a –2 penalty on Will saves. This is a curse and fear effect. Those who fail the Will save also see the image animate and can hear the humans' wails of anguish.

Development: Succeeding at any of the skill checks to study the wall carving earns the PCs 1 Research Point.

A4. The Assembly Hall

This long hallway opens into three large rooms on the west side of the temple. On the east side, there are two staircases, one leading up, the other down. Many cracks mar the stone surfaces in this part of the temple.

When Sarenites attacked the temple, Surma and her cultists rallied here after the attackers beat the guards at the entrance. The attackers quickly dispatched the cultists, and Surma, too, fell after a desperate fight.

If the PCs inspect the cracks on the stone surfaces, they find a few ancient arrowheads. Any PC who succeeds at a DC 20 Appraise, Craft (weapons), or Knowledge (history) check determines that the arrowhead design matches was popular during the height of Ancient Osirion. The arrowheads also bear miniature hieroglyphs that read "Glory of Sarenrae" in Ancient Osiriani.

Finding the secret door to area A5 requires a successful DC 35 Perception check. If the PCs break down the door (hardness 8, hp 200, Break DC 30) before the column near it collapses, the Attack of the Accursed Ones encounter begins prematurely (see page 10).

Treasure: There are vases in the northeast and southeast corners of the hall. Each of the 13 vases contains 3,000 gp worth of gold items and weighs 60 pounds. The gold is actually transmuted sand, and if taken outside the temple, it turns back into sand.

Development: Succeeding at any of the skill checks to study the arrowheads earns the PCs 1 Research Point.

A5. Secret Tomb

This secret room contains twelve stone coffins that were originally built for Surma's clerics. Each coffin contains the body of an apprentice that Sinuhotep killed. The coffins prevent the bodies from decaying, as *gentle repose*, so they look almost alive. However, their eyes are milky white, a side effect of *blindness/deafness* (DC 22 Heal or Spellcraft to identify) that Sinuhotep used to prepare his sacrifices for the transformation ritual. Due to Surma's foul magic, casting *grave words*^{OA}, *speak with dead*, or any similar spell on any of the bodies results in all the twelve bodies screaming "Betrayal!" a dozen times in Osiriani until they fall silent again.

Creatures: Surma's lingering taint lured a pack of ghuls into the temple shortly after the genie cult's demise. The ghuls are detailed in the Attack of the Accursed Ones encounter (see page 10).

Treasure: The coffins contain seven *potions of cure serious wounds*, three *potions of remove curse*, a *wand of break enchantment* (5 charges), a *wand of freedom of movement* (7 charges), a *wand of lesser restoration* (14 charges), a *wand of searing light* (13 charges, CL 6th), a *wand of shield of faith* (42 charges), and a large bronze key that opens the door to the sage's residence (area A10). In Subtier 10–11, increase the *wand of searing light*'s caster level to 10, and there is also a jar of *restorative ointment*.

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

Subtier 7–8: Reduce each PC's gold earned by 1,495 gp.

Out of Subtier: Reduce each PC's gold earned by 1,759 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,023 gp.

A6. Library

Two sets of stairs lead up to this large rectangular room. Seven long bookshelves, each cut out of the rock, are full of stone tablets. Most of the tablets lie scattered in ugly piles.

As humanity flocked to Surma's refuge and sought her aid, she sustained them with her magic in exchange for

their servitude. When the Age of Darkness drew to an end, those mortal refugees longed to settle the abandoned lands and leave the shaitan behind. Surma's pride evolved into tyranny as she jealously demanded obedience while denying her supplicants the secrets of agriculture, writing, and other essential skills that had atrophied since Earthfall. By her laws, only her priests could be literate, and their few texts resided here. Sinuhotep also studied here, and he quickly discerned that these stone tablets bore many underlying meanings. However, it took him years to decipher their secrets and perfect his transformation ritual.

This library is particularly important to the PCs because it contains a series of tablets called the *Rites of Rebirth* used in a ritual in area **A8**. Without it, the PC cannot stop the temple from collapsing. One of the tables in area **A8** bears the word "rebirth" in many languages, which should assist the PCs in narrowing down which of the shelves is most likely to contain the tablet they seek. The tablet is on the sixth shelf, labeled "Signs of the Clouds and the Earth," which details the cycles of agriculture.

Because the tablets are a disorganized mess, finding any substantive amount of information on any one of the seven bookshelves involves three tasks that the PCs must complete in order: moving, cataloguing, and studying the tablets. When the PCs start searching the library, provide the players with **Player Handout #1** (see page 24). Performing the tasks progresses in phases of 6 minutes (or 5 minutes for a group of four PCs). Each phase, each PC decides on which bookshelf she wishes to focus her efforts. If two or more PCs are working on the same bookshelf, use the highest check result, and treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action to assist that roll. The result determines progress that round as presented in the table below. Any progress in excess of 100% is not carried over to the following task. Once the PCs reach 100% in the third task (studying the tablets), they discover whether the bookshelf contains the information they seek.

Result	Progress
15+	25%
20+	50%
25+	75%
30+	100%

Moving: Many of the tablets are broken, stuck between other tablets, or lie under collapsed shelves, and the PCs must move them by making Strength checks. After rolling a Strength check, the PC may decide to push herself and add 5 to the final result. Doing so also gives the PC the

fatigued condition unless he succeeds at a DC 15 Fortitude save. If already fatigued, the PC becomes exhausted instead. An exhausted PC cannot push herself.

Cataloguing: Most lessons span several tablets, and before it is possible to study the inscriptions in a meaningful way, the PCs must catalogue them. The PCs can use Perception, Profession (librarian), or either of the two skills related to the discipline (see below). The texts are written in a combination of Terran and a language that predates Ancient Osiriani but shares many common root words. A PC who can read neither language suffers a –5 penalty on checks to catalogue the shelves, a PC who can read both Terran and Ancient Osiriani gains a +5 bonus, and those able to read only one of the languages receives no special modifiers.

Studying: The PCs can decipher the tablets through logic (Linguistics), intuition (Sense Motive), or by using either of the two skills related to the discipline. The checks to study the tablets incorporate the same language-based modifiers detailed in the cataloguing task above.

Listed below are the inscriptions written in Terran on each the bookshelves ends (from east to west), followed by descriptions of the carvings under those inscriptions, the related skills that the PCs can use when cataloging and studying the tablets, and finally, details of the lore recorded on the tablets.

Art of Cosmetics: The carvings depict a woman with one hand on her cheek, the other in a jar. Alternate skills include Craft (alchemy) and Disguise. These tablets describe the manufacture and use of cosmetics and healing ointments.

Art of Weaponry: The carvings depict a man in a battle pose with a fine scimitar. Alternate skills include Craft (weapons) and Profession (soldier)—These tablets describe how to make bronze weapons and wield them in combat.

Bitter and Sweet Secrets of Wisdom: The carvings depict a woman poring over a text with eyes wide open. Alternate skills include Knowledge (religion) and Linguistics. These tablets teach writing and philosophy.

Resolving of Enchantments: The carvings depict a man holding his hands up, motes of energy circling around him. Alternate skills include Knowledge (arcana) and Spellcraft. These tablets teach sorcery and the use of arcane sigils.

Secrets of Mirrors: The carvings depict a man adoring himself in a mirror. Alternate skills include Perform (any) and Sense Motive. These tablets describe the manufacture and use of bronze mirrors.

Signs of the Clouds and the Earth: The carvings depict a man looking at clouds in the sky and sowing seeds in the ground. Alternate skills include Profession (farmer) and Survival. These tablets teach agricultural methods, survival, and meteorology. If the PCs complete studying these tablets, they also find a series of tablets called the

Rites of Rebirth, the last tablet of which is one of the three items needed to stabilize the *dark iris* (area A8).

Signs of the Sun and the Courses of the Moon: The carvings depict a woman marveling at the sun and the moon. Alternate skills include Knowledge (geography) and Perception. These tablets teach astronomy and astrology.

Development: Reading the *Rites of Rebirth* may give the PCs valuable clues as to what the Amethyst Sage has become, in addition to earning the PCs 1 Research Point. The imagery and text describing the transformation is metaphorical. The first tablet, "The Harvest," describes cutting twelve wheat stalks with a sickle. The second tablet, "The Feast," describes concocting a potion that triggers the rebirth. The final tablet, "The Rebirth," describes the soul slipping away only to be caught in a receptacle that keeps it safe eternally. Any PC that succeeds at a DC 25 Knowledge (arcana) or Knowledge (religion) check realizes that the process sounds suspiciously similar to that of transforming into a lich.

