



# PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF  
PLUNDERED TOMBS

THE SEPULCHER SOARS ANEW





## ADVENTURE 3-5: THE SEPULCHER SOARS ANEW

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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 Pharsma'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.



# THE SEPULCHER SOARS ANEW

## This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, the *Empty Graves Adventure Deck*, the *Shifting Sands Adventure Deck*, the *Secrets of the Sphinx Adventure Deck*, and *The Slave Trenches of Hakotep 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**, **2**, **3**, **4**, or **5**.

## Read the Following Aloud:

You slump against shattered stone pillars, heaving joyous sighs while the desert sun beats upon your sweaty faces. One of you clutches the *spinel sage jewel*—an ancient amulet whose rose-hued gemstone contains the memories of Mnesoset, a scholar from millennia ago. The Spinel Sage herself has long perished, but this artifact preserves all of her vast knowledge. What's more, it holds the key to opening an Osirian sky pyramid that you found with Aspis Consortium agents. Of course, the double-crossers promptly locked you out of it. And so you came here, across the continent, to seek the jewel and thus a way back inside.

The dust from the underground tunnels' collapse behind you has not yet settled, but your mind is not on your recent escape here in Rahadoum. Rather, you can't wait to follow the Aspis traitors into the sky pyramid. You'll preserve its secrets and study its strange magic—not to mention you'll interrupt the Aspis's no-doubt nefarious plans. If the sky pyramid is to take flight again, it will do so under the banner of the Pathfinder Society!

But the Osirian sky pyramid is many hundreds of miles away, and you have no doubt that the Aspis agents will stay camped in their prize for a good while. After all, with no way for you to harry them, the agents will take their time exploring, exploiting, and generally disrespecting all of the ancient wonders they'll find. They'll surely seek a way to make the ruined pyramid fly once more—ostensibly restoring its ancient wondrous magic—but without any significant historical or arcane expertise, it won't happen anytime soon. You have plenty of time.

Legs still throbbing from your mad dash out of the ruins, you lurch to standing, cupping hands around your squinting eyes. You still have a plethora of rations, filled waterskins, and camping supplies, and your camels are becoming restless from lack of exercise. Languidly, you find your mounts and spur your caravan back toward Manaket, grateful for the time to catch your breaths.

But the respite doesn't last. After you've meandered across the desert for a day, you see a clump of frantic travelers on horses



headed your way. When your parties meet, a grim-faced woman wearing a black head scarf and a wayfinder pinned to her belt unceremoniously shoves a papyrus scroll in your face. It reads:

*I must be brief—do not return to Manaket. Head straight to the sky pyramid. Rucksacks contain explanations, provisions, and sustaining magic. Make haste, Pathfinders—there is much at stake!*  
—Venture-Captain Norden Balentiir

It seems your leisurely journey to reclaim the sky pyramid will not be leisurely at all!

### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 3-5A: Race for the Sky Pyramid
- 3-5B: Guardians of Ruin
- 3-5C: Mnesoset's Mindscape
- 3-5D: In Chaos, One Shall Reign
- 3-5E: A Legacy Hijacked

### DURING THIS ADVENTURE

The scourge die is 1d8+1.

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

## REWARD

Each character gains a skill feat.  
Each player unlocks the ability to play Estra (with the loot ally Honaire) from the *Mummy's Mask Base Set* using the *Oracle Class Deck*.



# 3-5A: RACE FOR THE SKY PYRAMID

## Read the Following Aloud:

Although hastily scrawled, the papyrus note the caravan leader handed you bore the distinct handwriting of Norden Balentiir. After the grim Pathfinder leader grunts her name—Amira Mendolfi—she shoves a leather satchel full of documents toward you.

“From the Venture-Captain,” Amira elaborates. “He found these, told me to give them to you to review, and said you’d understand. You’re to waste no time... I believe he said ‘please.’”

You rifle through the satchel, examining weather-beaten scrolls affixed with notations in the Venture-Captain’s hand. In some cases, blackened bloodstains spackle the worn papyrus. The presentation isn’t pretty, but quickly a narrative emerges.

While you were tracking down the *spinel sage jewel* in Rahadoum, the Sothis lodge was busy running reconnaissance on the sky pyramid and surrounding sites. A team of Osirion’s stealthiest Pathfinders crept down to Shotep-Kara, expecting to uncover evidence of the Aspis agents’ plans hidden somewhere among the ruins.

