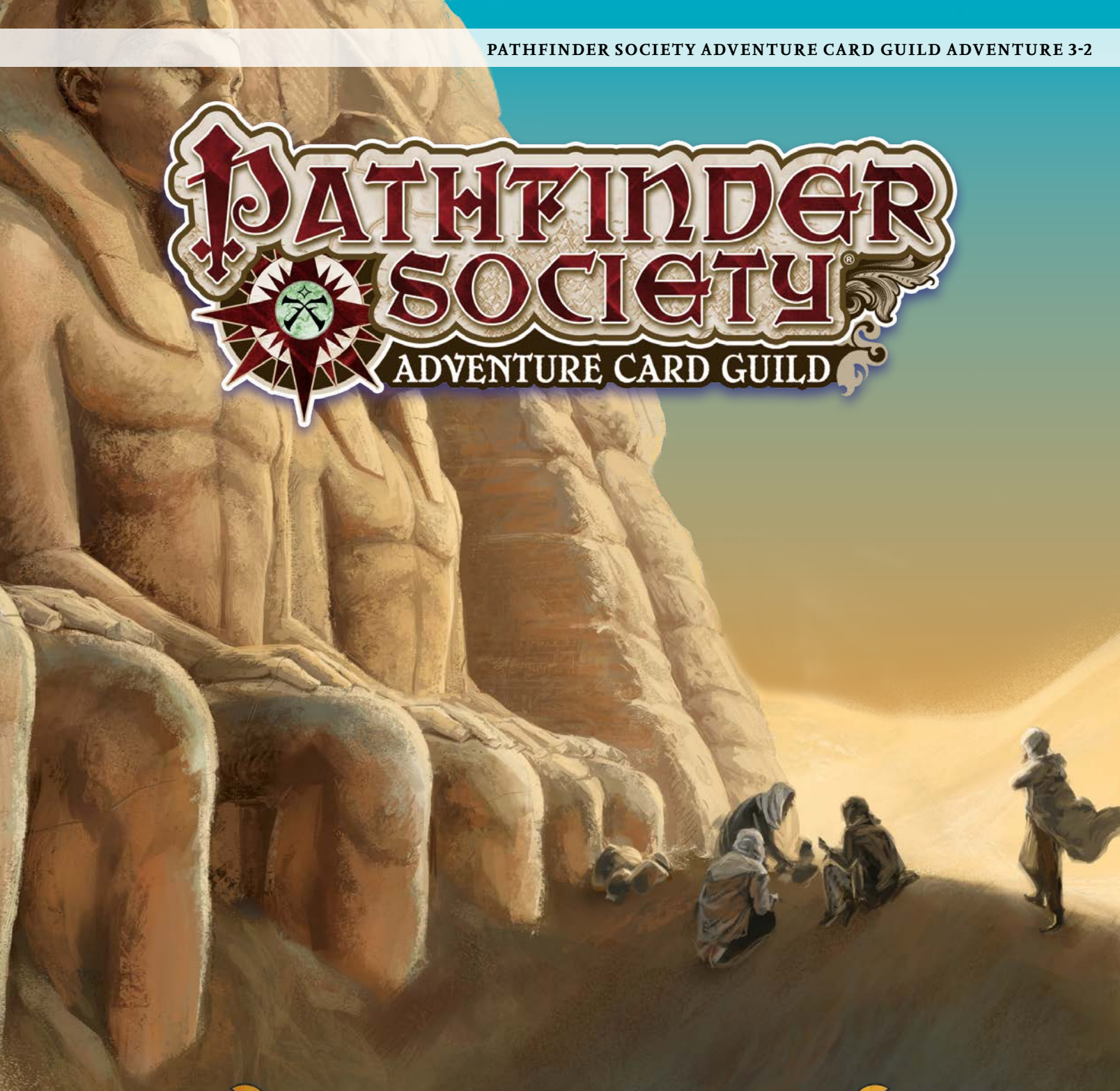




PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF
PLUNDERED TOMBS

SECRETS BELOW THE SANDS



ADVENTURE 3-2: SECRETS BELOW THE SANDS

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SEASON OF PLUNDERED TOMBS

Catastrophe struck the world 10,000 years ago, and mighty Osirion was one of the first great nations to rise from the ashes. For centuries its pharaohs oversaw a golden age of expansion and innovation while crushing rivals such as the Tekritanin League and the golem armies of the Jistka Imperium. Eventually, though, the kingdom began to stagnate, its leaders unable to match the splendid accomplishments of their forebears. Following millennia of decline and foreign occupation, Osirion is once again autonomous and prospers under the Ruby Prince Khemet III.