A7. The Hall of Adoration

At the heart of this vaulted hall stands a twenty-foot-tall stone statue that depicts a beautiful woman wearing a tunic and wielding a *khopesh* of polished bronze. Ornate columns bulge from the walls bearing carvings of wheat stalks and snakes eating their own tails. Set on the walls between the columns, there are six bronze mirrors.

In this room, Surma organized religious revels that involved her followers handling live snakes, using hallucinogens, and performing fertility rituals. Any PC who succeeds at a DC 20 Knowledge (history or religion) check deduces that the carvings on the columns are symbols of fertility and rebirth. The same check reveals that the statue does not depict any known historical or religious figure.

The statue depicts Surma while she was still a noble *shaitan* genie. Any PC who succeeds at a DC 22 Sense Motive or Craft (sculptures) notices that she is full of pride and vanity. By succeeding at a DC 20 Knowledge (planes) check, a PC recognizes the creature depicted as a *shaitan* genie.

The mirrors on the walls show flattering illusions, each pair closer to the statue showing a more and more attractive version of the viewer. The PCs

TIP: PROGRESS BARS

If you are using a *Pathfinder Flip-Mat: Basic*, you can show the PCs' progress by coloring portions of the bookshelves on the grid. Because each bookshelf is three squares long, each square represents one of the three tasks (moving, cataloging, and studying). For example, if the PCs have reached 100% of progress in moving and 50% of progress in cataloging the tablets in the seventh bookshelf, color a one-and-a-half squares' length of that bookshelf.

can also see flashes of past scenes from Surma's religious revels in the mirrors.

Creature: Until the Attack of the Accursed Ones encounter (see page 10), the statue remains a finely carved but otherwise unremarkable art object. At the beginning of that encounter, Surma's malevolence fills and animates it. If the PCs destroy the statue (hardness 8, hp 180) before it animates, the div's power imperfectly reassembles it as combat begins; it has 20 fewer hit points and has the sickened condition.

Hazard: Surma's lingering presence has tainted the pair of mirrors closest to the statue with a curse of vanity. Any PC that admires himself in either of these mirrors must succeed at a DC 20 Will save (or DC 23 Will save in Subtier 10–11) or suffer a –2 penalty on initiative checks and Perception checks. Any PC that succeeds at the save notices a pack of laughing hyenas in the mirror, standing right behind the PC, but it is only an illusion.

Treasure: The statue wears an *ouroboros* torc, a round piece of twisted bronze and gold that resembles a snake chasing its own tail (worth 4,000 gp), on its left index finger. The torc is also a magical key capable of operating the *dark iris* (area A8). Climbing the polished stone surface of the statue requires a successful DC 25 Climb check, and removing the torc requires a successful DC 20 Strength check.

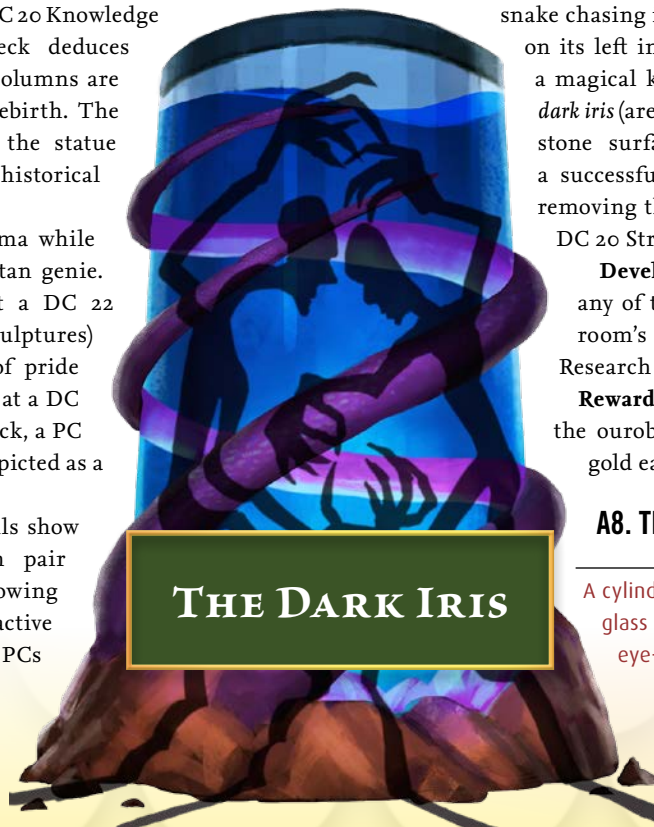
Development: Succeeding at any of the skill checks to study the room's features earns the PCs 1 Research Point.

Rewards: If the PCs don't recover the *ouroboros* torc, reduce each PC's gold earned by 333 gp.

A8. The Dark Iris

A cylinder of perfectly smooth volcanic glass stands in the center of an eye-shaped symbol in this room.

THE DARK IRIS



Unnatural shadows radiate from within the cylinder, darkening its immediate surroundings as indistinct shapes swim in the inky blackness. One-inch-thick copper wires embedded in the floor extend from the base of the cylinder, connecting it to three stone tables on the west side of the room.

Surma used the obsidian cylinder—a magic device called the *dark iris*—to create magic potions and cosmetics for herself. Using the device required three components: Surma's ouroboros torc (see area A7), a stone tablet from the library (area A6), and a human sacrifice. The stone tablets functioned like recipes that guided the process. Choosing the right person to sacrifice was equally important. Surma preferred attractive young men and women; not only was she envious of their beauty that rivaled hers, she also believed that the potions made from beautiful people were more potent.

Using his *sage jewel's* power and his own magical prowess, Sinuhotep repurposed the device to store his apprentices' drained life force so he could concoct a potion that triggered the final phase of his transformation into a lich. One by one, he smuggled his twelve apprentices into the temple past the girtablilu guards, murdered them, and hid the bodies in the secret tomb (area A5). The soul energies of the apprentices are still trapped in the cylinder as 12 greater shadows (*Pathfinder RPG Bestiary* 245). A dark necromantic liquid in the cylinder renders them unable to pass through solid objects. If reduced to half its maximum hit points (hardness 10, hp 60), the vessel cracks enough that 1d3 greater shadows can slip out each round to attack the PCs. If reduced to 0 hit points, the cylinder breaks entirely, releasing all of the greater shadows at once; however, destroying the *dark iris* does not stop the temple's collapse.

The three tables in the room are connected to the *dark iris*. While the *dark iris* is destabilized, dark energy visibly seeps through the copper wiring and the tables. Stabilizing the iris requires the same components that Sinuhotep used for his transformation: a tablet, a torc, and a life.

The first table has rectangular space carved into it, shaped exactly like the stone tablets in the library (area A6). In a bout of frustration after a failed experiment, Sinuhotep carved the word "rebirth" on the table in 20 different languages, including Common. Placing the tablet titled "The Rebirth" (see area A6) on the table counts as the first component for the purpose of stabilizing the *dark iris*.

The second table has a body-shaped indentation carved into it, surrounded by arcane sigils. Any living creature that lies down on the table takes 5d6 points of damage (as per *vampiric touch*) which counts as the second component. Any PC that studies the sigils and succeeds at a DC 23 Spellcraft check identifies the spell.

The third table is carved with a circular groove that looks like a snake biting its tail. Placing the ouroboros torc in the groove counts as the third component.

Development: Successfully stabilizing the *dark iris* before any of the temple collapses earns the PCs 1 Research Point.

A9. Pillars of Faith

The pillars of natural stone described in area A1 also function as a bridge of sorts between the temple and the sage's residence. The tops of the pillars as well as the ledges (areas A9 and A10) are 50 feet off the ground, and with a running start, leaping from one platform to another only requires a successful DC 10 Acrobatics check. Alternatively, the PCs may fly, teleport, or climb up to the other side.

Creatures: If the PCs managed to sneak past Anahita and Ardashir (area A1), the girtablilus climb onto the pillars as soon as they hear sounds of battle coming from the temple. The girtablilus attack the PCs on sight.

