



LOST AT BITTER END™



A PATHFINDER®
SOCIETY™ SCENARIO
By Joshua J. Frost

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PATHFINDER SOCIETY SCENARIO 26

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Pathfinder Society Scenario 26: Lost at Bitter End is a Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 13 of this product.

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LOST AT BITTER END

BY JOSHUA J. FROST

For thousands of years the nations of Geb and Nex have smashed themselves against each other's respective defenses. What started as border skirmishes and raids soon escalated to full-scale open warfare, magical atrocities, assassinations, and even the wholesale slaughter of entire cities. The two archwizards after which the nations were named grew to hate each other in ways that exceeded mortal ken and vowed to eventually rid Golarion of the other. Their constant battles, both magical and mundane, soon created a roiling wasteland between the two nations called the Mana Wastes. Where once verdant forests and babbling brooks covered the landscape, now live hideous monsters, mutated and deformed by the horrors visited upon this region; and where blue skies once shined on fields of lush wild grasses, now only stinging sandstorms and bleached earth remain. Most of the Mana Wastes is dead to magic entirely, cut off from the arcane connections that allow magics of all kind to function on Golarion.

Though this land is harsh, brutal, and unforgiving, there are those who have managed to eke out a living on its borders, supplying caravans rushing across the Wastes with food, supplies, and even armed men. One such outpost is Geb's Rest, a small hovel on the northern border of Geb that is now more ruin than actual thriving town. The locals called the town Bitter End, a title they feel better describes their desiccated hamlet since, the locals argue, no one there actually gets any rest. Geb's Rest sits astride the road that travels from the necromantic city of Greydirge in Geb north through the Mana Wastes and ends at the fortress town of Ecanus in Nex. With the nations of Nex and Geb today at relative peace, the two countries do brisk trade in many goods and for the brave (and often foolish), good money can be made rushing these goods north and south through the Wastes.

A year ago, a Pathfinder cleric of Nethys named Rijana came to Geb's Rest for a single purpose: to study the Mana Wastes and see if any of its magical afflictions could be cured. Rijana spent her life traveling Golarion from one reported magic-dead location to another and could not resist the urge to explore the world's largest. She kept meticulously detailed journals of her research

and findings in hopes that, one day, her life's work might see the pages of the *Pathfinder Chronicles* and that her resulting fame would land her forever in the annals of Pathfinder Society lore.

Unfortunately for Rijana, her curiosity and devotion to studying the absence of magic would be her undoing. Three months ago, while exploring the Wastes a few days north of Geb's Rest, the Pathfinder cleric came across a stele, a scroll-tube-shaped stone monolith about eight inches in height covered in arcane script and bits of a language she was sure was ancient Kelish. Further exploration of the region found dozens more, all seemingly aligned along the same exact east-west path and all acting like a sort of border marker between Nex and Geb. Curious, she camped at one of the steles for a full month, copying down every bit of the tiny script and working feverishly to translate it. Once she had the stele fully translated, she returned to Geb's Rest and sent a messenger to Mechitar to board a ship for Absalom and report her findings to Venture-Captain Adril Hestram. Her messenger indicated that she was going to attempt to access the stele and that she would report the results. Hestram never received a second message.

Thrilled by the prospect of what the stele's discovery could mean, Rijana quickly returned to its location and began the ritual carefully spelled out on the side of the monolith. After an hour of breathlessly reciting the translated words from her journal, the camp was enveloped in a bright flash of blue light, and the cleric suddenly found herself exactly where she'd been before—only different. Rijana had unknowingly accessed a demiplane called Geb's Accord, a series of linked but separated pocket dimensions where ancient soldiers of the undead dictatorship were stored in stasis as potential weapons for Geb. Geb's most loyal commanders were given detailed instructions on how to access each stele to unleash soldiers against invading Nexian armies—but that was several thousand years ago, before Geb's death, and the knowledge of the steles was lost.

When Rijana came to her senses, she realized what she'd done and knew she had to get back. But the location where she appeared in Geb's Accord, though tangentially

similar to her camp on the material plane, did not have a stele. Worse, Rijana's gear and supplies as well as two of her journals were still back in her campsite. With no other choice before her, she began traveling through Geb's Accord in order to try to find a way back.

A series of mishaps plagued Rijana's return to the material plane. She stumbled into a field containing hundreds of ancient Gebbite warriors locked in some sort of stasis, as if waiting to be activated for battle. Her very presence unwittingly released the commanders of these soldiers, bone devils long ago bound to Geb's service. The bone devils in turn began releasing ancient living and undead warriors alike to prepare for conquest once they could find a way to reach the material plane. The original plan, established thousands of years ago, was that one of Geb's loyal commanders would activate the stele, awaken the armies within, sacrifice his life to Geb in the planar Geb's Rest, and use his life essence to merge the pocket dimensions with the material plane, thus unleashing the hidden army against the Nexian invaders. The leader of the bone devils, a foul malcontent named Zepteffis, knew this plan intimately, but lacked the key component: the Gebbite commander.

For weeks the bone devil tortured Rijana for information on the rituals, but eventually it became clear: everything of any importance that she knew lay in her camp back on the material plane. Frustrated, Zepteffis showed Rijana another stele, this one in the middle of the fountain in the planar Geb's Rest. Knowing the cleric could activate, it he surrounded her with several undead warriors and his scouts, a pair of hellcats, and ordered her to complete the ritual. Once back on the material plane, Zepteffis's minions would escort Rijana back to the stele and she would return to Geb's Accord with all of her research—and hopefully a way to merge the pocket dimensions and unleash the army without Geb's commanders.

Rijana did as she was told, but something horrible happened. She lacked the key component—a brooch worn by all of Geb's ancient commanders—and instead of merging Geb's Accord with the material plane, she flipped them. Every living soul in Geb's Rest vanished, banished to Geb's Accord, while Rijana and Zepteffis's minions appeared in the middle of the town's square. Unfortunately for Rijana, the ritual drained her of her life's essence and she appeared in the town's fountain as a dried husk, her soul locked away somewhere in Geb's machinations, forever lost.