Hoping to uncover forgotten secrets that his kingdom might employ while encouraging foreign traffic into the increasingly prosperous land, the Ruby Prince opened Osirion to foreign explorers approximately a decade ago. Those hoping to plunder tombs and make their fortune are subject to Osirian customs agents who reclaim the most historically sensitive finds and collect a modest tax on other goods. Yet even this is hardly enough to discourage treasure-hunters—not when one could uncover gold, lost magic, or even a piece of one of the legendary Shory flying cities from a lost age.

Among the region's most influential archaeological operations is the Pathfinder Society, an international league of explorers and adventurers dedicated to discovering and chronicling the world's mysteries. You recently completed your training as a Pathfinder agent in Absalom and set out for Osirion, dreaming of the ancient secrets buried beneath the sands and stone. Before you embark overland, though, it's critical that you meet with Venture-Captain Norden Balentiir, who coordinates Pathfinder activity throughout Osirion and is an invaluable sage of which sites remain unexplored and unspoiled by common looters.

As your ship approaches Sothis, you can take in its beauty firsthand. Smooth-sided structures of tawny stone stand tall and proud, many capped with sparkling domes and adorned with spectacular columns. Famous temples tower over the skyline, including the Necropolis of the Faithful, overseen by Pharamsa's priests. It's a stark reminder that even though Osirion condones treasure-hunting, the Lady of Graves demands that all respect the dead. Perhaps greatest of all Sothis's monuments is the Black Dome, a colossal, translucent scarab beetle that stands at the city's center. History says that this was once Ulumat, a destructive behemoth laid low by the city's founder and now inhabited by its elite.

There's little time for sightseeing here, though—once you meet with Norden Balentiir, the archaeological wealth of all Osirion will be yours to explore. What you uncover might not just change your fortunes; it could change the world!



COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Serpents in the Deep
2	Secrets below the Sands
3	In Search of a Sage
4	Tomb of the Godless Host
5	The Sepulcher Soars Anew
6	Destruction Descending

DURING THIS ADVENTURE PATH

After you begin *In Search of a Sage*, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin *The Sepulcher Soars Anew*, do the same for cards that have the Elite trait.

RULES: TRADERS

In *Season of Plundered Tombs*, traders work differently than in *Mummy's Mask*, in the following ways.

- When you are rewarded with a trader, instead of checking it off on the Bazaar card, record it on your Chronicle sheet.
- You do not visit traders after winning a scenario. Instead, at the start of each scenario in this Adventure Path, before setting out the locations, you may visit 1 trader you have recorded on your Chronicle sheet.
- Pay the trade cost with the usual number and type of cards from your deck, but instead of putting those cards in the box, put 1 in to your deck box and bury any others.
- At the end of the scenario, return the card you traded for to the game box, and put the card you returned to your deck box back into your deck.

For example, to pay the trade cost to a trader offering spells at a cost of 2 boons, put 1 of those boons into your deck box, bury the other boon, then add the spell to your deck. At the end of the scenario, return the spell to the game box and put the first boon back in your deck.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character may treat the loot *Blessing of the Sages* as if it is in her Class Deck box.



SECRETS BELOW THE SANDS

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck* and the *Empty Graves Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Mummy's Mask Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, **1** or **2**.

Read the Following Aloud:

You had hoped that the sinking realization that a slain foe was rising from the dead would be the worst part of your day. As you turn to face the Aspis Consortium leader Ridaiya Merai, you cogitate on how to explain why you are skulking around in her camp. As her guards confiscate the tablets you worked so hard to find, your mind races through possible excuses. You set upon a scapegoat that can no longer speak for herself. Merai listens intently to your claims that you stumbled into her camp by accident in pursuit of a dangerous usij cultist, whom you killed—and then killed again. Merai taps her lip. “In that case, Pathfinders,” she says, “perhaps we can come to an arrangement...”