A10. The Door to the Sanctum

The sage's residence (area A11) is protected against teleportation, and the heavy bronze door has many permanent spells on it that make it nearly impossible to open (hardness 25, hp 250, Break DC 35, Disable Device DC 60). Only two keys can open the door; Sinuhotep has one, and the other is in the secret tomb (area A5). Either key triggers a lengthy, 5-round-long unlocking process as the door retracts bolts and disables safeguards.

If the PCs are unable to stabilize the *dark iris* (area A8), and the temple collapses, the magic protecting the door unravels, and the PCs can enter without a key.

A11. The Necessary Evil (CR 12 or CR 15)

In the days of the genie cult, this area was Surma's residence. Sinuhotep has occupied it since he started studying the temple. In the millennia since, its wards have protected him from those who destroyed the Jeweled Sages and sought his destruction.

Creature: The room's only occupant is an aging Garundi man wearing violet robes and gold armbands studded with jewels. This is Sinuhotep, bearer of the amethyst *sage jewel* and a lich of considerable age. Several circumstances differentiate the sage from similar undead. Most immediately apparent is that his physical form exhibits few signs of decay—a benefit of his *sage jewel*, which gradually reshapes its bearer's form to match that of the gem's ancient Osiriani creator. Second, most liches use nonmagical receptacles for their phylacteries, whereas the sage bound his soul to his *sage jewel*, a minor artifact vulnerable to physical force (hardness 20, 40 hp, break DC 40). Third, Sinuhotep's use of the *dark iris* as a catalyst for his transformation grants Surma a measure

of control over him, and he cannot leave the ruins (area A) until the div is destroyed.

Perhaps most significant of all is that Sinuhotep has maintained a significant grasp on his humanity, unlike most liches who grow increasingly sadistic and paranoid with age. He still believes in the Jeweled Sages' cause, despite his deplorable actions to extend his life (some of which he believes he only performed thanks to Surma's trickery). Were he only able to restore the Jeweled Sages, he theorizes, the good that he could bring to the world would eventually vindicate his earlier desperation. As a result, he is redemption-minded yet not wholly unrepentant—evil, yet potentially also an ally.

His voice is calm yet vibrant as he asks the PCs in Osiriani, “Did the satrap send you to kill me?” If none of the PCs speak that language, he repeats the question in other tongues, including an archaic but understandable form of Common. Assuming the PCs answer truthfully and do nothing to threaten him, the sage starts asking more questions, and the PCs can do the same.

Sinuhotep asks the following questions. Assuming the PCs answer his questions truthfully, the sage reacts as described below.

Who do you serve?

Sinuhotep is pleased to hear that the PCs are allied with the Jeweled Sages and wants to hear more information about the Pathfinder Society.

Who rules Osirion today?

Sinuhotep is pleased to hear that Ruby Prince Khemet III rules Osirion and the Keleshites have been driven out.

Do other sages still live? Sinuhotep is pleased to hear that two other sages are alive, and he wishes to rejoin the Jeweled Sages.

Who is the current leader of the sages? Sinuhotep seems to recognize the names of both Amenopheus and Tahonikepsu, though a PC who succeeds at a DC 20 Sense Motive check can sense that he is disappointed. “I appreciate that I was not the only one to survive the Kelishite attacks. Together we shall accomplish great things.”

Did Badru or Saruna survive? Sinuhotep is pleased to hear at least one of his former apprentices still exists.

Sinuhotep can also answer any of the following questions.

Who are you? “My name is Sinuhotep. I am the bearer of the amethyst *sage jewel*.”

ROLEPLAYING THE LICH

Sinuhotep knows far more than his answers below can summarize. If the PCs ask about anything mentioned in the adventure's background or the room descriptions, the sage can probably provide an answer. If the PCs threaten him, he uses everything he knows about the PCs against them to justify his unholy existence. For example, if the PCs killed the girtablilus, he uses it against them if they accuse the sage of killing people. Improvise and change the answers based on what the PCs reveal about themselves!

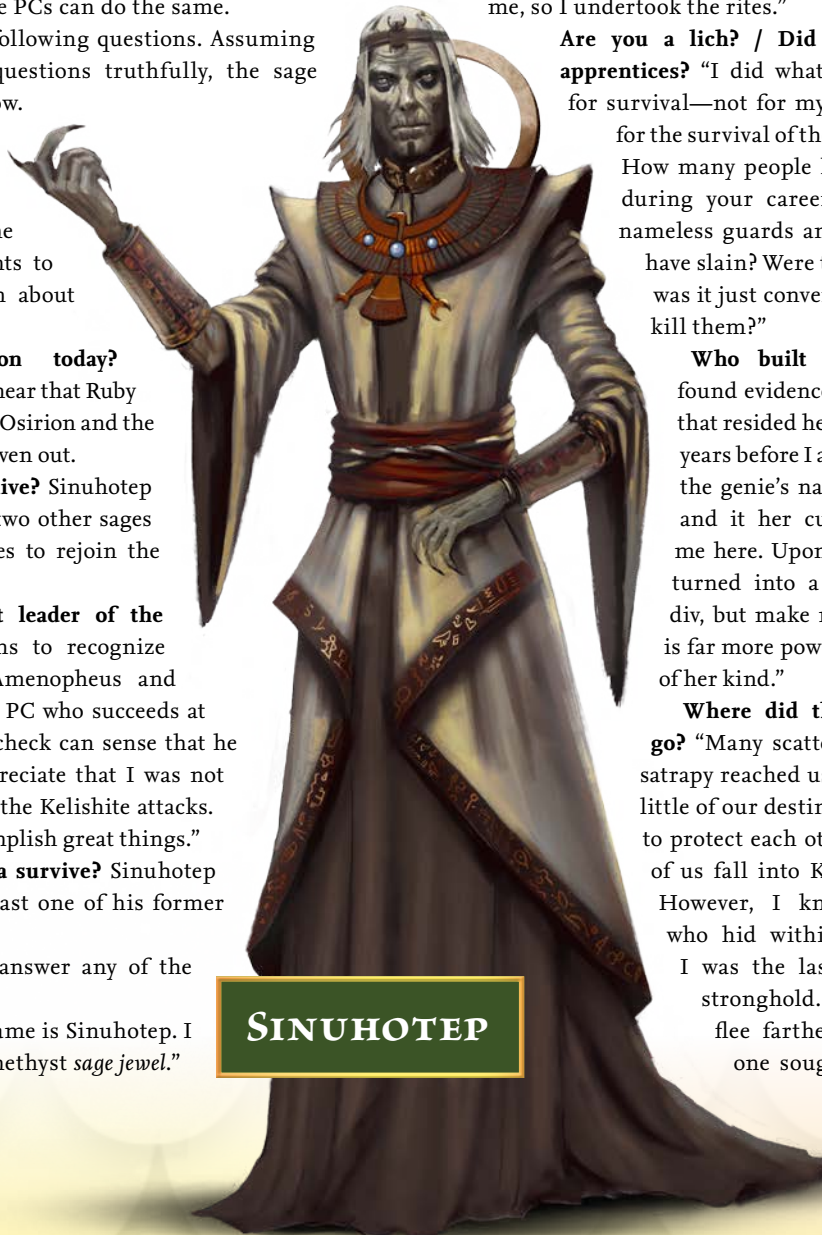
Why are you here? “After I fled the Sanctum, I traveled to the south, looking for ways to protect my *sage jewel*. I found what I was looking for, but a powerful curse bound me to this place.”

What did you find? / How are you still alive? “In this ancient place, I found the means to attain eternal life. I did not want the secrets of past ages to die with me, so I undertook the rites.”

Are you a lich? / Did you kill your apprentices? “I did what was necessary for survival—not for my own sake, but for the survival of the Jeweled Sages. How many people have you killed during your careers? How many nameless guards and servants you have slain? Were they all evil? Or was it just convenient for you to kill them?”

Who built this place? “I found evidence of a genie cult that resided here thousands of years before I arrived. It seems the genie's name was Surma, and it her curse that keeps me here. Upon her death, she turned into a pitiful aghash div, but make no mistake: she is far more powerful than most of her kind.”