What they found, however, was far more sinister. The place is now crawling with strangers in cultists’ robes performing unsavory-looking rituals and shouting about harbingers of destruction. It was far too dangerous for the Pathfinders to approach the sky pyramid itself, but from afar, they saw even stranger creatures lurking about, including what looked like bipedal lionesses. Could these be more usij cultists, the very villains you thought you had defeated near Shotep-Kara?

Filled with concern and a bit of dread, your eyes meet Amira’s. “Situation seems serious,” she grunts in confirmation. “First the Aspis, and now *these*.”

With a brief nod of thanks, you take Balentiir’s advice and head east at a breakneck clip. The desert’s dunes and wandering dangers turn harrowing as the hours become days. Something horrific ripples beneath the sand as it follows your every movement. You lose sight of the sun and moon as storms of sand and cinders blanket the horizon. The elements themselves seem set against your journey, but you have no choice. You’ve got to get to the sky pyramid—only the gods know what might be at stake!



| PLAYERS | LOCATIONS          |
|---------|--------------------|
| 1       | ELEMENTAL TRENCHES |
| 1       | SHIFTING DUNES     |
| 1       | SULFUR PITS        |
| 2       | VOLCANIC VENTS     |
| 3       | HOWLING SANDS      |
| 4       | THORNSCRUB         |
| 5       | EARTHWORKS         |
| 6       | WINDSWEPT CHASM    |

### VILLAIN: NONE

### HENCHMEN:

|  |             |
|--|-------------|
|  | SAND KRAKEN |
|  | ACID POOL   |
|  | GIRTABLILU  |
|  | AGHASHES    |

### DURING THIS SCENARIO

After creating the blessings deck, shuffle 6 Sandstorm villains and 6 Conflagration henchmen into it.

When you move, recharge a card.

At the end of your turn, examine the top card of the blessings deck; if it is a blessing, put it on the bottom of the blessings deck.

To win the scenario, close all of the locations.

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in her deck with the loot Khai-Utef. At the end of each scenario, return the loot to the game box.

### Development:

It practically defies human limitations, but you managed to tear through northern Garund faster than anyone thought possible. You’re a little worse for the wear—braving city-sized sandstorms, scabbling across shifting dunes the height of cliffs, and fighting off roaming bandits isn’t exactly child’s play, after all. But the Venture-Captain’s supplies, not to mention the considerable cache of magic

he provided, saw you through. And so did your tenacious spirit, which burns as hot in your chest as the midday sun searing your scalp.

But your mission is not complete. Looking at the robed strangers milling about the old Aspis camp, you get the feeling that you’re going to need every ounce of gumption to get to the bottom of what’s happening here.

# 3-5B: GUARDIANS OF RUIN

## Read the Following Aloud:

Venture-Captain Norden Balentiir's instructions are clear: keep the Aspis from ruining the sky pyramid, claim it for the Pathfinder Society if possible, and discover—and stop—whatever heinous plans the usij cultists might be enacting. What little you know about the usij and their div overlords makes the magnitude of that final task seem understated.

The cultists you see here likely want nothing more than to destroy the precious Osirian ruins. Perhaps the Aspis have formed some sort of terrible alliance with them to further their own profits. Ridaiya Merai, the Aspis leader, had previously professed that the usij were a mutual enemy, but her word means little. After all, she betrayed you without so much as a thought. What's to say the Aspis and usij aren't working together?

Clearly, the Venture-Captain thinks you're up to the task of taking on both groups.

The boss isn't asking for much, you think sarcastically, as you stare down into the pit you and a tribe of friendly air elementals excavated not long ago. In the middle is the magnificent sky pyramid, but it's not reaching the pyramid's golden-handled obsidian doors that concerns you. Rather, it's the groups of lioness-headed creatures and cultists swarming the ruins' entrance that gives you pause.

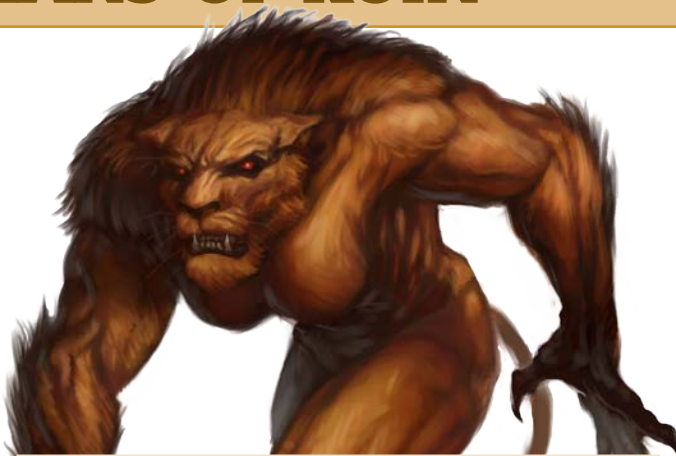
"Work, you laggards!" rumbles the largest of the cat-creatures. The others redouble their efforts, especially the cultists, who seem unready to challenge the roaring beast.