The undead minions, confused, simply wandered Geb's Rest, unsure of what they were looking for. The hellcats set out into the Mana Wastes looking for the stele and Rijana's gear though having no idea what to do with it if they found it. By this time, Adril Hestram had already sent a second Pathfinder team to find Rijana and examine

the results of her research, asking a powerful wizard of the Decemvirate to teleport them there. Unfamiliar with the location, the wizard drops the Pathfinders several miles outside of Geb's Rest, just days after the entire town has disappeared.

SUMMARY

After being teleported just outside of Geb's Rest from Absalom, the PCs make their way into town and find it eerily deserted. There, they are attacked by ancient undead warriors, called Geb's defenders, who seem smarter and more tactically minded than the average undead. Once the warriors are put down, the PCs explore Geb's Rest and find food still on dinner plates, fires still smoldering in hearths, and half-filled mugs of ale still waiting to be drunk at the inn—but no signs of life. In the fountain in the town square, they find the corpse of Rijana, recognizing her only by the journal in her satchel. Flipping through the journal, the PCs realize that Rijana's last entry was several days travel north of Geb's Rest, inside the fabled Mana Wastes, with no explanation for her body being here.

With no other clues than a crude map and journal entries describing the journey north, they enter the Mana Wastes in search of Rijana's other journals. Along the way they are attacked by hellcats in the midst of a huge magic-dead area, denying them the use of their spells and magic items for the duration of the assault. Once the hellcats are put down, the PCs travel to and locate the stele described in Rijana's journal as well as her camp, supplies, and another journal detailing how to use the stele. When the PCs follow the directions, they're transported to Geb's Accord, a pocket dimension that mirrors the surrounding countryside.

Once in Geb's Accord, the PCs are attacked by more of the undead warriors they encountered in Geb's Rest, clearly linking those undead to whatever the demiplane has in store for them. Later, the PCs come upon a field of living warriors, resplendent in ancient Gebbite armor and weapons, and seemingly frozen in some type of stasis. Here the PCs are set upon by an ancient Gebbite battle cleric who is methodically attempting to release the army from stasis.

Finally, the PCs reach the planar version of Geb's Rest, where they find the townspeople in enormous prison pens, guarded by undead, demons, and ancient soldiers of Geb's once mighty armies. The leader of this mob, a vile bone devil named Zepteffis, carries the last of Rijana's important journals.

GETTING STARTED

Read the following to get the adventure underway:



Just moments ago, Venture-Captain Adril Hestram stood beside you inside the great hall of the Grand Lodge in Absalom and said, “Good luck and gods speed. Find out what you can and get back in one piece.” With that, a masked member of the Decemvirate, gender and race impossible to determine under black cloth and an ornate face mask, muttered an incantation and teleported you nearly a thousand miles south, to the northern frontier of the necromantic nation of Geb. Just 24 hours ago, messengers from the Decemvirate banged on your door and demanded your presence at the Grand Lodge. Venture-Captain Hestram, it seemed, had received an important bit of news about work that a Nethys cleric Pathfinder named Rijana was doing in the Mana Wastes—important enough to summon you at such an early hour and demand your preparedness for a new mission assignment.

“Rijana is one of the best scholars on arcane mysteries that we have,” said Hestram as he paced back and forth. He shook a thin sheaf of papers in his hand. “This missive from her hand just a month ago tells a daring tale of hidden dimensions in the Mana Wastes that could be used to return magic once again to that failed, desolate garbage heap. I could care less about restoring magic there—but I care a lot about what bizarre ruins and hidden sanctums might have been concealed there while magic lay dormant. I haven’t the time to waste to send another message back and await its answer—I’ve asked a Decemvirate member, a powerful wizard, to teleport you to Rijana’s last known location, a dusty hamlet on the edge of the Wastes in northern Geb called Geb’s Rest. I’m sending the lot of you because Geb is dangerous, the Mana Wastes are deadly, and I want this thing done right.” Hestram snorted. “Well, I at least want it done. You lot will have to do. Get to Geb’s Rest, find Rijana, and bring back whatever notes she’s got in her journals about the Mana Wastes. She should have four journals if my memory of her bizarre organizational skills is correct—I want all four of them. Tell her I’m reviewing them for inclusion in the *Pathfinder Chronicles*, I don’t care. Just bring them back. Now get yourself ready to go—you can’t buy a decent potion within a hundred miles of this backwater dust pile.”

Allow the PCs a moment to buy anything they might need for the journey while still in Absalom. It might be good to remind them here that the Mana Wastes is almost entirely magic dead—what they do about that when preparing is entirely up to them. Once the PCs are ready to go, move on to act 1.

ACT 1: ARRIVAL AT BITTER END (EL 9 OR EL 12)

In the distance lies a squat, tumble-down hovel comprised of a few turrated domes, a collection of ramshackle huts, a solid, two-story inn, dusty red streets, and a large central fountain.

There are maybe four dozen intact buildings scattered about the town, with the central hub largely surrounded by weed-choked ruins of a time when the town was more prosperous.

As the PCs approach Geb’s Rest, they see no signs of life at all. No people, no animals, no birds—nothing. The entire town is silent and vacant. PCs exploring the outer reaches of the hamlet find dinner plates still set at tables with spoiled food on them, clothes hung out to dry, mugs of ale still resting on the bar in the inn, and feed set out for the animals in the barn and the nearby animal pasture. Once the PCs reach the central fountain, however, they find the current denizens of Geb’s Rest lurking in ambush.