Where did the other sages go? “Many scattered before the satrapy reached us, and we spoke little of our destinations in order to protect each other should one of us fall into Kelishite hands. However, I know of several who hid within Osirion, for I was the last to leave our stronghold. A few dared flee farther, and at least one sought refuge with



SINUHOTEP

SCALING ENCOUNTER A11

Surma's curse keeps Sinuhotep from traveling far from the ruined temple, but it may inhibit him in other ways. Make the following changes to accommodate a group of four PCs.

Subtier 7–8: Reduce Sinuhotep's damage reduction to 5/bludgeoning and magic. He used his last 5th-level spell slot to cast *overland flight* and has no additional 5th-level slots with which to cast *wall of sound* or other spells. Finally, reduce the save DC of his *confusion* spell and fear aura to 17.

Subtier 10–11: Reduce Sinuhotep's damage reduction to 5/bludgeoning and magic. Reduce his total spells per day by two for each spell level. Reduce the save DCs of all of his spells and supernatural abilities by 2.

the scholars of Tar Taargadth. As one of the sages, I will help you find them.”

We should just destroy you. “You would destroy me? You would also destroy the things I've seen: war chariots of fire soaring through the night sky over Osirion, pharaohs of old speaking to me from beyond the Gate of the Dead, even the 56 visits of Aucturn's Tear, which even now blazes brighter than it ever has as it once more approaches Golarion. All of those moments would be wiped away, like dust in the desert wind. My soul is bound to the jewel,” he says, tapping the purple gemstone in his right armband. “If one ceases to exist, the other must, too.”

What is Aucturn's Tear? “It is a celestial object that graces our sky every 56 years, and this appearance is its fifty-sixth since the Kelish invasion. These are significant values in Osirian numerology, and the Tear is far brighter as it makes its approach now than any other time before.”

Unless the PCs attack Sinuhotep, he says the following as soon as both he and the PCs have finished asking each other questions.

“Ever since I left my beloved Osirion, everything I have done has had a singular purpose: To recreate the order of the Jeweled Sages. What you have told me means that I can finally return home and rejoin the order. However, before I can leave, I need your help. My immortality also carries a curse, and I cannot leave unless a hateful creature that put the curse on me is destroyed. The question is: Will you slay this creature for me, set me free, and support my endeavor to rejoin the Jeweled Sages?”

If the PCs are not unanimous in their decision, the sage reminds them that they're deciding the fate of the order, and those who are most loyal to the sages (i.e., the members of the Scarab Sages faction) should decide. If the PCs refuse to let Sinuhotep join the order, he asks

if they speak for the entire world—if they would destroy his work and condemn this history to die. If the PCs are intent on excluding him, he asks them to prove their conviction by striking him down and destroying the past with their own hands. If they remain stubborn, he attacks. Note that Sinuhotep is a powerful foe with a high CR, yet he has sealed himself away in area A11 and cannot travel beyond the boundary of area A due to his curse. This provides most groups an opportunity to rest, approach this encounter with daily resources replenished, and flee to fight another day in case the ancient sage gets the upper hand.

If the PCs decide to help Sinuhotep, see the False Divinity encounter on page 20 for details on fighting Surma.

Subtier 7–8 (CR 12)

SINUHOTEP	CR 12
Male human lich psychic 11 (<i>Pathfinder RPG Bestiary</i> 188, <i>Pathfinder RPG Occult Adventures</i> 60)	
LE Medium undead (augmented humanoid)	
Init +6; Senses darkvision 60 ft.; Perception +10	
Aura fear aura (DC 19)	
DEFENSE	
AC 26, touch 13, flat-footed 24 (+4 armor, +1 deflection, +2 Dex, +5 natural, +4 shield)	
hp 122 (11d6+81)	
Fort +9, Ref +9, Will +13; +4 bonus vs. channeled energy	
Defensive Abilities channel resistance +4, rejuvenation;	
DR 15/bludgeoning and magic; Immune cold, electricity, polymorph, undead traits	
OFFENSE	
Speed 30 ft., fly 40 ft. (average)	
Melee touch +5 (1d8+5 plus paralyzing touch)	
Special Attacks paralyzing touch (DC 19), phrenic amplifications (dispelling pulse, focused force, overpowering mind, space-rending spell), phrenic pool (7)	
Psychic Spell-Like Abilities (CL 11th; concentration +17)	
1/day— <i>detect thoughts</i> (DC 15), <i>telepathic bond</i>	
Psychic Spells Known (CL 11th; concentration +17)	
5th (5/day)— <i>overland flight</i> , <i>retroognition</i> ^{OA} , <i>wall of sound</i> ^{UM}	
4th (7/day)— <i>confusion</i> (DC 20), <i>freedom of movement</i> , <i>mind probe</i> ^{OA} (DC 20), <i>mind thrust IV</i> ^{OA} (DC 20)	
3rd (7/day)— <i>arcane sight</i> , <i>dispel magic</i> , <i>force punch</i> ^{UM} (DC 19), <i>speak with dead</i> (DC 19), <i>tongues</i>	
2nd (8/day)— <i>blindness/deafness</i> (DC 18), <i>false life</i> , <i>hypercognition</i> ^{OA} , <i>invisibility</i> , <i>resist energy</i> , <i>see invisibility</i>	
1st (8/day)— <i>burst of adrenaline</i> ^{OA} , <i>comprehend languages</i> , <i>mage armor</i> , <i>magic aura</i> (DC 17), <i>magic missile</i> , <i>shield</i>	
0 (at will)— <i>arcane mark</i> , <i>dancing lights</i> , <i>detect magic</i> , <i>grave words</i> ^{OA} , <i>know direction</i> , <i>mage hand</i> , <i>message</i> , <i>open/close</i> (DC 16), <i>read magic</i>	
Psychic Discipline lore	

TACTICS

Before Combat Before the PCs enter, Sinuhotep casts *false life*, *freedom of movement*, *mage armor*, *overland flight*, *see invisibility*, and *shield*. He also casts *wall of sound* directly in front of the stairs and concentrates on it while talking to the PCs. Every day, he casts *magic aura* on both his actual phylactery (to hide its aura) and on the amethyst inset in his right armband (to create a fake aura).

During Combat Sinuhotep casts *confusion*, trying to catch as many warrior PCs in the area as possible. On subsequent rounds, he uses *mind thrust* and other spells to attack whichever PC is the biggest threat at the time. He uses phrenic amplifications both to enhance his spells but also to teleport if cornered. He also casts quickened spells in the first few rounds of the fight.

Morale Sinuhotep cannot flee. He fights until destroyed, hoping that the PCs take or destroy his fake phylactery and fail to uncover the actual one buried under the rubble.

Base Statistics Without his spells, Sinuhotep's base statistics are **AC** 18; **hp** 107; **Speed** 30 ft.

STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 18

Feats Combat Casting, Craft Wondrous Item, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Toughness

Skills Diplomacy +18, Fly +15, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (nobility) +20, Knowledge (religion) +20, Linguistics +14, Perception +10, Profession (librarian) +10, Sense Motive +15, Spellcraft +20, Stealth +10, Use Magic Device +15; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Ancient Osiriani, Azlanti, Common, Dwarven, Gnoll, Halfling, Infernal, Jistka, Kelish, Osiriani, Tekritanin

SQ detect thoughts, illuminating answers (maximum 2), mnemonic cache (60 pages/80 minutes), superior automatic writing, telepathic bond

Gear *cloak of resistance* +2, *headband of mental prowess* +2 (Int, Cha, Use Magic Device), *ring of protection* +1, false phylactery armband (worth 350 gp)

Subtier 10–11 (CR 13)

SINUHOTEP

CR 15

Male human lich psychic 14 (*Pathfinder RPG Bestiary* 188, *Pathfinder RPG Occult Adventures* 60)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +10

Aura fear aura (DC 21)

DEFENSE

AC 29, touch 15, flat-footed 26 (+4 armor, +2 deflection, +3 Dex, +6 natural, +4 shield)

hp 150 (14d6+99)

Fort +13, **Ref** +12, **Will** +16; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4, rejuvenation;

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

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee touch +7 (1d8+7 plus paralyzing touch)

Special Attacks paralyzing touch (DC 21), phrenic amplifications (dispelling pulse, focused force, overpowering mind, space-rending spell), phrenic pool (9)