As your sun-addled mind grasps for recollection, it begins to dawn on you that the bestial creatures might truly be of another world. Their snarling visages soon make it clear that they are shira divs—creatures whose claws and teeth can drain the life force straight from a mortal's soul. You dig your knees down further into the sand, trying to make yourself smaller and quieter as you form a plan for dispersing this terrifying group.

That's when the guttural voice echoes behind you.

"You! The fool humans who dared stand against Velriana!" The slaving shira hulks behind you, the fur on her sneering face standing on end. A group of cultists stands at her back.

"Sisters, it's time to feed!"



| PLAYERS | LOCATIONS                |
|---------|--------------------------|
| 1       | GARDEN OF OSSUMENTALS    |
| 1       | PRECIOUS MINE            |
| 2       | SEPULCHER OF THE SERVANT |
| 3       | VIZIER'S HILL            |
| 4       | MUMIA LAB                |
| 5       | ALCHEMICAL LABORATORY    |
| 6       | SCORCHED OBELISK         |

### VILLAIN: NONE

### HENCHMEN:



CULTIST OF ARESHKAGAL



DISCIPLES OF THE FORGOTTEN PHARAOH

### DURING THIS SCENARIO

Treat the henchman Stolen Larvae as the henchman Shira and the henchman Fire Spirit as the henchman Usij Cultist.

When building the location decks, set aside the henchmen, monsters, and barriers, then shuffle them into a siege deck. Shuffle into the siege deck a number of Stolen Larvae henchmen (proxies for Shira) equal to the number of characters and an equal number of Fire Spirit henchmen (proxies for Usij Cultist). Display the support card Defensive Stance next to the scenario.

When you would shuffle a bane into a location deck, shuffle it into the siege deck instead.

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

## REWARD

The party gets all boons remaining in location decks.

Each character chooses armor or blessing and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

## Development:

Your heart still threatens to leap up your throat, and the claw marks on your cheek sear where the desert wind slices into them, but you managed to fend off the divs' ambush. As your blades cut into them again and again, the shiras snarled words that now weigh on you like a boulder. "You may kill us," they growled, "but you'll never stop Lord Ahriman's plans!"

You're no expert, but you have certainly heard of Ahriman, Lord of All Divs. The darkest of the genies wants nothing more than to tear down all life and civilization. If the usij cultists are crowing about him, there's no telling what their end goals might be, or how these ruins factor in.

You've got to get inside the sky pyramid before it's too late!



# 3-5C: MNESOSET'S MINDSCAPE

Before you start the scenario, any 1 character must replace his role card with the Mnesoset role card. That character's player should read the following text aloud.

## Read the Following Aloud:

The acrid scent of your burning torch fills your nose as you climb over the perilous piles of collapsed stone filling this once-grand room. It was not so long ago, you think, that these halls were a magnificent centerpiece of ancient Osirian life. In fact, it was only weeks ago that this place was intact at all, since the ruins were still whole when you entered them with the Aspis traitors.

Slowly, painstakingly, you recreate your path through the pyramid's atrium. Finally, you reach the secret door through which the Aspis disappeared before the ruins came tumbling down.

But as you descend down the tunnel beyond the trap door, torch thrust boldly before you, the *spinel sage jewel* around your neck begins to pulse. Its pink gem glows and becomes hot to the touch—so hot you shove your scarf between it and your skin.

The bit of the Spinel Sage's life force embedded in this gem is clearly excited about descending into the sky pyramid, but you also perceive something more; something sinister. Is the jewel *frightened* about what you might find?

The feeling becomes overwhelming as you reach toward the rune-covered door at the end of the tunnel. Suddenly, your world explodes in a cacophony of flashing, shrieking light. When the beaming stops, you see the silhouettes of several sultry forms surrounding a massive, spine-faced beast. Floating above the chaos is the shimmering form of the Osirian woman you recognize as Mnesoset herself, the Spinel Sage.