Creatures: Spread throughout the buildings immediately surrounding the fountain lurk the remnants of Zephteff’s minions that he sent back with Rijana. As soon as the PCs reach the fountain and find Rijana’s corpse, Geb’s defenders leap out from hiding and attack. For Tier 10–11, the bone devil lurks in the blacksmith (labeled 6 on the map) and attacks with Geb’s defenders.

Tier 7–8 (EL 9)

GEB’S DEFENDER (4)

CR 5

Male or female human juju zombie fighter 5 (*Tome of Horrors*)

Revised 411

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +2, Spot +2

DEFENSE

AC 21, touch 12, flat-footed 19

(armor +4, Dex +2, natural +3, shield +2)

hp 41 (5d12+3)

Fort +1, **Ref** +4, **Will** +6

Defensive Abilities turn resistance +4, undead traits; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile* (including any spell-like ability that mimics the spell); **Resist** fire 10

OFFENSE

Spd 30 ft.

Melee +1 scimitar +9 (1d6+8/18–20) or slam +7 (1d6+5)

TACTICS

Before Combat Once the defenders spot the PCs, they drink their *potion of protection from good*.

During Combat Geb’s defenders work in pairs to flank and take down one opponent at a time, usually starting with their closest foe.

Morale Geb’s defenders fight until destroyed.

STATISTICS

Str 20, **Dex** 15, **Con** —, **Int** 4, **Wis** 10, **Cha** 10

Base Atk +2; **Grp** +7

Feats Alertness, Dodge, Improved Initiative, Iron Will, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Climb +19, Intimidate +8, Jump +11, Listen +2, Spot +2; +8

racial bonus on Climb checks

Languages Common

Combat Gear *potion of protection from good*; **Other Gear** chain shirt, heavy steel shield, +1 scimitar

SPECIAL ABILITIES

Damage Reduction (Ex) A juju zombie's natural weapons are treated as magic weapons for the purposes of overcoming damage reduction.

Tier 10–11 (EL 12)

As Tier 7–8, but increase the number of Geb's defenders to 7 and add a bone devil commander left behind to watch over Geb's Rest.

GOLGROTHAM

CR 9

hp 95 (MM 52; bone devil)

TACTICS

During Combat Golgrotham attempts to summon another bone

devil as his first action. Then he stays in the back, preferring to let Geb's defenders deal with the PCs in melee while he tries to split the party with repeated uses of his *wall of ice* spell-like ability. If forced into melee combat, Golgrotham uses his fear aura continually and throws himself at the most heavily armored opponents.

Morale If reduced to below 15 hit points, Golgrotham attempts to flee out of Geb's Rest to the north, hoping to reach the stele, access Geb's Accord, and warn Zepteffis that the PCs are coming.

Development: Once the PCs defeat the monsters present here, they can take some time to analyze the corpse of Rijana which lies in the middle of the central fountain. A DC 15 Heal check reveals that she was killed by unnatural means and a DC 20 Knowledge (arcana) check reveals that she was likely destroyed after performing some ritual. On her desiccated corpse the PCs find one of her

journals. Labeled *Magical Mysteries of the Mana Wastes Steles*, it's a 200-page book half-filled with Rijana's tiny scribbles, including a day-to-day account of her activities in the Wastes over the last six months. Oddly, her last entry indicates that she was two days north of Geb's Rest, in the Mana Wastes, camped around a stele that she believed could cure the Mana Wastes of its magical afflictions (or lack thereof) if only she could just translate and properly perform the ritual laid out on the stele in ancient Kelesh. This journal also makes mention of three other journals: *Translations of the Mana Wastes Stele*; *Demi-Planes, Pocket Dimensions*, and *Mysteries of Geb*; and *Flora, Fauna, and Hazards of the Mana Wastes*. Because Rijana's corpse only has one journal on it, the only clue the PCs have now is to follow her journal entries north and search for her camp. It is sunset by the time the PCs finish this encounter—they'll need to decide whether or not they want to stay the night in Geb's Rest and set out at first light, or start out now. Rijana's journal indicates that her camp is two normal travel days away, through some of the harshest conditions on Golarion.



Mission Notes: PCs from Cheliax faction should want to copy the detailed drawings of the stele from Rijana’s journals. PCs from the Qadira faction can take about 30 minutes and make a DC 15 Appraise check to learn the total value of the supplies in Geb’s Rest (500 gp). PCs from the Taldor faction can use this opportunity to gather “evidence” of the existence of Geb’s defenders—this should be hair, skin, or a limb from the corpse of one.

Rewards: If the PCs defeat the bone devil and undead defending Geb’s Rest, reward each tier thusly:

Tier 7–8:

Give each player 928 gp.

Tier 10–11:

Give each player 1,625 gp.

ACT 2: HELLCAT AMBUSH (EL 9 OR EL 11)

Sometime during the journey to reach Rijana’s camp (two normal days of travel), the PCs area attacked by Zepteffis’s hellcats, who prowl the road north of Geb’s Rest also seeking her camp. If the PCs are traveling by means other than walking or riding horses, it’s possible they might skip this encounter entirely. If that seems likely, give them a reason to descend—such as a ruined wagon or a pile of scattered supplies that look recently picked through—anything that brings them to a halt to investigate possible links to Rijana’s death and the disappearance of everyone in Geb’s Rest. See the sidebar on page 8 regarding magic dead areas and this encounter.

Creatures: One or more hellcats patrol the road running north from Geb’s Rest into the Mana Wastes. During the day, they are very difficult to spot, but at night they stand out against the dark desert.

Tier 7–8 (EL 9)

HELLCAT CR 7

hp 60 (MM 54)

TACTICS

Before Combat The hellcat is patrolling the road between Geb’s Rest and the stele.

During Combat The hellcat attacks the first foe it sees, grappling when it can to tie up single opponents.

Morale The hellcat attempts to flee if reduced to less than 10 hit points.