Psychic Spell-Like Abilities (CL 14th; concentration +20) 1/day—*detect thoughts* (DC 15), *telepathic bond*

Psychic Spells Known (CL 14th; concentration +20)

7th (3/day)—*greater arcane sight*, *power word blind*

6th (6/day)—*blade barrier* (DC 22), *legend lore*, *mind thrust* VI^{OA} (DC 22)

5th (7/day)—*hold monster* (DC 21), *overland flight*, *retrocognition*^{OA}, *wall of sound*^{UM}

4th (7/day)—*black tentacles*, *confusion* (DC 20), *freedom of movement*, *mind probe*^{OA} (DC 20), *mind wipe*^{OA} (DC 20)

3rd (7/day)—*arcane sight*, *dispel magic*, *force punch*^{UM} (DC 19), *speak with dead* (DC 19), *tongues*

2nd (8/day)—*blindness/deafness* (DC 18), *false life*, *hypercognition*^{OA}, *invisibility*, *resist energy*, *see invisibility*

1st (8/day)—*burst of adrenaline*^{OA}, *comprehend languages*, *mage armor*, *magic aura* (DC 17), *magic missile*, *shield*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *grave words*^{OA}, *know direction*, *mage hand*, *message*, *open/close* (DC 16), *read magic*

Psychic Discipline lore

TACTICS

Use the tactics in Subtier 7–8.

STATISTICS

Str 10, **Dex** 16, **Con** —, **Int** 23, **Wis** 14, **Cha** 18

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

Feats Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Toughness

Skills Diplomacy +21, Fly +16, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (nobility) +23, Knowledge (religion) +23, Linguistics +14, Perception +10, Profession (librarian) +10, Sense Motive +21, Spellcraft +23, Stealth +11, Use Magic Device +18; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Ancient Osiriani, Azlanti, Common, Dwarven, Gnoll, Halfling, Infernal, Jistka, Kelish, Osiriani, Tekritanin

SQ detect thoughts, illuminating answers (maximum 2), memory palace (nobility, history), mnemonic cache (75 pages/95 minutes), superior automatic writing, telepathic bond

Gear *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of mental prowess* +2 (Int, Cha, Use Magic Device), *ring of protection* +2, false phylactery armband (worth 350 gp)

SCALING FALSE DIVINITY

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

Subtier 7–8: Remove one of each of Surma's spells prepared from the following list: *burning hands*, *enervation*, *intensified burning hands*, *lightning bolt*, and *summon monster V*. As a result, she only appears with a summoned air elemental. In addition, reduce her starting hit points by 20.

Subtier 10–11: Remove one of each of Surma's spells prepared from the following list: *burning hands*, *enervation*, *flesh to stone*, *intensified burning hands*, *lightning bolt*, *summon monster V*, and *waves of exhaustion*. As a result, she only appears with a summoned air elemental. In addition, reduce her starting hit points by 30.

Hazard: There is a two-foot deep pool half-filled with debris in the room, which counts as difficult terrain. An illusion of clear water hides the debris, and a PC who interacts with the illusion can disbelieve it with a successful DC 22 Will save.

Development: Defeating Sinuhotep does not destroy him entirely. In order to prevent him from reviving days later, the PCs must destroy his phylactery: the amethyst *sage jewel*. Thanks to his casting *magic aura*, the amethyst in his bracer radiates magic as though it were a powerful magic item. Conversely, his true phylactery radiates no magic and is hidden under heavy rocks in the pool; PCs who see through the watery illusion, overturn the stones, and succeed at a DC 25 Perception check uncover the true phylactery, which is a triangularly cut amethyst gemstone. If the PCs destroy the fake phylactery

(hardness 15, 10 hit points), a PC who succeeds at a DC 30 Knowledge (arcana or religion) check can intuit that the gem was likely a decoy;

a true phylactery would have been more resilient, would have released magical energy once destroyed, or would have affected the lich's body in some way.

If the PCs find and destroy Sinuhotep's true phylactery, their minds are bombarded with scenes from the moment the jewel was created to the present day, showing the Amethyst Sage's flight, despair, and eventual fall.

Rewards: If the PCs fail to defeat Sinuhotep, reduce each PC's gold earned as follows. If the PCs ally with Sinuhotep to defeat Surma, use that encounter's rewards instead.

Subtier 7–8: Reduce each PC's gold earned by 1,808 gp.

Out of Subtier: Reduce each PC's gold earned by 2,470 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,133 gp.

FALSE DIVINITY

If the PCs decide to help Sinuhotep to get rid of his curse, they must defeat the div Surma. The sage is not well versed in extraplanar creatures, but he can provide a sufficient description of Surma for the PCs to attempt Knowledge (planes) checks to identify an aghash div's abilities and weaknesses.

Creatures: Once the PCs are ready, Sinuhotep steps through the door, visibly straining himself and soon falling to his knees. In great anguish, he yells "You ugly old wretch, reveal yourself!" Two rounds later, Surma appears atop the southern pillar with an air elemental that looks like a desert twister and an earth elemental composed of sand. Surma's viper familiar stays behind in Abaddon. The girtablilus, if alive, remain alert but do not intervene.

As a div, Surma only exists to cause suffering to the world she blames for her misfortune. Once beautiful and vain, now nothing of her beauty remains, and for that reason, she despises beautiful mortals above all.

Subtier 7–8 (CR 12)

SURMA

CR 12

Aghash div witch 10 (*Pathfinder RPG Bestiary* 3 83, *Pathfinder RPG Advanced Player's Guide* 65)

NE Medium outsider (div, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 21 (+4 armor, +1 deflection, +4 Dex, +6 natural)

hp 162 (15 HD; 10d6+5d10+100)

Fort +13, **Ref** +13, **Will** +15

DR 5/good or cold iron; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d6+3)

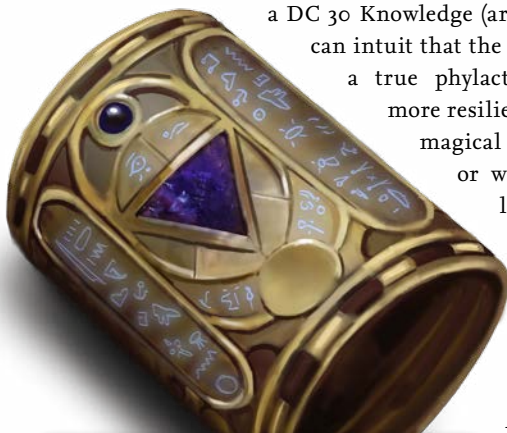
Special Attacks cursed gaze, hexes (cackle, evil eye, flight, misfortune, slumber, weather control), sandstorm

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

At will—*bestow curse* (DC 17), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 16), *spectral hand*
1/day—*suggestion* (DC 16), *summon* (level 3, 1d2 dorus 25%)

Witch Spell-Like Abilities (CL 10th; concentration +14)

At will—*feather fall* (self only), *fly* (self only)
1/day—*levitate* (self only)



AMETHYST SAGE
JEWEL

Witch Spells Prepared (CL 10th; concentration +14)

- 5th—*summon monster V* (2)
 - 4th—*cure serious wounds*, *enervation* (2), *phantasmal killer* (DC 18)
 - 3rd—*lightning bolt* (3, DC 17), *stinking cloud* (DC 17)
 - 2nd—*intensified burning hands* (2, DC 15), *glitterdust* (DC 16), *hold person* (DC 16), *see invisibility*
 - 1st—*burning hands* (2, DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 15)
 - 0 (at will)—*arcane mark*, *bleed* (DC 14), *guidance*, *light*
- Patron** Vengeance

TACTICS

Before Combat Surma casts *mage armor* and *see invisibility*, and casts *summon monster V* twice to summon a large earth elemental and a large air elemental.

During Combat Surma commands the earth elemental to engage any opponents that move closer to her, while the air elemental harries archers and spellcasters. Surma attacks with hexes and spells, always chooses the most attractive target possible. If cornered, she uses *dimension door* or the flight hex to move.

Morale If reduced to 20 hit points or fewer, Surma admits defeat and flees, freeing Sinuhotep from his curse.

Base Statistics Without *mage armor*, Surma's base statistics are **AC** 21.