"Friends!" Mnesoset pleads. "The way forward is not safe, but turning back might mean the end of all life we know! Please, if you let me, I can help you end these beasts. You must advance through the door!"

Willfully allowing the spirit of a millennia-old sage to possess you might not be the smartest thing you've ever done, but looking at the divs boring down on you, it sure seems like the right call now.

VILLAIN: NONE

HENCHMEN:



USERIB



STOLEN LARVAE (PROXY FOR GHAWWAS)

## DURING THIS SCENARIO

Treat the henchman Stolen Larvae as the henchman Ghawwa.

After building the location decks, shuffle a barrier into each location.

At the start of the scenario, any 1 character must replace his role card with the role card Mnesoset.

If you fail an attempt to close your location, you are dealt 1d4 Mental damage that cannot be reduced.

At the end of your turn, examine the top 2d4 cards of your location deck. If you examined exactly 1 barrier among these cards, you may attempt to close your location.

At the end of your turn, if the location Five-Pointed Sun is unoccupied, add a monster from the box to the top of that location deck.

To win the scenario, close all of the locations.

| PLAYERS | LOCATIONS              |
|---------|------------------------|
| 1       | FIVE-POINTED SUN       |
| 1       | GARDEN OF SYMMETRY     |
| 1       | GUARDIAN VAULT         |
| 1       | SCULPTOR'S LAIR        |
| 2       | GARDEN OF OSSUMENTALS  |
| 3       | ALTAR OF RIDDLES       |
| 4       | CHISEK'S TOMB          |
| 5       | GREAT LIBRARY OF TEPHU |
| 6       | VAULT OF HIDDEN WISDOM |

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the loot Life Lantern. At the end of each scenario, return the loot to the game box.

Each player chooses 1 of her Pathfinder Society RPG characters. That character gains a +2 bonus on Bluff, Diplomacy, Sense Motive, and Use Magic Device checks made to interact with the Jeweled Sages and those serving them, and with magic items associated with that organization.

## Development:

Thanks to the wise whispers echoing in your mind throughout the battle, your spells struck the divs squarely and your blades sliced through their flesh with ease. With Mnesoset as a guide, the beasts faded, and once again you find yourself staring at the underground door, wholly outside the strange mindscape.

Mnesoset might be gone, but the tunnel and locked hatch are still very much there. Before you can wonder what's gone wrong, the runes covering the door begin to glow and change shape. With nary a screech, the door swings open.

It's time to find out what waits on the other side.

# 3-5D: IN CHAOS, ONE SHALL REIGN

## Read the Following Aloud:

You didn't exactly expect fireworks upon passing into the sky pyramid's magically locked inner vault, but if you had, you'd have been sorely mistaken. Instead, it's been nothing but miles of dark, dank passages, punctuated occasionally with collapsed ceilings that almost take your legs out from under you. As you snake through the ruins' bowels, you detect no signs of any divs or usij cultists—or even the rogue Aspis agents, for that matter.

Still, you forge ahead. The gleaming *spinel sage jewel* reassures your course, even if an underlying twinge of malevolence makes all of you a little uneasy.

Up ahead, a pinpoint of fiery light grows into an obvious exit, and the tunnel suddenly widens into a cavernous, sconce-lit hall.

The place is breathtaking.

Built into the floor's massive flags are four tiered kiosks, each with steps as large as a giant's chair. Atop three of the kiosks are large, fiery runes lit up like stars in the night sky. In the middle of the entire array is a massive pit at least 60 feet deep, with sides steep enough that only the most gifted spelunker could get down safely.

You'd spend more time gawking at the place's scale were it not for the chaos unfolding before you.

Scrambling up the fourth kiosk—the only one without a lit rune—are two distinct groups. The first is a group of robed figures you recognize as usij cultists, and the second is the Aspis leader Ridaiya Merai and several of her agents. Amid all the shoving and swearing, you gather that they're fighting to activate the rune atop the final kiosk.

Until they spot you. The cultists just snarl, but Merai begins to laugh hysterically.

"Pathfinders! Fools!" the Aspis leader shouts, shoving a cultist's face away from her own. "I suppose you want in on the fun, but you'll never get to the top first!"

### GROUP 1

VILLAIN: NONE

### HENCHMEN



STOLEN LARVAE (PROXY FOR ASPIS COMMANDERS)

### DURING THIS SCENARIO

Treat the henchman Stolen Larvae as the henchman Aspis Commander, and the henchman Fire Spirit as the henchman Usij Cultist.