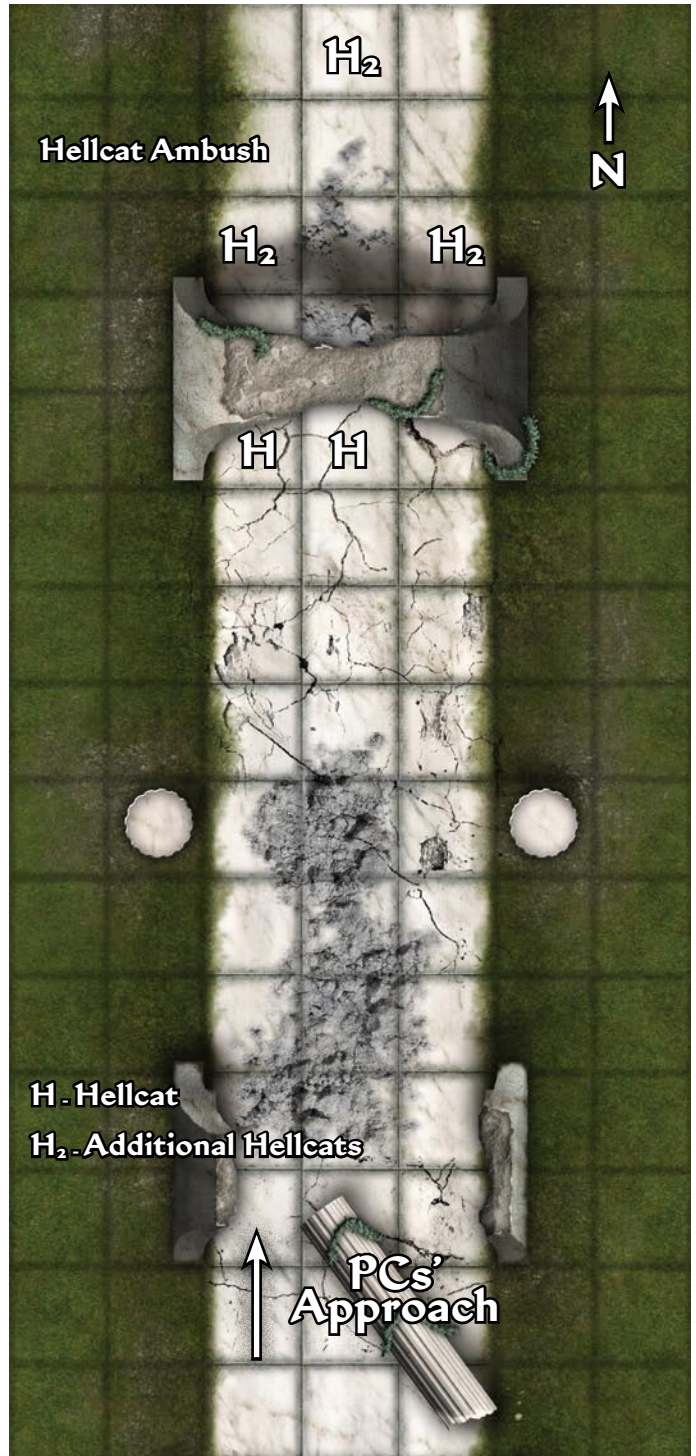
Tier 10–11 (EL 11)

As Tier 7–8, but increase the number of hellcats to 2.

Development: The hellcats provide no additional clues for the PCs. A skilled tracker who wishes to follow the

hellcats path back the way they came will spend several days tracing them around the Mana Wastes in a grid-like fashion—the hellcats were looking for something, but what they were looking for isn’t immediately clear. Magic functions normally in all other encounters in this scenario.

Rewards: There are no rewards for act 2.



ADVENTURING IN AN ANTIMAGIC FIELD

The Mana Wastes are a roiling torrent of sandstorms, monsters, and enormous patches of magic dead zones that cover most of the Wastes (including the entire city of Alkenstar). Act 2 takes place in an area of magic dead where magic is sometimes active and is sometimes not. At the beginning of each round roll a die. If the result is an even number, magic functions as normal. If the result is an odd number, the entire area functions as though under the effects of an *antimagic field* (just like the spell) though it has no range, area, or duration limitations (see PH 200 for details).

**ACT 3: GEB'S ACCORD
(EL 8 OR EL 11)**

Assuming a normal mode of travel (walking or riding) the PCs follow the journal entries through the Mana Wastes and locate Rijana's camp surrounding the mysterious stele two days after they set out from Geb's Rest. Once the PCs reach the camp, read the following:

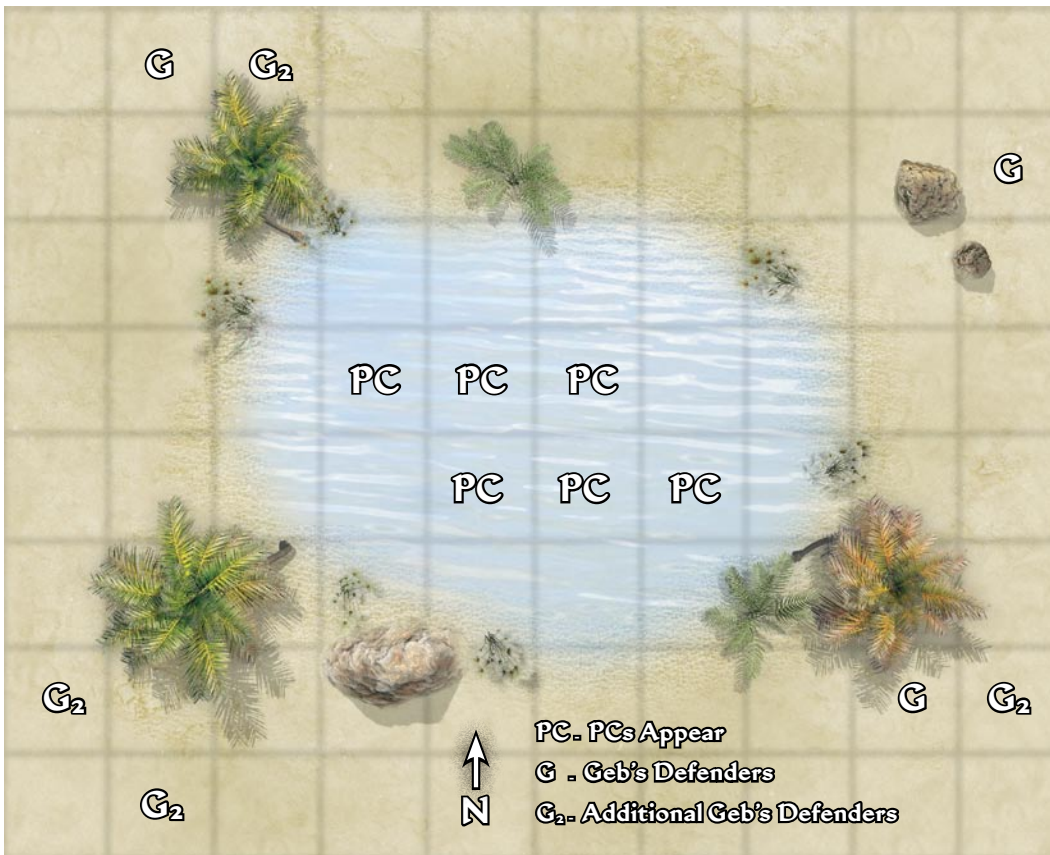
A cold fire pit, well-organized gear and supplies, and two journals blowing lazily in the wind surround a small, stone monolith. The monolith, the stele described in Rijana's journals, is covered top to bottom in intricate and exotic carvings as well as markings and what look to be writings in

an ancient language. The entire camp is covered in a thin layer of reddish dust, as if no one has been here for some time.

As soon as the PCs enter Rijana's camp, they find their connection to magic restored. The stele radiates a faint transmutation aura and a strong conjuration aura and a 20-foot radius around the object pushes the magic-dead nature of this part of the Mana Wastes away. The stele cannot be tipped over, pulled out of the ground, or otherwise disturbed—it is fixed in place. The two journals are *Translations of the Mana Wastes Stele* and *Flora, Fauna, and Hazards of the Mana Wastes*. The first is a half-finished book containing page after page of drawings and translations of the stele. The last written page contains an incantation in common and instructions that describe exactly how to activate the stele. A notation below the incantation reads, "Making my first attempt tomorrow." and is dated several months ago with no following notations. The page immediately preceding that one has this notation: "Worried that if I activate the stele and don't like the results, may not be able to deactivate it. Pretty sure the incantation I've copied on the next page, when read backwards, will return this stele to normal if performed backwards. Will test later." The second journal is a detailed account of the monsters, plants, and normal animals that call the Mana Wastes home.

At this point, the PCs have three of the four journals and no clues left to them other than reading the incantation.

Once they do, a brilliant flash of blue light surrounds them; when the light fades, they're still standing in the camp, but all of Rijana's supplies are gone, the stele is gone—its also as dark as the middle of the night, though the sky lacks stars is black as pitch, and the wind, so prevalent as the PCs traveled across the Mana Wastes, is still. Nothing moves, nothing makes a sound, nothing is here. A DC 20 Knowledge (the planes) check reveals that the PCs may be in some kind of demi-plane. A DC 30 Knowledge (the planes) check reveals that this demi-plane is



TIME IN GEB'S ACCORD

Besides the utter darkness, the only other difference between Geb's Accord and the material plane is how time functions. Time in Geb's Accord moves four times faster than on the material plane, so the journey from Geb's Rest to Rijana's camp that took 2 days on Golarion, takes just 12 hours in Geb's Accord.

none other than the fabled Geb's Accord, a series of linked-but-separated pocket dimensions that Geb long ago used to store equipment and soldiers for battles against Nex. And though Geb's Accord looks and sounds empty, it isn't.

Creatures: Moments after the PCs arrive, a group of Geb's defenders, who sat nearby watching the location where Rijana appeared, lunge forward and attack the PCs.

Tier 7–8 (EL 8)

GEB'S DEFENDER (3)

CR 5

hp 41 (use the stats from act 1)

Tier 10–11 (EL 11)

GEB'S DEFENDER (7)

CR 5

hp 41 (use the stats from act 1)

Development: Any capable trackers can make a DC 15 Survival check to find footprints that are most likely Rijana's starting here and wandering southward from the camp, back toward where Geb's Rest would be in the material plane. The tracks left behind by Geb's defenders also head back in that direction as well. Eventually, those tracks connect to a road that appears by all accounts to be the same road the PCs traveled to get to the camp, but for the changes noted above for this demi-plane.

Mission Notes: PCs from the Osirion faction will want to stop and spend some time examining the stele. They need to make a DC 15 Knowledge (history) check to succeed on their mission while studying the artifact.

Rewards: If the PCs defeat Geb's defenders, reward each tier thusly:

Tier 7–8:

Give each player 696 gp.

Tier 10–11:

Give each player 1,625 gp.

ACT 4: STASIS FIELD (EL 10 OR EL 13)

A few hours south from the arrival point, the PCs come across the first evidence of what Geb's Accord was designed to do: keep massive armies in stasis to be called

at any moment to battle. When the PCs reach the stasis field, read the following:

The dark, dusty road suddenly dips into a small depression, maybe a half mile long. Scattered throughout that depression are what appear at first to be neatly organized rows of soldiers, wearing leather armor and standing at attention with spears straight against their bodies. As you get closer, you notice a faint blue outline surrounding each one of them and not a one seems to breathe, move, or in fact, even be alive.

PCs can make DC 20 Knowledge (arcana) checks to determine that these soldiers are alive and held in some sort of magical stasis. They cannot be activated by any of the PCs, no matter what they try, as only a living bone devil or Gebbite battle cleric knows the secrets to their awakening. Each soldier radiates an aura of strong necromantic magic.

Creatures: A single ancient Gebbite battle cleric was left behind by Zepteffis to begin awakening this army. For Tier 10–11, he's already awakened ten ancient Gebbite warriors.

Tier 7–8 (EL 10)

ANCIENT GEBBITE BATTLE CLERIC

CR 10

Male human cleric 10

LE Medium humanoid

Init +3; Senses Listen +8, Spot +8

DEFENSE

AC 22, touch 10, flat-footed 22

(armor +9, deflection +1, Dex –1, shield +3)

hp 64 (10d8+20)

Fort +10, Ref +5, Will +12

Defensive Abilities light fortification armor quality; **Resist**

electricity 20, fire 20

OFFENSE

Spd 20 ft., *freedom of movement*

Melee +1 *bastard sword* +10/+5 (1d10+3/18–20)

Special Attacks rebuke undead, spontaneous casting (*inflict spells*)

Spells Prepared (CL 10th)

5th—*flame strike* (DC 19), *mass inflict light wounds*^D (DC 19), *spell resistance* (DC 19)

4th—*death ward*^D (DC 18), *divine power*, *freedom of movement* (already cast, DC 18), *spell immunity* (already cast [*dispel magic*, *silence*], DC 18), *summon monster IV*

3rd—*bestow curse* (DC 17), *contagion*^D (DC 17), *invisibility purge*, *meld into stone*, *summon monster III*

2nd—*cure moderate wounds* (DC 16), *death knell*^D (DC 16), *hold person* (DC 16), *resist energy* (2, already cast [electricity 20, fire 20], DC 16), *silence* (DC 16)

1st—*divine favor*, *entropic shield*, *inflict light wounds*^D (DC 15), *obscuring mist*, *protection from good* (DC 15), *shield of faith* (DC 15)

o—*detect magic* (3), *light* (2), *read magic*

D domain spells; Domains Death, Destruction

TACTICS

Before Combat The Gebbite battle cleric casts *spell immunity* (*dispel magic*, *silence*), *resist energy* (electricity, fire), and *freedom of movement*. These spells are figured into his stats.

During Combat As soon as the Gebbite battle cleric sees the PCs approaching, he summons a hellhound (*summon monster III*) and a fiendish dire wolf (*summon monster IV*) to attack the PCs while he hides behind distant statues and casts *divine favor*, *protection from good*, *shield of faith*, *entropic shield*, and *spell resistance* (these spells are not figured into his stats). He uses his *lesser metamagic rod of extend* with *hold person*, *silence*, and *obscuring mist*. He prefers direct combat, but will hit the PCs with *flame strike*, *bestow curse*, *contagion*, and *hold person* as he approaches them.

Morale The Gebbite battle cleric is sworn to protect the stasis field and battles the PCs to the death.

Base Statistics Melee +1 *bastard sword* +19/+4 (1d10+2/18–20); Str 13, Wis 17; Grp +8

STATISTICS

Str 15, Dex 8, Con 14, Int 10, Wis 19, Cha 12

Base Atk +7/+2; Grp +9

Feats Combat Casting, Exotic Weapon Proficiency (*bastard sword*), Improved Initiative, Lightning Reflexes, Weapon Focus (*bastard sword*)

Skills Concentration +15 (+19 defensive casting), Listen +8, Spellcraft +1, Spot +8

Languages Ancient Kelesh, Ancient Osiriani

Gear *cloak of resistance* +1, +1 *light fortification full plate*, *gauntlets of ogre power*, +1 *heavy steel shield*, *lesser metamagic rod of extend*, *ring of protection* +1, +1 *bastard sword*, *periapt of Wisdom* +2

Tier 10–11 (EL 13)

As Tier 7–8, but the battle cleric has already successfully freed 10 ancient Gebbite warriors from their stasis. Also, for this tier, the battle cleric carries a scroll tube with the following scrolls inside: *scroll of flame strike*, *scroll of ice storm*, and *scroll of raise dead*.

ANCIENT GEBBITE WARRIORS (10)

CR 3

Male human warrior 4

LE Medium humanoid

Init +2; Senses Listen +3, Spot +3

DEFENSE

AC 13, touch 11, flat-footed 12

(armor +2, Dex +1)

hp 27 (4d8+6)

Fort +4, Ref +2, Will +0

OFFENSE

Spd 30 ft.

Melee *longspear* +8 (1d8+3/x3) or *short sword* +7 (1d6+3/19–20)

Ranged *longbow* +5 (1d6/x3)

Space 5 ft.; Reach 10 ft.

TACTICS

Before Combat The ancient Gebbite warriors are spread across the middle of the map, watching for any intruders that might approach from the north.

During Combat The ancient Gebbite warriors charge the PCs, giving the battle cleric time to cast his spells.

Morale The ancient Gebbite warriors are fanatics and fight to the death.

STATISTICS

Str 16, Dex 12, Con 10, Int 9, Wis 9, Cha 8

Base Atk +4; Grp +7

Feats Toughness (2), Weapon Focus (*longspear*)

Skills Intimidate +3, Listen +3, Ride +3, Spot +3

Languages Ancient Kelesh, Ancient Osiriani

Combat Gear *potion of cure moderate wounds*; **Other Gear** *leather armor*, *longbow*, *longspear*, *quiver with 20 arrows*, *short sword*



Development: This battle is a peek into the mind of Geb—soldiers bound to his service and then frozen in time to be activated when he needs them. As they’ve been here for thousands upon thousands of years, Geb’s either forgotten them or hasn’t felt the need to use them yet. Zepteffis is activating them to invade the material plane, but hasn’t progressed very far since Rijana arrived and accidentally awakened the bone devil.

Mission Notes: PCs from the Taldor faction can read the incantation they were provided with to grab a spear from one of the warriors in stasis. This requires only a successful DC 15 Knowledge (the planes) check to succeed. Failure means the incantation harmlessly burns away and the PC has recovered no spear for their mission.

Rewards: If the PCs defeat the ancient Gebbite battle cleric (and possible minions), reward each tier thusly:

Tier 7–8:

Give each player 1,930 gp.

Tier 10–11:

Give each player 2,962 gp.

ACT 5: THE PRISON PENS OF BITTER END (EL 10 OR EL 13)

Once the PCs reach the planar Geb’s Rest, read the following:

Geb’s Rest lies ahead, but a very different town from the Geb’s Rest on the material plane. This version is the shining, new example of what the town looked like before—every building whole and brightly painted, the streets made of packed dirt and well-lit by giant lanterns, and giant, leafy-green trees lining every avenue. In the middle of the town, surrounding the fountain, are dozens of enormous cages, thirty feet on each side, and packed full with hundreds of dirty human figures.

The planar Geb’s Rest has now become the dominion of Zepteffis, and with the appearance of the entire town the moment he sent Rijana back through to the material plane, it’s also become his own penal colony—an abundant supply of slaves that he’ll use to serve his army once he can figure

out how to get them back to the material plane. Zepteffis doesn’t expect anyone to assault him here, so he has no security surrounding or patrolling the city. All of his minions lurk about the fountain while Zepteffis struggles to understand Rijana’s last journal, *Demi-Planes, Pocket Dimensions, and the Mysteries of Geb*, and sacrifices one townsfolk after another attempting to use their life essence to merge Geb’s Accord with the material plane. When the PCs arrive, there are six corpses of townsfolk lying around the fountain—evidence of Zepteffis’s failed attempts.

Creatures: The bone devil Zepteffis stands on the north side of the fountain, holding Rijana’s last journal and pushing a townsfolk at the fountain as he struggles to read from the book. Standing nearby is a troop of ancient Gebbite warriors freed from the stasis field, while one or more (by tier) Geb’s defenders push additional townsfolk toward the fountain.



Tier 7–8 (EL 10)

ZEPTEFFIS CR 9
hp 95 (MM 52, bone devil)

TACTICS

Before Combat Zepteffis is reading Rijana’s journal and sacrificing townspeople to the ritual.

During Combat Once combat starts, Zepteffis launches himself at the PCs. If he sees anyone carrying Rijana’s journals, he attacks them first.

Morale Zepteffis fights to the death.

GEB’S DEFENDER CR 5
hp 41 (use the stats from act 1)

ANCIENT GEBBITE WARRIORS (3) CR 3
hp 27 (use the stats from act 4, Tier 10–11)

Tier 10–11 (EL 13)

If the bone devil from act 1 managed to escape and make it back to Bitter End in Geb’s Accord, increase the number of bone devils below to 3, rather than 2.

ZEPTEFFIS AND ARGINIUS

hp 95 (MM 52; bone devils)

CR 9

GEB'S DEFENDER (5)

hp 41 (use the stats from act 1)

CR 5

ANCIENT GEBBITE WARRIORS (5)

hp 27 (use the stats from act 4, Tier 10–11)

CR 3

Development: The worst that could happen here is that the PCs fail on their first assault and must regroup and try again. If they manage to get the book away from Zepteffis without fighting him, they'll soon figure out that the stele to return home is in the fountain in the middle of the town. When all of Rijana's journals are gathered together and studied, a DC 15 Knowledge (arcana) or bardic knowledge check and about 20 minutes of time to study the books reveals that the PCs need to use the corpse of the ancient Gebbite battle cleric or one of the bone devils to activate the ritual again using the stele in the fountain of the planar Geb's Rest without actually merging Geb's Accord with the material plane.

Mission Notes: PCs from the Andoran faction can deliver their letter to the Lord Mayor—though they only successfully deliver it with a DC 15 Diplomacy check. Andoran faction PCs can also bring back evidence of the devils by collecting a piece of any of the bone devils from this scenario and returning it to Captain Maldris. Cheliox faction PCs who find the blacksmith among the prisoners, can offer the bag of gold and then make a successful DC 15 Diplomacy or Intimidate check to get the blacksmith to go along with Zarta's plan. PCs from the Osirion faction will want read Rijana's journal called *Demi-Planes, Pocket Dimensions, and the Mysteries of Geb* and report what they've learned to Amenopheus. PCs from the Qadira faction will want to recover and return Rijana's body to Absalom—it'll cost them a total of 10 gp to get the body back to Mechitar and loaded on a ship for Absalom.

Rewards: If the PCs defeat the monsters guarding the prisoners from Geb's Rest, reward each tier thusly:

Tier 7–8:

Give each player 332 gp.

Tier 10–11:

Give each player 1,328 gp.

research, Hestram mentions, that will most likely appear in the next volume of the *Pathfinder Chronicles*.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who find the Lord Mayor of Geb's Rest and deliver a letter with a successful DC 15 Diplomacy check earn 1 Prestige Award. PCs from the Andoran faction who bring evidence back to Captain Maldris that Geb was using devils earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who negotiate with the blacksmith of Geb's Rest (either with a DC 15 Diplomacy or Intimidation check plus the bag of gold) to allow Cheliox agents to use the Geb's Rest blacksmith to transport secret items from the Field of Maidens earn 1 Prestige Award. PCs from the Cheliox faction who copy the drawing of the stele from Rijana's journals earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who read Rijana's journal called *Demi-Planes, Pocket Dimensions, and the Mysteries of Geb* and report what they've learned to Amenopheus earn 1 Prestige Award. Osirion faction PCs who succeed on a DC 15 Knowledge (history) check while examining the stele at Rijana's camp earn a bonus 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who recover Rijana's body, wrap it in the provided cloth, and return her to Absalom (at a cost of 10 gp total) earn 1 Prestige Award. PCs from the Qadira faction who take a full accounting of the supplies in Geb's Rest (with a DC 15 Appraise check) earn a bonus 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who bring back evidence of bizarre undead in Geb earn 1 Prestige Award. PCs from the Taldor faction who make a successful DC 15 Knowledge (the planes) check in the stasis field using the incantation provided and bring back a spear from one of the ancient Gebbite warriors in stasis earn a bonus 1 Prestige Award.

CONCLUSION

Assuming the PCs save the town of Geb's Rest and return its people to the material plane, they will be forever spoken of as heroic legends among the people of Geb. It takes no time at all for the tale of their heroism to spread, and any time after this scenario that they find themselves in Geb, they'll generally be greeted as heroes. Once the PCs return to Absalom (by boat), Adril Hestram is sad to hear of Rijana's death but happy the PCs have returned with her journals—

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Andoran Faction Handout

Scion of Freedom,

Word has reached me that you'll soon be teleported to the nation of Geb—specifically to the arrogantly named Geb's Rest near the desolate Mana Wastes. Agents of Freedom have long had their eyes on Geb's Rest as a waypoint for our dealings in the region. Please deliver the enclosed and sealed letter to the Lord Mayor of Geb's Rest. Use your best diplomatic skills to press upon him the importance of the information inside. Additionally, rumors have reached my ears that Geb may have once used devils to organize its ancient armies of living and undead. Bring back proof that Geb bound devils so that we may have a bargaining chip when dealing with that nation of necromancers.

Capt. Colson Maldris Sincerely,

Captain Colson Maldris



Chelaxian Faction Handout

Delicious Minion,

Vague whispers from inside that wretched organization you remain so loyal to tell me that you'll be in Geb soon. Excellent! I've enclosed a bag of gold with this message—take it and deliver it to the blacksmith in Geb's Rest. Negotiate with him to turn a blind eye when Chelaxian agents arrive in the future to store items in his smithy. If diplomacy and gold don't work—hit him with your best strong-arm tactics. We need his smithy to bring items north from the Field of Maidens, avoiding the major cities of Geb. Also, the few rumors I've heard of this Rijana's work tell me that the objects she's studying are important. Copy in detail any drawings she may have made and return them to me.

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Loyal Servant of the Ruby Prince,

Rijana doesn't know, but she may have made one of the grandest discoveries in Golarion's history! Knowing her as I do, she's meticulously organized her research into separate journals—find and read the one that specifically deals with pocket dimensions of demi-planes in the Geb region. She cannot know you're reading this journal, so do so in secret. Tell me what you learn when you return. Additionally, we wish to know the history written on the object she's studying in the Mana Wastes—study this object in person and use all of your knowledge of Golarion's history to see what mysteries you can pry from this important artifact.

For the Ancestors,



Amenopheus
Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Loyal Servant of the Satrap,

Rijana was a loyal Pathfinder and a loyal agent of the Satrap. We want her body wrapped in the cloth that came with this missive and returned to Absalom, no matter the cost. Her death is a blow to our work in Geb and Nex. Also, while you're in Geb's Rest, take a full accounting of their supplies and return an estimate of their value to me. This was Rijana's last assignment, and we have yet to hear back from her on this matter.

*Sincerely,
Pasha Muhlia Al-Jakri*



Taldor Faction Handout

Hero of the Empire,

We've long heard troubling rumors of the types of undead minions employed in the armies of that vile necromantic nation of Geb. I wish we had the strength to destroy that country without leaving ourselves exposed to our closer enemies. Alas, we do not. Bring back evidence of any undead warriors you find working in the employ of Geb—if we can't destroy them militarily, maybe we can turn Inner Sea public opinion against them. Also, some of my diviners have delivered startling reports to me about Geb warriors held in stasis for future combat—if this is true, the incantation written on the scrap of paper delivered with this missive should disrupt any such field long enough for you to snatch a weapon from the soldier in question. Bring me one and your heroism will know no end in eyes of our nation.



For Emperor and Empire,

BARON JACQUO
Baron Jacquo Dalsine



SCENARIO 26: LOST AT BITTER END

Scenario Chronicle #

TIER	7-8	3,886
TIER	10-11	7,540
TIER		

MAX GOLD

This Chronicle Certifies That

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

_____ Has Completed This Scenario.

EXPERIENCE

Starting XP _____

+1 XP _____

Final XP Total _____

Prestige Award

Starting PA _____

PA Gained (GM ONLY) _____

Final PA Total _____

GOLD

Start GP _____

+ GP Gained (GM ONLY) _____

+ Items Sold _____

= Sub Total _____

- Items Bought _____

= Sub Total _____

- Gold Spent _____

= Sub Total _____

Items Found During This Scenario

TIER
7-8

Scion of Geb: You have saved the town of Geb's Rest and your legend has spread far and wide in the nation of Geb. Any future dealings with native Gebbites inside or outside of the country grants you a +1 circumstance bonus to any Charisma-based checks made while dealing with them.

- Gauntlets of ogre power* (Cost: 4,000 gp)
- Lesser metamagic rod of extend* (Cost: 3,000 gp)
- +1 *light fortification full plate* (Cost: 5,650 gp)
- Periapt of Wisdom +2* (Cost: 4,000 gp)
- Potion of cure moderate wounds* (Cost: 300 gp)

TIER
10-11

- Scroll of flame strike* (Cost: 1,125 gp)
- Scroll of ice storm* (Cost: 1,125 gp)
- Scroll of raise dead* (Cost: 6,125 gp)

TIER

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT _____ EVENT CODE _____ DATE _____ Game Master's Signature _____ GM Pathfinder Society # _____