STATISTICS

Str 16, **Dex** 18, **Con** 20, **Int** 18, **Wis** 11, **Cha** 18

Base Atk +10; **CMB** +13; **CMD** 28

Feats Alertness, Combat Casting, Great Fortitude, Improved Initiative, Intensified Spell^{APG}, Iron Will, Toughness, Weapon Focus (claw)

Skills Bluff +20, Disguise +15, Fly +10, Intimidate +15, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +20, Swim +7

Languages Abyssal, Ancient Osiriani, Auran, Celestial, Ignan, Infernal, Terran; telepathy 100 ft.

SQ witch's familiar

Combat Gear *wand of lightning bolt* (CL 9th, 5 charges); **Other Gear** *cloak of resistance* +2, *ring of protection* +1, vial of shaitan blood

Subtier 10–11 (CR 15)

SURMA **CR 15**

Aghash div witch 13 (*Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Bestiary* 3 83)

NE Medium outsider (div, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +23

DEFENSE

AC 27, touch 17, flat-footed 22 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 193 (18 HD; 13d6+5d10+121)

Fort +15, **Ref** +15, **Will** +18

DR 5/good or cold iron; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (1d6+3)

Special Attacks cursed gaze, hexes (cackle, evil eye, flight, fortune, misfortune, slumber, weather control), sandstorm

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

At will—*bestow curse* (DC 17), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 16), *spectral hand*

1/day—*suggestion* (DC 16), *summon* (level 3, 1d2 dorus 25%)

Witch Spell-Like Abilities (CL 13th; concentration +17)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 13th; concentration +17)

7th—*waves of exhaustion*

6th—*flesh to stone* (DC 20), *summon monster VI*

5th—*cure critical wounds*, *mind fog* (DC 19), *summon monster V*



SURMA

4th—*cure serious wounds, enervation* (2), *phantasmal killer* (2, DC 18)
 3rd—*lightning bolt* (3, DC 17), *stinking cloud* (DC 17), *vampiric touch*
 2nd—*intensified burning hands* (2, DC 15), *glitterdust* (DC 16), *hold person* (DC 16), *see invisibility*
 1st—*burning hands* (2, DC 15), *mage armor, obscuring mist, ray of enfeeblement* (DC 15)
 0 (at will)—*arcane mark, bleed* (DC 14), *guidance, light*
Patron Vengeance^{UM}

TACTICS

Use the tactics in Subtier 7–8, except the air elemental is huge (as per *summon monster VI*).

STATISTICS

Str 16, **Dex** 18, **Con** 20, **Int** 18, **Wis** 12, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 31

Feats Alertness, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Intensified Spell^{APG}, Iron Will, Toughness, Weapon Focus (claw)

Skills Bluff +22, Disguise +15, Fly +10, Intimidate +15, Knowledge (arcana) +23, Knowledge (planes) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +23, Swim +7

Languages Abyssal, Ancient Osiriani, Auran, Celestial, Ignan, Infernal, Terran; telepathy 100 ft.

SQ witch's familiar

Combat Gear *wand of lightning bolt* (CL 9th, 5 charges); **Other Gear** *cloak of resistance* +3, *ring of protection* +2, vial of shaitan blood

Treasure: In addition to her gear, Surma carries a small vial of her own blood from a time before Ahriman corrupted her and twisted her into a div. It serves as a memento of her greatest accomplishments while also reminding her of the beauty she has lost forever. A PC can use this to create an *ampoule of false blood (shaitan)*^{UE}, which appears on the adventure's Chronicle sheet.

Development: Defeating Surma ends her control of Sinuhotep, who is now free to depart the ruins and return to Osirion.

Rewards: If the PCs ally with Sinuhotep but fail to defeat Surma, reduce each PC's gold earned by the value below. If the PCs instead attack Sinuhotep and never encounter Surma, cross the *ampoule of false blood* off the Chronicle sheet.

Subtier 7–8: Reduce each PC's gold earned by 1,808 gp.

Out of Subtier: Reduce each PC's gold earned by 2,470 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,133 gp.

CONCLUSION

If the girtablilus are still alive, they thank the PCs regardless of which evil being the PCs destroyed; each PC earns the Sacred Scorpion Tattoo boon on her Chronicle sheet.

Back in Katapesh, Tahonikepsu debriefs the Pathfinders. Her neutral alignment reflects her forgiving moral compass and willingness to see the good in most difficult decisions. Whether the PCs destroyed Sinuhotep or recruited him, she honors their choice. Even so, she much prefers the jewel's return.

If the PCs successfully recruited Sinuhotep and the *sage jewel* is intact, each Scarab Sages PC gains the Ouroboros Revival boon on her Chronicle sheet. Tahonikepsu says the following.

"Pathfinders, thanks to your efforts, the amethyst sage jewel is now safe, and it fills my heart with joy to welcome Sinuhotep back to the order. I am eternally grateful to you, Pathfinders—you have made it possible for the Jeweled Sages to grow and prosper."

Sinuhotep seems equally pleased to meet Tahonikepsu; he wears a faint but confident smile the entire time. If Badru was present in the briefing at the beginning of the adventure, he is overjoyed when the sage returns, and the construct tells the PCs he wishes to help them become immortal, too. If Saruna was present in the briefing, she flies into a rage upon seeing the sage. After a brief clash, she flees, vowing to exact revenge.

If the PCs destroyed Sinuhotep, each Scarab Sages PC gains the Better Dead than Despoiled boon on her Chronicle sheet, and Tahonikepsu says the following.

"I cannot find words to express my sadness about the horrible decision the Amethyst Sage made to protect his sage jewel. I respect your decision to rid the world of something as terrible as a lich. However, now we can never know if there would have been a way to cleanse the jewel of his taint, and we may never recover what was lost with the jewel. May history judge your decisions kindly despite your having destroyed history."

If Saruna was present in the briefing at the beginning of the adventure, she thanks the PCs and tells them they made the right decision despite what Tahonikepsu said. She departs on a crusade to destroy as many undead monstrosities as she can before being destroyed in turn, declaring, "Now Saruna can finally depart." If Badru was present in the briefing, the news of the sage's demise causes him to sulk for the rest of the meeting. After the meeting he disappears quietly, perhaps to plan his revenge.

There is the possibility that the PCs dispatched Sinuhotep, destroyed his fake phylactery, and never found the real *sage jewel*. If they return with the forgery, Tahonikepsu studies it quietly, coldly looks at the PCs, and then sadly reports that they recovered a fake. Sinuhotep's temporary destruction is enough to weaken Surma's grip over him, and he slips away with any of his remaining gear.

Soon thereafter, he telepathically contacts Tahonikepsu to voice his displeasure and promise that her misguided upstart organization will rue the day they crossed the true savior of the Jeweled Sages.

Reporting Notes

If the PCs chose Badru to answer their questions in the briefing, check box A on the reporting sheet. If the PCs killed the girtablilus guarding the entrance to the temple, check box B on the reporting sheet. If Sinuhotep joined the Jeweled Sages, check box C. If the PCs destroyed Sinuhotep but failed to destroy his true phylactery, check box D.

Primary Success Condition

The PCs complete their main mission by delivering the amethyst *sage jewel* to Tahonikepsu, whether intact and carried by Sinuhotep or broken as a result of destroying the lich. Doing so earns each PC 1 Prestige Point. The PCs do not fulfill this condition if they destroyed the fake phylactery but never recovered the real one.

Secondary Success Condition

The PCs successfully complete their secondary mission if they gained at least 3 Research Points while exploring the House of Ruin. Doing so earns each PC 1 additional Prestige Point.

PLAYER HANDOUT #1: LIBRARY SEARCH REFERENCE

Select one of the seven bookshelves to work on and attempt a check. If two or more of you are working on the same bookshelf, use the highest check result; other rolls that meet or exceed DC 10 add +2 to the roll. In order to study a bookshelf's contents completely, you must complete (i.e., reach 100% progress in) three tasks, completed in order. Each check requires 6 minutes of work.

Moving: Strength check; attempt DC 15 Fort save vs. fatigue to gain a +4 bonus

Cataloguing: Perception or Profession (librarian) check, or use a related skill (see below)

Studying: Linguistics or Sense Motive check, or use a related skill (see below)

Any progress in excess of 100% is not carried over to the following task. Reaching 100% in the third task means you discover whether the bookshelf contains the information you are looking for.