When setting out locations, divide them into two groups as indicated. When adding henchmen, put the Group 1 ones into the Group 1 locations and the Group 2 ones into the Group 2 locations.

Characters and cards at locations in one group treat characters and cards at locations in the other group (including those location cards) as if they do not exist, except when moving. When you move to a location in the other group, bury a card.

When you would defeat the henchman Aspis Commander, a character at your location summons and encounters the henchman Usij Cultist. If the Usij Cultist is defeated, the Aspis Commander is defeated, and you may immediately attempt to close the location the Aspis Commander came from. If the Usij Cultist is not defeated, the Aspis Commander is undefeated; move to a random Group 2 location.

To win the scenario, close all of the locations.

### GROUP 1

| PLAYERS | LOCATIONS         |
|---------|-------------------|
| 1       | DILAPIDATED PLAZA |
| 1       | TOWERING OBELISK  |
| 3       | GLASS PAVILION    |
| 5       | SCORCHED OBELISK  |

### GROUP 2

| PLAYERS | LOCATIONS             |
|---------|-----------------------|
| 1       | QUARRY                |
| 2       | SULFUR PITS           |
| 4       | ELEMENTAL TRENCHES    |
| 6       | GARDEN OF OSSUMENTALS |

### GROUP 2

VILLAIN: NONE

### HENCHMEN



OSSUMENTAL SWARM



SKY PHARAOH GUARDIANS

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Pharaoh's Key. At the end of each scenario, return the loot to the game box.

## Development:

Let it never be said that you aren't scrappy in a brawl. It took a lot of punching, kicking, and maneuvering, but you managed to fling the Aspis agents and the usij cultists off the final kiosk and banish them to the bottom of the pit in the room's center. With your enemies secure, and Merai's pleading for a renewed alliance

roundly ignored, you contemplate the herculean task in front of you. Clearly the three lit runes are too dangerous to leave activated, and you certainly don't want to switch on the fourth. But how to disable this near disaster?

Perhaps the *spinel sage jewel* might offer a clue.



# 3-5E: A LEGACY HIJACKED

Before you start the scenario, any 1 character must replace his role card with the Mnesoset role card. That character's player should read the following text aloud.

## Read the Following Aloud:

For the second time in as many days, you find yourself opening your mind to the unfathomable wonders of the *spinel sage jewel* and Mnesoset, the millennia-old sage whose memories it houses. You close your eyes and breathe deeply, meditating on the chaotic scene that just unfolded.

You managed to stop the Aspis agents and usij cultists who were trying to align four fiery runes and activate this sky pyramid's ancient magic—most likely, they sought to again make it fly. You suspect they were also planning to control its aerial path, not to mention awaken the incredible magic it no doubt holds within. You know you need to reverse their machinations *somehow*, and so again you willingly enter Mnesoset's mindscape.

This time, however, no swirling colors or shrieking lights assault your senses. The stern Osirian woman you have come to view as a strange sort of mentor is nowhere to be found. There is only a sense of urgency—it begins like a grain of sand between your toes, but grows with each breath you take. Soon, you are overwhelmed with the need to disable the runes that burn in the gloom above.

A booming voice, ten times as loud and as insistent as the sage's has ever been, pounds in your ears. The Aspis agents and usij cultists are screaming something, but you can't make out their words. All you can hear, loud and insistent, is the voice that carries the weight of a thousand ancestors from across space and time. Just underneath it, you can feel even the presence of the Spinel Sage cowering in fear, yet together you rally to the cause.

"Disable the kiosks!" the voice demands. "Disable the kiosks, or the Lord shall consume you all!"

More than convinced, you and the Spinel Sage rush to obey. What manner of beast might you unleash if you fail?



VILLAIN: NONE

HENCHMEN: NONE

| PLAYERS | LOCATIONS              |
|---------|------------------------|
| 1       | FIVE-POINTED SUN       |
| 1       | GUARDIAN VAULT         |
| 1       | SCORCHED OBELISK       |
| 1       | SCULPTOR'S LAIR        |
| 2       | SCORCHED RUINS         |
| 3       | CHISEK'S TOMB          |
| 4       | RUINED TEMPLE          |
| 5       | VAULT OF HIDDEN WISDOM |
| 6       | TOWERING OBELISK       |

### DURING THIS SCENARIO

When adding villains and henchmen, make a stack of random monsters equal to the number of locations minus 1, then shuffle in the henchman *Ossumental Swarm*. Shuffle 1 card from this stack into each location deck, then put a barrier on the bottom of each location deck.