If your experiences with the cunning opportunism of Aspis agents have taught you anything, it is that a seeming attitude of conciliation is not cause to relax just yet.

Merai continues, “It seems, then, that you have handled a common enemy. The desert and its denizens are unforgiving. That you survived against one of the usij proves that you have the combination of wits and skill at combat to prove an asset in these harsh lands. I believe that an alliance is in the best interests of both of us.”

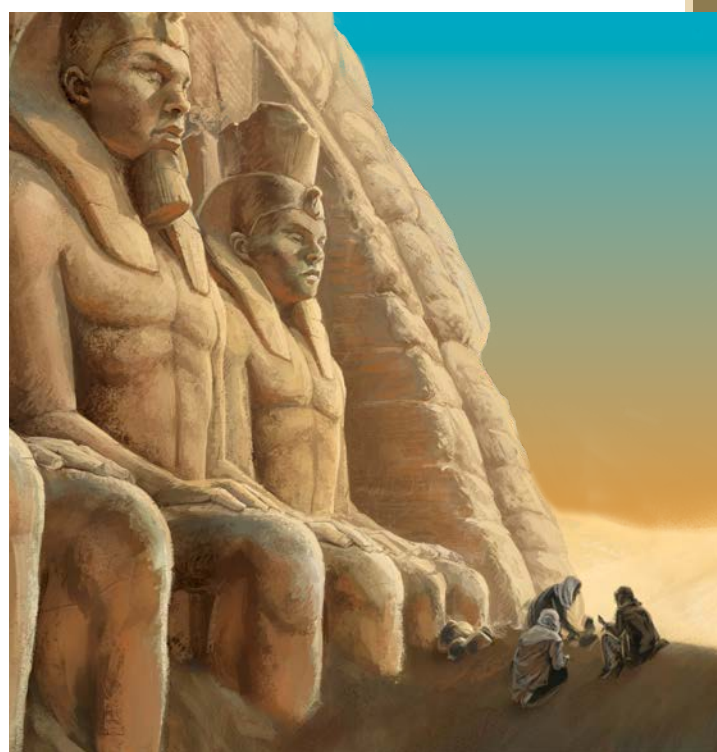
Your jaw drops. That was certainly not the response you expected.

A spark of amusement fills Merai’s eyes. “If you prefer,” she says, “we can simply take these tablets and you can be on your way.”

Thinking back on the challenges you have faced in a single day, you weigh your options. The tablets are more than a window into the past. They show the way to a far more exciting discovery: an ancient pyramid with the ability to soar through the sky! You could try to race the Aspis to the site, relying upon your memory of the tablets’ contents, or you could accept an unconventional ally against unknown dangers. The latter seems a far safer choice.

Merai nods in approval. “Rest here for the night,” she says. “We’ll chart our course in the morning.”

The next morning, the Aspis camp is buzzing with excitement. Merai wastes no time in getting to the point. “So, you’ve found a map to a sky pyramid. A place like that should have more than



enough treasures to line our pockets while leaving plenty for you Pathfinders to display in a dusty museum. But we can’t head out to an expedition like that with the supplies we have right now. Let’s return to Sothis to restock. I’ll cover half of the cost, as long as your venture-captain covers the rest.”

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 3-2A: Raid on the Warehouse
- 3-2B: Desert’s Fury
- 3-2C: Elemental Excavation
- 3-2D: Into the Sky Pyramid
- 3-2E: Maybe You Saw This Coming

DURING THIS SCENARIO

The scourge die is 1d6.

When you are dealt Fire damage, if that damage is not reduced by at least 1, suffer the scourge Curse of Withering.

Before building the location decks, choose and set aside a random ally that has the Aspis trait from the box. At the start of the first turn, choose a character to draw that ally.

REWARD

Each player unlocks the ability to play Mavaro from the *Mummy's Mask Character Add-On Deck* using the *Bard Class Deck*. (If you have unlocked the ability to play Mavaro with more than one class deck, choose only one for each character.)

3-2A: RAID ON THE WAREHOUSE

Read the Following Aloud:

The return journey to Sothis is smooth. Back in the lush gardens of the Sothis Pathfinder lodge, you recount the tale of your most recent adventures, starting with your unexpected allies. Venture-Captain Norden Balentiir laughs heartily at your most recent turn of events.