Roll	Progress
15+	25%
20+	50%
25+	75%
30+	100%

Bookshelves and Related Skills

The following are the carvings on each bookshelf (from east to west) and the alternate skills you can use when attempting to catalogue and study the shelf's contents.

- 1: Woman with one hand on her cheek, the other in a jar—Craft (alchemy) or Disguise.
- 2: Man in a battle pose with a fine scimitar—Craft (weapons) or Profession (soldier).
- 3: Woman poring over a text with eyes wide open—Knowledge (religion) or Linguistics.
- 4: Man holding his hands up, motes of energy circling around him—Knowledge (arcana) or Spellcraft.
- 5: Man adoring himself in a mirror—Perform (any) or Sense Motive.
- 6: Man looking at clouds in the sky and sowing seeds in the ground—Profession (farmer) or Survival.
- 7: Woman marveling at the sun and the moon—Knowledge (geography) or Perception.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

AIR ELEMENTAL, LARGE

CR 5

Pathfinder RPG Bestiary 120

N Large outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

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

Special Attacks whirlwind (DC 18)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative⁸, Mobility, Weapon Finesse⁸

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

Language Auran

DESCRIPTION

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

AIR ELEMENTAL, HUGE

CR 7

Pathfinder RPG Bestiary 120

N Huge outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +16, **Will** +5

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+6)

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

Special Attacks whirlwind (DC 21)

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative⁸, Iron Will, Mobility, Weapon Finesse⁸

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

Language Auran

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

EARTH ELEMENTAL, LARGE

CR 5

Pathfinder RPG Bestiary 122

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush⁸, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Language Terran

DESCRIPTION

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

GHUL

CR 5

Pathfinder RPG Bestiary 3 125

CE Medium undead (shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +4, **Will** +7

DR 5/good; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d6+6), 2 claws +10 (1d4+6 plus bleed)

Special Attacks bleed (1), cursed claws, rend (2 claws, 1d6+6)

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +4; **CMB** +10; **CMD** 22

Feats Great Fortitude, Power Attack, Step Up

Skills Bluff +10, Climb +18, Diplomacy +7, Disguise +11, Intimidate +11, Perception +15, Stealth +11, Survival +8 (+16 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

Languages Abyssal, Common, Terran

SQ change shape (hyena; does not detect as undead in this form; *beast shape I*), genie-kin

DESCRIPTION

Draped in fine dark robes, this undead creature's body seems to be made of equal parts bone, leathery flesh, and blood-red smoke.

SPECIAL ABILITIES

Cursed Claws (Ex) A ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

Genie-kin (Ex) For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

GIANT SCORPION

CR 3

Pathfinder RPG Bestiary 242

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

Special Attacks constrict (1d6+4)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Skills Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

DESCRIPTION

The sixteen-foot-long scorpion scurries forward, ferocious claws raised in challenge, stingered tail arched over its back.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

GIRTABLILU

CR 8

Pathfinder RPG Bestiary 3 130

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+2 armor, +2 Dex, +1 dodge, +8 natural, –1 size)

hp 105 (10d10+50)

Fort +8, **Ref** +11, **Will** +9

OFFENSE

Speed 50 ft.

Melee mwk spear +15/+10 (1d8+7/×3), 2 claws +9 (1d6+2 plus grab), sting +9 (1d6+2 plus poison)

Ranged mwk spear +12 (1d8+5/×3)

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

Special Attacks constrict (1d6+5)

Spell-Like Abilities (CL 10th; concentration +10)
1/day—*summon nature's ally V* (1d3 giant scorpions)

STATISTICS

Str 20, **Dex** 15, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 29 (41 vs. trip)

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +17, Craft (any one) +8, Knowledge (history) +5, Perception +14, Sense Motive +7, Stealth +10, Survival +15;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Common, Girtablilu

SQ scorpion empathy +10, undersized weapons

DESCRIPTION

The body of a spear-wielding woman rises from the front of this monstrously huge scorpion.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

Scorpion Empathy (Ex) This ability functions as a druid's wild empathy ability, save that it works only on scorpions. A girtablilu uses its Hit Dice (normally 10) as its effective druid level. Scorpions are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing girtablilus to train scorpions and use them as guardians (though it does not grant them skills or feats).

GIRTABLILU, QUICK STRIKER

CR 12

Pathfinder Campaign Setting: Inner Sea Monster Codex 38
Girtablilu rogue (scout) 8 (*Pathfinder RPG Bestiary 3* 130,
Pathfinder RPG Advanced Player's Guide 134)

N Large monstrous humanoid

Init +10; **Senses** darkvision 60 ft., tremorsense 30 ft.;
Perception +25

DEFENSE

AC 28, touch 15, flat-footed 22 (+3 armor, +5 Dex, +1 dodge,
+10 natural, -1 size)

hp 189 (18 HD; 8d8+10d10+98)

Fort +10, **Ref** +21, **Will** +12

Defensive Abilities evasion, trap sense +2

OFFENSE

Speed 50 ft.

Melee +1 *spear* +20/+15/+10/+5 (1d8+7/x3 plus poison),
2 claws +17 (1d6+2 plus grab), sting +17 (1d6+2 plus poison)

Ranged +1 *composite shortbow* +22/+17/+12/+7 (1d6+5/x3 plus
poison) or +1 *spear* +22/+17/+12/+7 (1d8+7/x3 plus poison)

Space 10 ft., **Reach** 10 ft.

Special Attacks constrict (1d6+4), poison (DC 24), scout's
charge, skirmisher, sneak attack +4d6

Spell-Like Abilities (CL 18th, concentration +19)

1/day—*summon nature's ally V* (1d3 giant scorpions)

STATISTICS

Str 18, **Dex** 23, **Con** 21, **Int** 14, **Wis** 16, **Cha** 13

Base Atk +16; **CMB** +21 (+25 grapple); **CMD** 38 (50 vs. trip)

Feats Deadly Aim, Dodge, Improved Initiative, Lightning
Reflexes, Mobility, Multiattack, Point-Blank Shot, Shot on the
Run, Spring Attack

Skills Acrobatics +22 (+30 when jumping), Bluff +9, Climb +20,
Craft (alchemy) +16, Disable Device +15, Escape Artist +14,
Heal +13, Knowledge (geography, history) +7, Knowledge
(local) +15, Perception +25, Sense Motive +16, Stealth +26,
Survival +24; **Racial Modifiers** +4 Climb, +4 Perception,
+4 Stealth

Languages Common, Girtablilu, Gnoll, Kelish

SQ rogue talents (assault leader^{APG}, lasting poison^{APG},
survivalist^{APG}, swift poison^{APG}), scorpion empathy +18,
trapfinding +4, undersized weapons

Combat Gear *potions of cure serious wounds* (2), *potion of*
haste, *potions of invisibility* (3), alchemist's fire (2), antitoxin
(3), smokesticks (5), thunderstones (3); **Other Gear** studded
leather, +1 *spear*, +1 *composite shortbow* with 30 arrows,
amulet of natural armor +2, *belt of incredible dexterity* +2,
elixirs of hiding (2), portable alchemist's lab^{UE}, tindertwigs (5)

GIRTABLILU, RAGING STING

CR 9

Pathfinder Campaign Setting: Inner Sea Monster Codex 36

Girtablilu barbarian 1 (*Pathfinder RPG Bestiary 3* 130)

CN Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception
+18

DEFENSE

AC 24, touch 10, flat-footed 21 (+5 armor, +3 Dex, +9 natural, -2
rage, -1 size)

hp 171 (11 HD; 10d10+1d12+110)

Fort +15, **Ref** +11, **Will** +13

OFFENSE

Speed 45 ft.

Melee +1 *greatclub* +20/+15/+10 (1d10+14), 2 claws +15 (1d8+5
plus grab), sting +15 (1d6+5 plus poison)

Ranged throwing axe +13/+8/+3 (1d6+9)

Space 10 ft., **Reach** 10 ft.

Special Attacks constrict (1d6+5), poison (DC 24), rage (11
rounds/day)

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

1/day—*summon nature's ally V* (1d3 giant scorpions)

TACTICS

Base Statistics When not raging, the barbarian's statistics
are **AC** 26, touch 12, flat-footed 23; **hp** 149 **Fort** +13, **Will**
+11; **Melee** +1 *greatclub* +18/+13/+8 (1d10+11), 2 claws +13
(1d8+3 plus grab), sting +13 (1d6+3 plus poison); **Ranged**
throwing axe +13/+8/+3 (1d6+7); **Str** 24, **Con** 25; **CMB** +19
(+23 grapple); **CMD** 30 (42 vs. trip); **Skills** Climb +13.