At the start of the scenario, any 1 character must replace his role card with the role card *Mnesoset*.

At the end of your turn, you may examine the top card of each location deck. If each of the examined cards is a barrier, you win; otherwise, discard a number of cards from the top of your deck equal to the number of cards remaining in the blessings deck. Then, whether you examined the locations or not, if the location *Five-Pointed Sun* is unoccupied, add a monster from the box to the top of that location deck.

## REWARD

Trader: Tef-Naju

For the rest of the Adventure Path, Adventure Card Guild characters who trade 2 or more boons to a trader may ignore the adventure deck number requirement for all but 1 of those cards.

## Development:

You fiddle with the fourth and final kiosk for good measure, expecting you've foiled the Aspis and usij plot for good. Until you flip a final switch—and the entire pyramid begins first convulsing violently, then wholly moving skyward. As bits of stone rain on your head, the pit in the room's center begins to shoot up toward the opened ceiling. In the pandemonium, you see *Ridaiya Merai* at the helm of a control panel.

"Stand fast, Pathfinders!" the spirit of the Spinel Sage commands. "They have launched the sky pyramid, which will strike fear into every Osirian below!"

How could this be? Somehow, impossibly, the sky pyramid is flying! As *Merai* shoots through the ceiling and out of sight, you can hear her scream just two words.

"Thanks, Pathfinders!"

**HENCHMAN 5**

# SHIRA

**OUTSIDER**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**19**

**OR**  
DIVINE  
**15**

**POWERS**

If another character at your location has more cards in his hand than you do, that character encounters the Shira instead.

The Shira is immune to the Fire and Poison traits.

Before you act, succeed at a Wisdom, Perception, or Stealth 8 check or bury a card.

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

After you act, succeed at a Constitution or Fortitude 8 check or bury 1d4 cards from the top of your deck.

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**HENCHMAN 5**

# GHAWWA

**TRIGGER**  
**OUTSIDER**  
**AQUATIC**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**18**

**THEN**  
STRENGTH  
CONSTITUTION  
FORTITUDE  
DIVINE  
**5**

**POWERS**

When you examine this card or before you act, a random character summons and encounters the henchman Pairaka.

The Ghawwa 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, for each of your checks to defeat that have the Melee trait, you are dealt 1d6 Combat damage.

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

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**HENCHMAN 2**

# PAIRAKA

**TRIGGER**  
**CURSE**  
**OUTSIDER**

**TYPE**  
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.

Illustration by Ekaterina Burmak © 2016 Paizo Inc.

**HENCHMAN 5**

# ASPIS COMMANDER

**HUMAN**  
**ROGUE**  
**ASPIS**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**22**

**OR**  
STEALTH  
PERCEPTION  
DIPLOMACY  
**13**

**POWERS**

If defeated by succeeding at a non-combat check, you may draw a card.

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

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**HENCHMAN 5**

# USIJ CULTIST

**HUMAN**  
**CULTIST**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**20**

**POWERS**

When you encounter the Usij Cultist, roll 1d6. All damage dealt by the Usij Cultist has this type:

1-2. Acid      3-4. Electricity      5-6. Fire

Before you act, succeed at an Intelligence, Knowledge, Wisdom, or Divine 8 check or recharge 1d4 cards.

If undefeated or if the result of the check to defeat is greater than 27, each character at your location is dealt 1d4 damage, then discard a card from the blessings deck.

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**POWERS**

**HAND SIZE** 8

**PROFICIENT WITH** Heavy Weapons      Armors

Your Knowledge skill is Intelligence: +3 or your current Knowledge skill. Your Perception skill is Wisdom: +3 or your current Perception skill.

At the start of your turn or when your location deck is shuffled, you may examine the top and bottom cards of your location deck.

You may recharge a card to ignore a power that happens when you examine a card.

For your combat check, you may discard a card or recharge an item to use your Arcane or Divine skill + 2d8 and add the Attack, Budgeoning, and Magic traits. This counts as playing a spell.

When a character at your location defeats and would banish a barrier, you may shuffle it into a location deck.

At the end of the scenario, or if your character dies, replace this role card with your own.

You are possessed by the spirit of an ancient sage embedded in a powerful jewel.

**MNESOSET** **SPINEL SAGE**

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**ROLE 15**





# Season of Plundered Tombs

## Adventure 5: The Sepulcher Soars Anew

\_\_\_\_\_ 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