“An alliance with the Aspis Consortium! Well, tensions with the Consortium have been on the decline recently, but I was certainly not expecting a joint expedition. I would have expected most Aspis agents to make off with the tablets and a good deal more besides, rather than extend a hand of friendship. Where do you plan to travel?” The venture-captain leans forward, eyes widening as you speak of the maps to the ancient flying pyramid that you discovered. In hushed tones, he replies, “I trust you understand the significance of your discovery. I also trust that you understand the need for discretion when pursuing such a momentous find. Although the Consortium may be on our side this time, they are far from the only ones who could benefit greatly from the pyramid’s legacy.”

With that, the venture-captain and your Aspis allies begin preparations for a lengthy expedition into uncharted desert. You select a discreet warehouse to store your supplies and enjoy a few days’ respite from the desert sands.

The night before the expedition, you return to the warehouse to add the last of your supplies, only to notice that something is terribly wrong. You are not alone. A group of thieves is raiding your supplies! Their leader, a muscular man adorned in golden jewelry, intones a simple command.

“They’ve returned! Don’t let them leave.”



PLAYERS	LOCATIONS
1	PRECINCT OF LEFT EYES
1	SMOKING DEN
1-6	WAREHOUSE

VILLAIN: NONE	
HENCHMEN:	
	FIRE SPIRITS (PROXY FOR RAID LEADER)
	SAND SCORPION
	SILVER CHAIN SMUGGLERS

DURING THIS SCENARIO

Treat the henchman Fire Spirit as the henchman Raid Leader.

When building the location decks, using the deck list from the Warehouse, make a number of Warehouse locations equal to the number of characters. Set aside the henchmen, monsters, and barriers that would go into location decks, then shuffle them into a siege deck. Display the support card Defensive Stance next to this card.

If the result of your check to defeat a bane exceeds its difficulty by 10 or more, banish the top card of your location deck.

When you close a Warehouse location, do not flip the Warehouse card over.

To win the scenario, a location must be open while the siege deck is empty.

REWARD

The party gets all the boons remaining in location decks.
Traders: Auction House, Falsin Deek

Development:

You defeated the raiders and recovered all of your supplies. As you prepare to summon the guards to arrest these would-be thieves, their leader shouts, “Wait! If you send me to the guards, I’ll tell everyone I can about your little Pathfinder mission to the sky pyramid. If you don’t, I’ll tell you who sent me.”

Your spine stiffens. If these thieves know about your discovery, how far could rumors have spread? You briefly contemplate taking his deal, but conclude that Sothis’s guards are unlikely to trust the word of a thief. Still, as the guards take him and his compatriots away, you wonder how your secret escaped.



3-2B: DESERT'S FURY

Read the Following Aloud:

After checking thoroughly to ensure that the raiders did not sneak away with any of your supplies, you and your Aspis allies depart Sothis to find the sky pyramid. The first few days of the journey are slow but relatively uneventful. As the sun climbs above the horizon on the fourth day, the frigid night air gradually gives way to blistering heat. Your camel's rocking gait jostles your saddle. When the sun reaches its zenith, you stop to rest, pitching a low tent for shade. Out of the blazing sun, you take deep swigs from your canteen and reflect on the journey ahead. The map you found on the ancient tablets narrows your search to a patch of desert a few miles across, in the middle of a particularly dry region that travelers avoid. Hopefully, the pyramid won't be too difficult to find among the rolling dunes.

In the distance to the north, a group of attractive figures appears, some feminine and others masculine. They dance beneath the blinding rays, clad in copper armor and adorned with entrancing veils. You rub your tired eyes. Is this some sort of strange mirage? Perhaps they are members of the local elemental tribes who may be able to help you find what you seek? The only way to know for sure is to investigate.

Briefly leaving the shelter of the camp behind, you set forth. Just as you reach shouting distance to the mysterious figures, your footing gives way. Quicksand! Before you can come up with a plan to free yourself, the dancers rush toward you. Are they here to help, or is this an elaborate trap? You must decide quickly, before the sands drag you under.

VILLAIN: NONE

HENCHMEN:



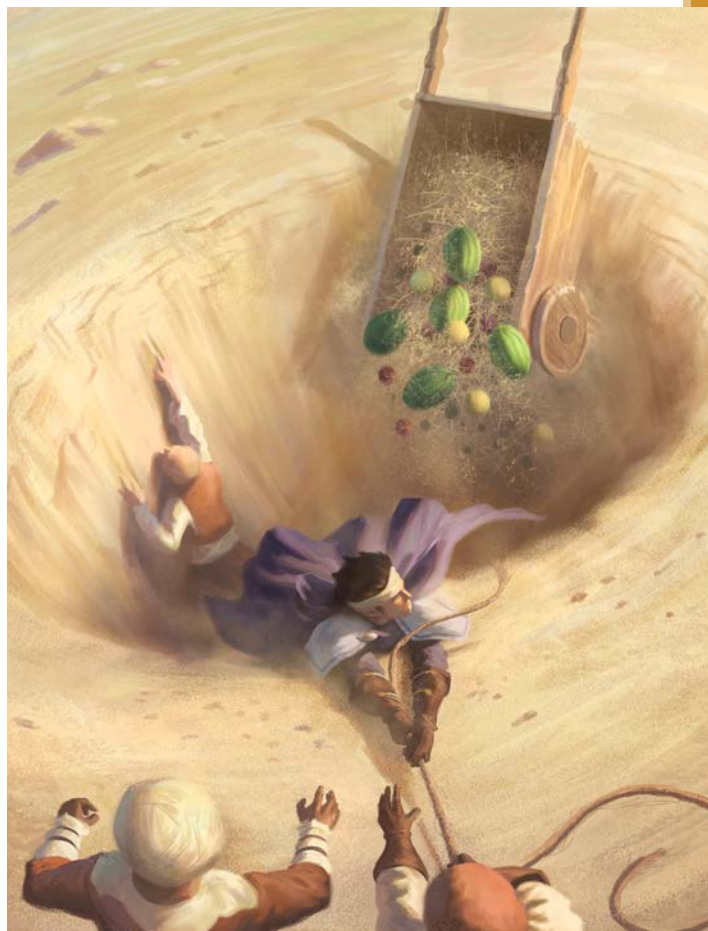
FIRE SPIRITS (PROXY FOR PAIRAKAS)

DURING THIS SCENARIO

Treat the henchman Fire Spirit as the henchman Pairaka.

After placing token cards, shuffle each player's token card into his location deck.

To win the scenario, close all of the locations.



PLAYERS

LOCATIONS

1	THORNSCRUB
1	TOWERING OBELISK
2	HOWLING SANDS
3	WINDSWEEP CHASM
4	VOLCANIC VENTS
5	SHIFTING DUNES
6	OASIS

REWARD

Each character adds a random non-Basic blessing from the game box to the cards acquired during this scenario. For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in his deck with the loot Natron Fang. At the end of each scenario, return the loot to the game box.

Development:

The dancers had no intention of helping you. Their appealing forms were merely a disguise to conceal their monstrous nature. They were hateful paraikas, a more powerful type of div than the ones you have overcome in the past. Their perplexing charms and vicious claws were fearsome, but you didn't reach this point in your career as a Pathfinder by giving up in the face of unexpected challenges.

Something strikes you as strange about this encounter, though. Pairakas typically prefer to act more slowly and subtly, destroying relationships with long-term ploys of seduction and deception. Why did they strike so brazenly? Their possessions hold no clues. Regardless of their reasons, you are alive to continue your journey to the sky pyramid.

3-2C: ELEMENTAL EXCAVATION

Read the Following Aloud:

As you reach the summit of a particularly tall sand dune, a welcome sight greets your eyes. In the valley below, the tip of a pyramid emerges from the sand. You've found it!

As you swim into the shallows, you see in the distance the beginnings of the Aspis dig site and the ruins of Shotep-Kara. You begin to imagine what this place must have looked like at the height of Tumen, during the time of the Four Pharaohs of Ascension. The crumbling, waterlogged monuments, temples, and docks suggest a time when this place was a commercial and military powerhouse, the gateway to the wonders of Ancient Osirion.

Unfortunately, the harsh desert winds have scrubbed most of the details away from the tiny portion of the pyramid that peeks out of the ground. Excavating this pyramid enough to reach an entrance with shovels is likely to take many months. Fortunately, you have other options. After a brief conversation with the Aspis leader Ridaiya Merai, you settle on a plan. If you can convince one of the local elemental tribes to use their command over the elements to clear away the sand outside the pyramid, then you should be able to jump-start your work.

The journey is simple enough, and the whirling currents of sand, smoke, and lightning that soar above the tribe's home make it far easier to find than the pyramid. You call out to the sky in Auran, the language of air creatures, and the wind replies in dozens of voices. As the cacophony of whispers becomes an incomprehensible jumble, you explain to the assembled elementals what you seek and ask if you might trade a favor for their assistance. In response to your inquiry, a howling whirlwind of sand rises from behind a nearby dune. Its voice booms, "The dead walk. Destroy the one who calls them, who hides within a tomb that we may not enter, and I will help you unbury what the sands have claimed. We will show you the way." With that, the towering elemental returns to its retreat behind the dunes.

A bird made of smoke and lightning leads the way to the tomb. Before you can descend, however, a horde of undead creatures emerges and attacks!

VILLAIN:



NEBTA-KHUFRE

HENCHMEN:



GAUNT CADAVER



BHEG



CRAWLING HANDS

DURING THIS SCENARIO

When you would encounter a monster that has the Electricity or Elemental trait, you may attempt a Wisdom, Survival, Charisma, or Diplomacy 7 check to display it next to your location instead of encountering it. For each monster displayed, add 1 to checks to defeat by characters at that location.

All monsters except those that have either the Elemental or Electricity trait gain the Undead trait and are immune to the Mental and Poison traits.

When you defeat a non-villain monster that has the Undead trait, roll 1d8. If the result is greater than the number of cards in your location deck, you may attempt to close your location.

When Nebta-Khufre escapes, instead of retrieving blessings from the box or blessings deck, retrieve monsters from the box.

PLAYERS

LOCATIONS

1	MUMIA LAB
1	SEPULCHER OF THE SERVANT
1	THE SHINY BAUBLE
2	CRYPT
3	PEASANT TOMBS
4	CATACOMBS
5	MAUSOLEUM
6	RUINED TEMPLE

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Mask of the Forgotten Pharaoh. At the end of each scenario, return the loot to the game box.
Trader: Ghoul Market

Development:

The necromancer and his horde fought hard, but in the end, you managed to put an end to his menace. The tomb he had been using as his base had nothing of value, showing signs that looters with little regard for history had already plundered its treasures. The bird of smoke and lightning chirps with satisfaction at your victory and leads you back to the air elemental's ruin to report your success.

True to their word, the tribe sends its most powerful members with you to the sky pyramid. The elementals caution you to stand far back as they stir a massive sandstorm, building new dunes with thousands of tons of displaced sand. After a day's work, the sand settles, and the pyramid's grand entrance is revealed. You and your untrustworthy allies cannot wait to get inside.

3-2D: INTO THE SKY PYRAMID

Read the Following Aloud:

At last, it is time to enter one of the sky pyramids of legend! A steep hill of sand descends more than one hundred feet to the pyramid's entrance. The eroded remnants of relief carvings surround an imposing pair of obsidian doors with golden handles. As you gaze upon the doors in awe, wondering how many centuries have passed since they last swung open, one of your Aspis allies barks a sudden warning: the door is trapped. She removes a set of tools from the satchel at her hip and sets to work on the ancient door. Suddenly, an acrid tang fills the air and your hair stands on end. Bolts of electricity shoot off the door into the slope behind you, melting the sand into glass in an instant. With a satisfied grin, the trapsmith puts away her tools. Cautiously, you reach for the door's handle. As you grasp it, your hand trembles, either from anticipation or lingering electricity. With a mighty tug, you swing the heavy door open, and a blast of cool, musty air emerges. The sunlight trickling in to the pyramid's entryway is just enough to reveal a painted statue whose details are impeccably preserved. Based on the statue's attire, the figure is a woman of high social status. The Aspis leader Ridaiya Merai lights a torch and slips past you into the room. "Well," she asks, "What are you waiting for?"

You waste no time in lighting your torches and stepping in from the scorching heat outside. The entryway's high ceilings are covered in painted murals depicting scenes of battle. A figure dressed similarly to the statue in the center of the room leads the charge against both human armies and monstrous beasts. Before you can analyze the murals properly, a scream of terror emerges from a nearby chamber. A raspy voice calls out the tongue of the ancients, "Those who dare to profane this sacred ground shall be cursed for eternity!"

VILLAIN:



AMADJAWET

HENCHMEN:



OLD EYE-TAKER



WARRIOR DOLLS



DURING THIS SCENARIO

Treat the villain Thuvian Alchemist as the cohort Ridaiya Merai.

After building the location decks, display the villain Thuvian Alchemist (proxy for cohort Ridaiya Merai) next to a random location.

If the result of your check to defeat a bane exceeds its difficulty by 5 or more, examine the bottom card of your location deck. If it is a boon, banish it and suffer a scourge.

PLAYERS	LOCATIONS
1	EMBALMING PARLOR
1	HALL OF BLESSED REBIRTH
1	VIZIER'S HILL
2	ALCHEMICAL LABORATORY
3	SCORCHED RUINS
4	MUMIA LAB
5	STONEWORK PASSAGES
6	SEPULCHER OF THE SERVANT

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in his deck with the loot Neferekhu and 1 character may temporarily replace 1 item in her deck with the loot Ushabti of the Willing Servant. At the end of each scenario, return the loot to the game box.

Development:

You managed to defeat the guardians without significantly damaging the room or the mummy's adornments. None of your Aspis allies perished to the mummy's attacks, but a few sustained injuries. Merai warns the injured to inform her immediately if they start to feel ill. You've heard tales of the painful rot that a mummy's curse can bring.

Thanking the gods that you managed to evade the worst of its attacks, you turn your attention back to the room. The wall behind the mummy's sarcophagus bears several thin, straight cracks exposed by the trapsmith's ministrations. On a closer look, you discover that these cracks are the edges of a secret panel! What other secrets might this pyramid hide?

3-2E: MAYBE YOU SAW THIS COMING

Read the Following Aloud:

After inspecting the area around the secret panel, you find an opening mechanism built into the sarcophagus's base. The panel shudders and sinks into the ground, revealing a shallow staircase that ascends far beyond the range of your torches. The staircase gradually winds upward, coming to an end at a brightly lit circular chamber. The light emanates from a golden sun on the domed ceiling above, whose twelve rays stretch down the walls, each ending in a narrow passageway. A circle of hieroglyphs rings the floor, proclaiming over and over, "Only with Ra's Light can we see." The passageways branching off the round room connect in a perplexing maze. With so many chambers and tunnels to explore, you and the Aspis leader Ridaiya Merai make a plan to divide your efforts and share your findings.

Mapping the twisting passages and their numerous dead ends is exciting work, but it is exhausting. Two days after your work began, you are confident that with Merai's help, you have mapped its rooms and tunnels. You resume your studies of the history writ large across the pyramid's walls. So little is known about the time of the Sky Pharaoh, and this pyramid is bound to contain secrets that have been hidden for millennia.

Suddenly, the pyramid lurches violently. Dust and rubble falls from the ceiling, and the sound of stone grinding against stone echoes through the air. A pair of Aspis agents yells from across the room, demanding an explanation for the shaking ground. As you turn to answer, a huge piece of ceiling collapses, and you barely dodge out of the way in time to prevent it from caving in your skulls. There's little time to explain. If you don't escape quickly, this ancient tomb may well become your own.

VILLAIN: NONE

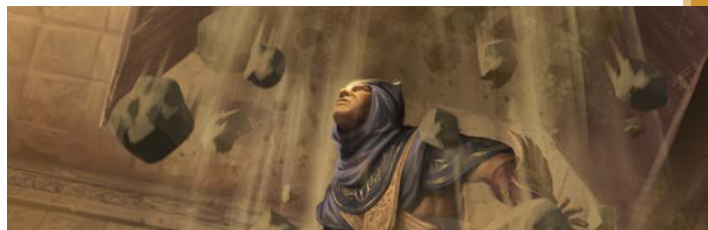
HENCHMEN:



SAND THIEF



FIRE SPIRITS (PROXY FOR COLLAPSING HALLWAYS)



PLAYERS	LOCATIONS
1	STONEMWORK PASSAGES
1	MUMIA LAB
1	GHOUL SQUARE
2	CRYPT
3	SEPULCHER OF THE SERVANT
4	CATACOMBS
5	PEASANT TOMBS
6	PRECIOUS MINE

DURING THIS SCENARIO

Treat the henchman Fire Spirit as the henchman Collapsing Hallways and the henchman Conflagration as the henchman Aspis Agent.

After building the location decks, shuffle the henchman Conflagration (proxy for Aspis Agent) into each location deck.

All characters start at the Stonework Passages. When a location is closed, all characters at that location move to the next location on the location list, then banish the closed location. Otherwise, characters may not move.

You may attempt a Charisma or Diplomacy 6 check instead of the normal check to defeat an Aspis Agent.

At the end of your turn, put the bottom 1d4 cards from your location deck on top of the next location deck on the location list. If your location deck is empty after doing so, each character at your location is dealt 1d4-1 Combat damage and the location is closed.

To win the scenario, close all of the locations.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Hand of the Honest Man. At the end of each scenario, return the loot to the game box. Each player chooses one of her Pathfinder Society RPG characters. Once per adventure, that character may reroll a failed Bluff, Diplomacy, or Intimidate check made against an agent of the Aspis Consortium.

Development:

You and the Aspis agents escaped the pyramid safely. After several minutes of waiting with bated breath, the trembling ceases. Glancing around at the survivors, you notice that several Aspis agents, including Ridaiya Merai herself, are nowhere to be found. Praying that they are still alive, you reenter the perilous pyramid.

After several minutes of fruitless searching through piles of collapsed stone, you come across a secret trapdoor in the ground that Merai did not mention in her reports. Below, a steep spiral

staircase winds down for hundreds of feet into the darkness, ending in a door covered in hundreds of magical runes.

You find a papyrus note discarded on the last step. It reads:

Don't bother trying to follow me. I have the only key.

Thanks for the help, you gullible fools.

—Merai

As you consider your hapless fate, the word that bothers you most in that note is "Thanks."

PLUNDERED TOMBS HENCHMAN 2

RAID LEADER

HUMAN
ROGUE

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
9

THEN
COMBAT
11

POWERS

Before you act, succeed at a Stealth, Perception, or Diplomacy 7 check or the difficulty of checks to defeat is increased by 4.

If undefeated, shuffle a card from your hand or discard pile into your location deck.

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PLUNDERED TOMBS HENCHMAN 2

PAIRAKA

TRIGGER
CURSE
OUTSIDER

HUMAN
MONSTER

CHECK TO DEFEAT
COMBAT
13

OR
DIVINE
9

POWERS

When you examine this card, shuffle the top card of the blessings deck into your location deck.

The Pairaka is immune to the Fire and Poison traits.

If the check to defeat has the Acid or Electricity trait, subtract 1 from each die.

After you act, suffer a scourge.

If defeated, you may immediately attempt to close the location this henchman came from.

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PLUNDERED TOMBS COHORT 2

RIDAIYA MERAI

HUMAN
ALCHEMIST
ASPIS

POWERS

Display this card next to a location.

While displayed, if this location is closed, display Ridaiya Merai next to a random open location.

While displayed, when a character starts his turn at this location, that character may examine the bottom card of this location deck, then may shuffle the location deck.

While displayed, when a character at this location attempts a check to defeat, after the roll, that character may add or subtract 2 from the result.

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PLUNDERED TOMBS HENCHMAN 2

COLLAPSING HALLWAYS

OBSTACLE
TRAP

TYPE
BARRIER

CHECK TO DEFEAT
DEXTERITY
ACROBATICS
9

OR
WISDOM
PERCEPTION
11

POWERS

If undefeated, each character at your location is dealt 1d4-1 Combat damage.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Forrest Imel © 2016 Paizo Inc.

PLUNDERED TOMBS HENCHMAN 1

ASPIS AGENT

HUMAN
ROGUE
ASPIS

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
11

OR
STEALTH
DIPLOMACY
8

POWERS

If defeated by a non-combat check, you may examine the top card of your location deck, then you may encounter it.

If undefeated, shuffle a barrier from the box into your location deck.

Illustration by Kez Laczin © 2016 Paizo Inc.



Season of Plundered Tombs

Adventure 2: Secrets below the Sands

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

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Die Bump Gained Die Bump Used Completed Adventure