STATISTICS

Str 28, **Dex** 17, **Con** 29, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +11; **CMB** +21 (+25 grapple); **CMD** 32 (44 vs. trip)

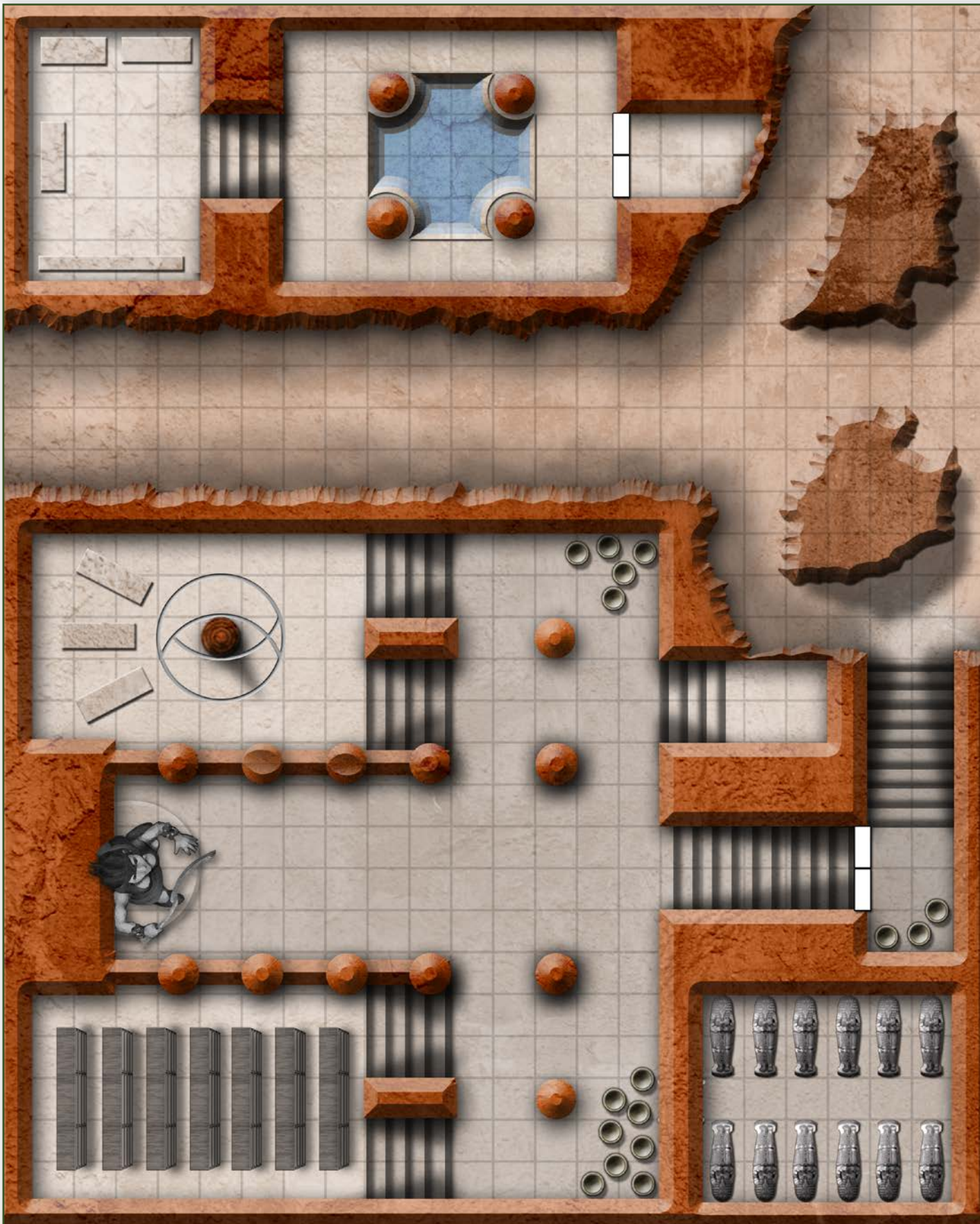
Feats Improved Initiative, Improved Natural Armor, Improved
Natural Attack (claws), Power Attack, Toughness, Vital Strike

Skills Climb +15, Craft (stonemasonry) +6, Knowledge (history)
+4, Knowledge (religion) +4, Perception +18, Stealth +9,
Survival +14; **Racial Modifiers** +4 Climb, +4 Perception,
+4 Stealth

Languages Common, Girtablilu

SQ fast movement, scorpion empathy +11, undersized weapons

Combat Gear *potions of cure moderate wounds* (2), *potions of*
lesser restoration (2); **Other Gear** +1 *hide armor*,
+1 *greatclub*, throwing axes (4), *amulet of mighty fists* +1,
cloak of resistance +1, mwk artisan's tools



Pathfinder Society Scenario #7-11: Ancients' Anguish

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____  Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points

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Character # _____  Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #7-11: Ancients' Anguish

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Better Dead Than Despoiled (Scarab Sages faction): All knowledge is sacred, but lore is better destroyed if evil has tainted it. So too have you forsworn eternal life if the cost is undeath. You delay any effect such as the create spawn ability that would cause you to animate as an undead creature for 1 hour. You can cross this boon off your Chronicle sheet when you would be killed to instead be reduced to 1 hit point and gain 50 temporary hit points. After 1d4+1 rounds, you die, and your body crumbles to ash; only *resurrection* or more powerful magic can restore you to life.

Ouroboros Rebirth (Scarab Sages faction): The serpentine torc represented rebirth and eternity—even in the face of hardship. Sinuhotep has taught you how to cheat death and continue your essential work. As an immediate action when you would be reduced to 0 or fewer hit points, you may cross this boon off your Chronicle sheet to recover 3d8+5 hit points before dying or falling unconscious. Alternatively, you can cross this boon off your Chronicle sheet when you die to force your soul to linger in your body for a few crucial moments; the spell *breath of life* can restore you to life so long as you died within the past 1d4+1 rounds.

Sacred Scorpion Tattoo: You have earned the trust and respect of Anahita and Ardashir. The girtablilu siblings offer to tattoo a scorpion on your arm, shoulder, or neck using cactus flower ink and a scorpion's stinger. If you choose not to be tattooed, cross this boon off your Chronicle sheet. Whenever the tattoo is visible, you gain scorpion empathy (as wild empathy using your character level as your effective druid level, save that it works only on scorpions) and a +2 bonus on Diplomacy checks to influence girtablilus. However, you suffer a permanent -2 penalty on Fortitude saves against girtablilu and scorpion venom.

All Subtiers

ampoule of false blood (shaitan; 20,000 gp;
Pathfinder RPG Ultimate Equipment 254,
Pathfinder RPG Ultimate Magic 69)
amulet of mighty fists +1 (4,000 gp)
cloak of resistance +2 (4,000 gp)
headband of mental prowess (Int, Wis, Use Magic
Device; 10,000 gp)
mask of a thousand tomes (10,000 gp; *Ultimate
Equipment* 245)
ring of protection +1 (2,000 gp)
wand of break enchantment (CL 10th, 5 charges;
3,000 gp, limit 1)
wand of freedom of movement (7 charges; 2,940 gp,
limit 1)
wand of lesser restoration (14 charges; 1,260 gp, limit 1)
wand of searing light (CL 6th, 13 charges; 3,510 gp,
limit 1)
wand of shield of faith (42 charges; 630 gp, limit 1)

Subtier 10-11

amulet of natural armor +2 (8,000 gp)
belt of incredible dexterity +2 (4,000 gp)
cloak of resistance +3 (9,000 gp)
restorative ointment (4,000 gp)
ring of protection +2 (8,000 gp)
wand of searing light (CL 10th, 13 charges; 5,850 gp,
limit 1)

SUBTIER ☐ Slow ☐ Normal

7-8 2,202 4,404

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 3,048 6,095

SUBTIER ☐ Slow ☐ Normal

10-11 3,893 7,786

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #