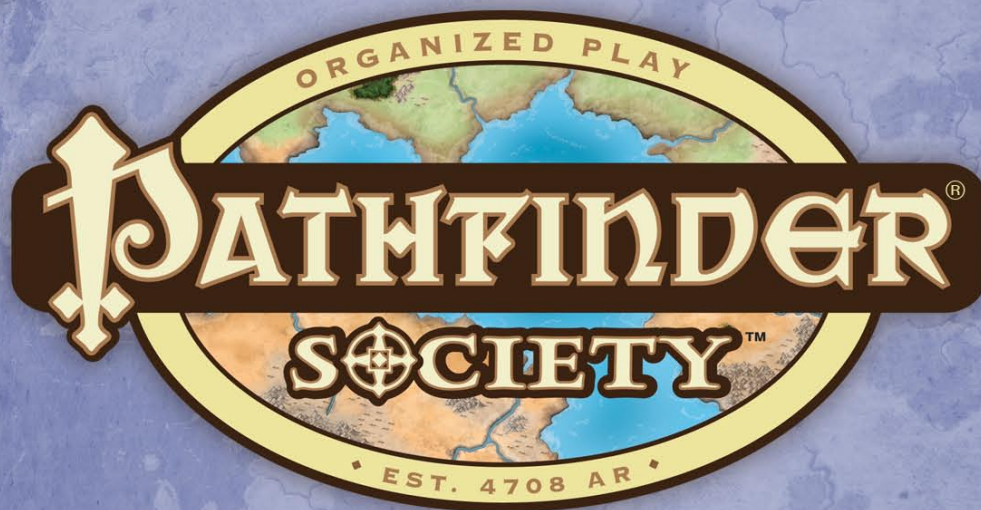


A PATHFINDER SOCIETY SCENARIO



WRATH OF THE ACCURSED™

By Matthew Goodall



WRATH OF THE ACCURSED

PATHFINDER SOCIETY SCENARIO 2–20

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Pathfinder Society Scenario 2–20: Wrath of the Accursed 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 Pathfinder Roleplaying Game.

The OGL can be found on page 25 of this product.

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WRATH OF THE ACCURSED

BY MATTHEW GOODALL



Over the last quarter-century, before the Ruby Prince Khemet III opened the deserts of Osirion to explorers from across the world, a daring group of ambitious Pathfinders called the Scarab Seekers operated in secret within the nation's borders, delving the then-restricted tombs and ancient ruins of Osirion's vast deserts. During the Scarab Seekers' long run, dozens of members cycled in and out of the organization's membership, many meeting unfortunate ends in the course of duty, others moving on to other pursuits, and even more arrested by Osirian authorities for violating the ban on tomb robbing.

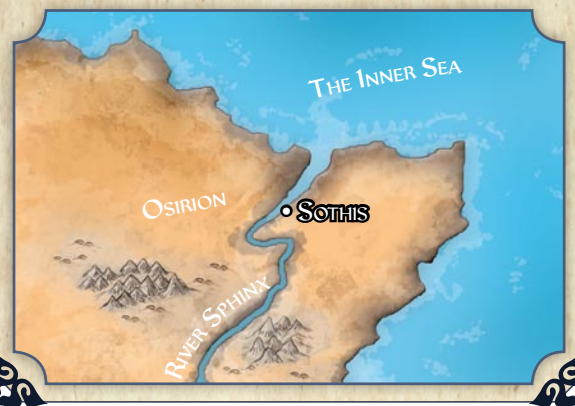
In 4707 AR, when Khemet III granted access to his kingdom's ancient ruins to the Pathfinder Society and other foreign explorers, the Scarab Seekers disbanded their secret brotherhood, no longer needing to operate in the shadows while seeking fame and fortune in the desert sands. Many of its members remained in Osirion, basing their operations in the Sothis Lodge—a former police station and jail in which, ironically, many captured Pathfinders were imprisoned for carrying out their duties in Osirion decades before—under the guidance of Venture-Captain Norden Balentiir. Some, however, fell in with the newly formed Shadow Lodge, as the mysterious leadership of the splinter Pathfinder group sought them out specifically.

One of the longest-serving members of the Scarab Seekers, a sinister man named Hondo Heru, quickly rose to prominence among the Sothis Shadow Lodge, and alone knows the identity of the Shadow Lodge's founder and leader—a former associate in the Scarab Seekers left for dead when a terrible curse befell him. When the Shadow Lodge's open rebellion among the Pathfinder ranks began earlier in the year, Heru saw an opportunity to win his master's favor by eliminating his enemies in the Sothis Lodge—the very men who betrayed and abandoned his leader. If he can destroy the Pathfinder Society's operations in Osirion and get the revenge he assumes his mentor wants, Hondo knows he will earn himself a spot as one of the Shadow Lodge's most influential members when the Decemvirate finally falls.

A week ago, Heru and his most trusted Shadow Lodge allies broke into the Sothis Lodge's most secure vault and stole a number of known cursed items of incredible

WHERE ON GOLARION?

Wrath of the Accursed takes place in the city of Sothis, the resplendent capital of the desert kingdom of Osirion that lies on the banks of the mighty River Sphinx. The city is home to nearly 120,000 souls, and is the seat of Osirion's government and the palace of the Ruby Prince Khemet III. To learn more about Sothis and the desert nation of Osirion, check out *Pathfinder Player Companion: Osirion, Land of Pharaohs* or *The Inner Sea World Guide*, available at your local game store or online at paizo.com.



power. They left behind a note warning that all known Pathfinders and allies of the Society would meet gruesome ends in short order. A day later, two of Balentiir's most promising young agents were found dead in their flat on the city's eastern edge; another was found drowned in the river the following morning. Fearing for the agents under his charge, Venture-Captain Balentiir called all Pathfinders in Sothis back to the lodge until the situation could be resolved and they could stand together in solidarity against the threat on their lives. Seven agents, however, have yet to report in, and Balentiir grows ever more worried about their whereabouts and fate.

SUMMARY

Venture-Captain Norden Balentiir briefs the PCs at the Sothis Lodge. Recent thefts and murders of Pathfinders by the Shadow Lodge have forced Balentiir to recall all

GM TIP: CURSED ITEMS

This adventure focuses on a series of murders carried out with stolen cursed items. While cursed items can be a lot of fun for GMs, they are very rarely a good time for PCs. It's simply not very enjoyable to feel like your character has been hijacked by a tricky magic item, and even less so to know there's virtually nothing you can do about it. In this adventure, the cursed items are not intended to affect the PCs directly. They should know that the Shadow Lodge is using cursed magic items and use caution, and the harrowing nature of some of the murders should drive home the danger involved. While it may be tempting to try to kill or disable the PCs with the cursed items in this adventure, allow them to serve their narrative purpose first and foremost and let the actual foes they're set to face be the real challenges of the scenario.

current and former Pathfinders, and securely cordon off the lodge. Providing the PCs with a list of Pathfinders who are unaccounted for, the concerned venture-captain asks the PCs to bring them safely back to the lodge.

The PCs must seek out the missing Pathfinders throughout the city and may do so in whatever order they prefer. Several of the listed agents are already dead, and the PCs must unravel the details of their murders, avoid blame for their deaths, and gather clues leading them back to the Shadow Lodge's base of operations in Sothis. Some former Pathfinders, such as the city watchman Kaphiri and Sarenraen cleric Uspia, have already been targeted by the Shadow Lodge but remain alive, though each has been given a terrible cursed item that makes the PCs' job of returning them to the lodge that much more difficult.

As the PCs progress in their investigation, the Shadow Lodge attempts to eliminate them. Hondo's lieutenant, Zahur ambushes the PCs, but details found on his body or gleaned through interrogation lead the PCs directly to the Sothis Shadow Lodge, an embalming house on the edge of the Necropolis of the Faithful.

Once they know where the Shadow Lodge's leadership is holed up, it's simply a matter of gaining access and defeating them for the PCs to foil Hondo's plan and end the state of terror among the Pathfinder agents bunkered within the Sothis Lodge.

GETTING STARTED

As the PCs arrive in Sothis via whatever means of transport you prefer, they are led by a cautious Pathfinder agent named Ahzad Alekh to the Sothis Lodge. Along the way, representatives of the PCs' factions hand them secret letters among the crowded bazaars through which the Pathfinders must travel. As the PCs approach the Sothis

Lodge, a high-walled former prison made of slick white limestone, allow them a DC 15 Perception check to notice Pathfinder guards posted on the top of the wall and a DC 20 Sense Motive check to notice suspiciously loitering men and women in the streets outside the lodge, clearly hiding weapons and armor under disguises of general passers-by. The Sothis Lodge is on high alert.

Ahzad escorts the PCs through the outer gates, speaking to a guard inside a second set of barred doors, which open a crack to allow the PCs to squeeze through. A number of Pathfinders of varying ages and sorts idle among the date palms and sycamores of the lodge's inner garden as the PCs are further ushered to the main, two-story structure that houses Balentiir's office, the lodge's vaults, and other resources for Pathfinders stationed there. As the PCs pass through the crowded common room into Balentiir's private study, the leather-clad venture-captain greets them with a stern look, and offers them seats before his large, cedar desk while nervously fiddling with his bright red sash. He tosses three *wayfinders* onto the table and begins speaking.

"These symbols of our order—tools we've all used since our first days as Pathfinders—belonged to former agents living here in Sothis; all of them were found dead only days ago. Last week the vaults of this lodge were broken into and many valuable relics and unidentified artifacts were stolen; in their place, we found this note."

Balentiir rolls up a map of Sothis on the desk, revealing a finely penned note beneath.

"Our enemies grow brazen! I fear the Shadow Lodge won't stop with these three murders. Many of the items they stole from under our noses held deadly curses, and in the hands of some as malicious as these rogue Pathfinders, who knows what devastation they may unleash upon our brethren in and around Sothis?"

"I've ordered that all Pathfinders report to the lodge until this is resolved, and as you surely noticed on your way in, most have. We've got strength in numbers here, but several valuable members of my stable of agents have yet to report in. Here is a list of the Pathfinders, including retired Pathfinders, who live in Sothis that we have been unable to contact or are unaccounted for. Bring them safely here. Time is of the essence. The Shadow Lodge may have done them harm, or," he says, lowering his voice, "worse still, converted them."

"If you come across any of the stolen relics, *use extreme caution* with them, but return them here nevertheless. They are extremely dangerous and we can't have them out in the city at large. Additionally, find out whatever information you can about the Shadow Lodge. Only together can we drive back the sandstorm of shadows threatening to engulf us. Now I'm sure you have many questions, I'll attempt to answer them as well as I can, but delay not, for I know our enemies are wasting no time on their end."

Give the players a few moments to look over both **Player Handout 1** (the Shadow Lodge's letter) and **Player Handout 2** (the list of missing agents). They will likely have questions regarding the missing Pathfinders. If so, Balentiir knows the following information on each.

Kaphiri: "He's a blond half-elven warrior who retired from the Society and took up a post as an officer in the Sothan guard. Apparently, he still likes walking the beat with the regular guardsmen. He sent back a note saying he 'refuses to hide in the lodge.' Try to persuade him that we need him here, even if only to serve as a sentry until this situation is resolved."

Nuru: "Nuru is an ascetic unarmed fighter from the country of Nex. She reported back from her last mission late last year, but hasn't been to the lodge since. She's a quiet type, known for sitting cross-legged for hours at a time."

Sutekh: "After he retired from the Society, Sutekh opened a business selling potions and other alchemical paraphernalia. He's a wizard of some ability and I believe he has done quite well with his shop."

Tarik: "An academic scholar, he found a cache of priceless works of art in the Underdunes five years ago and retired a rich man. He lives in the most expensive part of Sothis, inside the Black Dome."

Uspia: "Uspia is a Qadiran cleric of Sarenrae who now serves at the Temple of the Eternal Sun. She seems devoted to the kinder aspects of her god, more about honesty and healing than the harsh burning light some Keleshite priests advocate."

Zahur: "Zahur just returned from an assignment in the Screaming Jungle. He's a Thuvian sorcerer whose powers relate to the element of air."

Additionally, the venture-captain is happy to provide information about recent events:

What about the murders? "The first two victims were among my most promising novice agents; I'm sure they had no idea what was coming. They were found in their shared flat, wasted away to nothing as if they died of old age in a matter of hours. The next day, one of my archivists washed up on the banks of the river, still wearing all her valuables and with money still in her pocket, with an irremovable necklace wrapped tightly about her neck. It seems we got the rest of our agents here to safety in time, but I worry for those who have yet to report."

What can you tell us about the theft? "It was an obvious inside job. Someone tampered with the alarms on the vault. We had just managed to secure part of a rare find from the tomb of Khetera II, the Pharaoh of Misfortune. Valuable funerary trappings, including Khetera's headdress and girdle, which took months of negotiation to pass through the Osirian Cultural Ministry, are gone. The worst part is we don't know exactly what was taken, they stole all the cataloging paperwork as well. Almost

everything from that dig was cursed, however, so whatever they took shouldn't be allowed out in the wider world."

What of the Shadow Lodge? "They're evil and power-hungry; they want to eliminate those of us in Osirion loyal to the Decemvirate. It's said they want to take over and use the Society for their own ends. There are rumors they intend to place the Curse of the Pharaoh of Misfortune upon us all if we don't evacuate."

Mission Notes: Cheliox faction PCs may want to take this opportunity to deliver the parcel (which contains an exquisite jade necklace) to Pathfinder Eshe, whom they may find idly shuffling her harrow deck in a corner of the common room. Among all the activity in the lodge in recent days, no one notices them give her the package as long as the PCs make even the slightest effort to do so secretly. If they deliver the package without looking within the box, award each Cheliox faction PC 1 Prestige Award.

ACT 1: IN SEARCH OF THE MISSING

The following four encounters may take place in any order, as the PCs wish. Two of the missing Pathfinders on the list are red herrings and are not to be found in Sothis. Two listed agents are already dead, or die moments before the PCs arrive, regardless of the order in which PCs discover them. The final two Pathfinders are currently alive, but the Shadow Lodge has already cursed both agents and time is of the essence. If the PCs take time to rest between encounters, both of these agents have met unfortunate ends, as detailed in their specific encounters.

If the PCs didn't seek extra information from Balentiir while at the Lodge, they likely need to find the missing Pathfinders using their own means. A DC 15 Knowledge (local) or Diplomacy (gather information) check locates a given Pathfinder agent from the list, and PCs can generally get from any point in the city to any other in an hour or less as long as they move swiftly along the widest streets and low-traffic arterials.

Red Herrings: Nuru and Zahur

Two of the missing Pathfinders on Balentiir's list are in no danger; in Nuru's case, she isn't in Sothis and won't be returning any time soon. In Zahur's case, he's actually a Shadow Lodge agent who had no intention of being found.

Nuru: When the PCs seek out Nuru, they find her apartment near the Sothis Docks. The elderly monk has been recalled to her monastery in Nex; she left Osirion 3 months ago. The message explaining her leave of absence was lost in a mix up, and no one at the Sothis Lodge realizes she isn't in the country. PCs who ask her neighbors about her whereabouts quickly find out when and why she



left, and a DC 10 Sense Motive check can determine that her neighbors aren't hiding anything. If the PCs gain entry into her modest abode, they find no signs of recent inhabitation, and all the cupboards and drawers have been emptied of clothes and other personal belongings.

Zahur: Zahur, on the other hand, is rumored to have a room near Azghaad's Spire. As a Shadow Lodge agent, the sorcerer intentionally gave the Pathfinder Society a false address; PCs who ask around at this address find no one has seen or heard of Zahur or anyone fitting his description. If they break into the address he left on file, they find it inhabited by a pair of middle-aged widows who share the small apartment to save expenses while they attempt to start their own weaving business.

1. Kaphiri (CR 8 or CR 11)

The PCs learn that Kaphiri lives in a middle-class residential area east of the Black Dome. If they go to his house, they find he isn't home. His neighbors or a city guard can tell them that he is usually on duty at this time of the day, and his beat as a city guard is the Malhitu Bazaar. If the PCs succeed at the Knowledge (local) or Diplomacy check by 5 or more, they may skip this part of the investigation and learn of his assignment at the Bazaar without first going to his house.

The Malhitu Bazaar is a huge open-air market, a sprawling maze of stalls and tents that occupies much of the southeastern corner of central Sothis. Crowds of merchants, craftsmen—locals and foreigners alike—barter goods and services amid a continuous cacophony of haggling. It seems almost anything can be found here, from ancient Osirian antiquities in the largest tents to a wide range of slaves on display at the slave market stockade.

PCs may use their time here to purchase equipment or utilize various Profession or Perform skills at the GM's discretion. Skills used in this way may count as the scenario's Day Job roll if the player wishes them to, but a player must make that designation before making the roll. If time is running short, feel free to skip this opportunity, allowing for Day Jobs after the scenario's conclusion as normal. Additionally, members of the Andoran and Qadira factions may wish to use their visit to the Bazaar to carry out their faction missions as listed below under Mission Notes.

Creatures: The half-elf ex-Pathfinder Kaphiri is here, patrolling with his squad of six city guards. The Shadow Lodge has already replaced Kaphiri's weapon with a cursed *berserking khopesh* (see page 543 of the *Pathfinder RPG Core Rulebook* for full details). As the

PCs approach, Zahur, a Shadow Lodge operative under cover of *invisibility*, starts summoning a fiendish hyena to attack Kaphiri and thus prompt him to draw the cursed weapon. Just as the PCs spot the polished helms and white cloaks of Kaphiri's patrol (a DC 12 Perception check), Zahur finishes the spell, initiating combat.

PCs that succeed at a DC 26 Perception check notice the summoned hyena and may act in the surprise round. Kaphiri, being adjacent to the beast, needs to make only a DC 16 Perception check to notice the hyena, and draws his cursed khopesh as soon as he becomes aware of the hyena, instantly suffering the effects of the curse. He attacks the hyena first, until it is dead, then attacks the nearest living creature—including his fellow guards or random citizens—until he's knocked unconscious or disarmed.

As soon as Kaphiri realizes he isn't in control of his own actions he starts yelling things like "keep away from me," "help, I'm being dominated," or "please stop me," to make it apparent he's being magically compelled. Although Kaphiri becomes aware of the effects of the curse, he doesn't immediately realize the khopesh is the cause. Grant him a DC 15 Wisdom check each round to make the connection between the khopesh and the curse; even if he realizes what's going on, the nature of the cursed khopesh prevents him from willfully dropping or sheathing the weapon.

In the marketplace, the densely packed crowd creates difficult terrain for all combatants moving through it. On each round of Kaphiri's berserking, the crowd clears a distance of 10 feet from the half-elf, making an ever-growing area for the PCs to move about freely.

If the PCs don't intercede, Kaphiri kills one person every round as he rampages through the Bazaar, striking down citizens and his six fellow guards indiscriminately. Should the PCs take no action whatsoever, reinforcements are called in from the Sothan guard, who kill Kaphiri to stop his raging.

Note that spells such as *protection from evil* and *magic circle against evil* have no effect on the khopesh's curse, though spells which negate magical effects or remove curses, such as *dispel magic* or *remove curse*, can work, provided the caster succeeds at the caster level check (the *berserking khopesh* is CL 8). Disarming Kaphiri of the weapon or knocking him unconscious also ends his rage.

Tier 7–8 (CR 8)

KAPHIRI TALAREL

CR 8

Male half-elf fighter 9

LN Medium humanoid

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 20, touch 11, flat-footed 18 (+9 armor, +1 deflection, +2 Dex, –2 rage)

TIMING THE INVESTIGATION

There are four encounters in this act, which PCs can face in any order. Allow them to explore the city, complete faction missions, and get as involved in the search as they want, but keep an eye on the clock. It can be very easy for players to spend a lot of time accomplishing little in open-ended investigations such as this, so GMs are encouraged to keep things moving so that all parties have the chance to fully explore the Shadow Lodge headquarters in the adventure's second half.

After the PCs have completed all four of the encounters in Act 1, move on to the Shadow Lodge ambush in Act 2. If less than 2-1/2 hours remain in the session, skip straight to Act 2 regardless of how many of the preceding encounters the PCs have completed.

hp 99 (9d10+45)

Fort +12, **Ref** +7, **Will** +7; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +2 *berserking khopesh** +19/+14 (1d8+13/17–20)

Special Attacks weapon training (heavy blades +2, light blades +1)

TACTICS

During Combat As soon as Kaphiri draws his khopesh, he is forced to attack the nearest creature until there are no living things within 30 feet. He is constrained to fight as follows: He must attack for lethal damage, he can't use the Combat Expertise or Power Attack feat, he must take attacks of opportunity and use the Step Up feat to follow up a foe, and he can't intentionally make trip attacks, but if he scores a critical hit, his Tripping Strike feat means he makes a trip attempt (and the follow-up attack of opportunity from the Greater Trip feat) against that foe. Apart from this, Kaphiri tries to help the PCs to put him down, giving them advice and trying to not attack downed foes if possible.

Morale While under the effects of the *berserking khopesh*, Kaphiri is forced to fight to the death. If he is disarmed of the sword, he immediately surrenders.

STATISTICS

Str 21, **Dex** 14, **Con** 18, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 25

Feats Combat Expertise, Combat Reflexes, Exotic Weapon

Proficiency (khopesh), Greater Trip, Improved Critical (khopesh), Improved Trip, Power Attack, Step Up, Weapon Focus (khopesh), Weapon Specialization (khopesh), Tripping Strike*

Skills Intimidate +11, Perception +11, Ride +11, Survival +12

Languages Common, Elven, Osiriani

SQ ancestral arms*, armor training 2, elf blood

Gear masterwork full plate, +2 *berserking khopesh*, *ring of protection* +1, *cloak of resistance* +2, dagger

 * See the *Advanced Player's Guide*.



Tier 10–11 (CR 11)

KAPHIRI TALAREL CR 11

Male half-elf fighter 12

LN Medium humanoid

Init +2; **Senses** low-light vision; Perception +14

DEFENSE

AC 22, touch 11, flat-footed 20 (+11 armor, +1 deflection, +2 Dex, –2 rage)

hp 130 (12d10+60)

Fort +15, **Ref** +9, **Will** +9; +2 vs. enchantments, +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +2 *berserking khopesh** +24/+19/+14 (1d8+17/17–20)

Special Attacks weapon training (heavy blades +2, light blades +1)

TACTICS

During Combat As soon as Kaphiri draws his *khopesh*, he is forced to attack the nearest creature until there are no living things within 30 feet. He is constrained to fight as follows: He must attack for lethal damage, he can't use the Combat Expertise or Power Attack feat, he must take attacks of opportunity and use the Step Up feat to follow up a foe, and he can't intentionally make trip attacks, but if he scores a critical hit, his Tripping Strike feat means he makes a trip attempt (and the follow-up attack of opportunity from the Greater Trip feat) against that foe. Apart

from this, Kaphiri tries to help the PCs to put him down, giving them advice and trying to not attack downed foes if possible.

Morale While under the effects of the *berserking khopesh*, Kaphiri is forced to fight to the death. If he is disarmed of the weapon, he immediately surrenders.

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +18; **CMD** 29

Feats Combat Expertise, Combat Reflexes, Critical Focus, Exotic Weapon Proficiency (*khopesh*), Greater Trip, Greater Weapon Focus (*khopesh*), Greater Weapon Specialization (*khopesh*), Improved Critical (*khopesh*), Improved Trip, Power Attack, Step Up, Tripping Strike*, Weapon Focus (*khopesh*), Weapon Specialization (*khopesh*)

Skills Intimidate +14, Perception +14, Ride +15, Survival +15

Languages Common, Elven, Osiriani

SQ ancestral arms*, armor training 3, elf blood

Gear +2 *full plate*, +2 *berserking khopesh*, *ring of protection* +1, *cloak of resistance* +3, dagger

* See the *Advanced Player's Guide*.

Development: Several minutes after the fight concludes, more guards turn up and secure the scene. If the PCs killed Kaphiri, the guards thoroughly question them, but given the circumstances, they are free to go after answering questions. If Kaphiri is still alive, he willingly goes into custody,

explaining at least he'll be safe from further Shadow Lodge plots in the city guardhouse. He's confident that with the cursed weapon as evidence and statements by witnesses, the courts should exonerate him. The guards carefully confiscate the cursed khopesh. Provided the PCs tried to help stop Kaphiri, everyone (including Kaphiri himself) thanks them.

If the PCs choose to rest before coming to the bazaar, they find out Kaphiri went rabidly mad earlier and killed over two dozen innocent people, before members of his own city watch and merchants' guards were able to put him down. The city guard has conveyed all the bodies (including Kaphiri's) to the temple of Pharasma.

Mission Notes: Andoran faction PCs likely want to purchase slaves here. They have a total of 600 gp (divided equally among them if there's more than one Andoran faction member in the party) to purchase 10 slaves, and need to make a DC 25 Diplomacy or Profession (merchant) check to successfully haggle and obtain all 10 slaves for this price. If they fail this check, the cost is 600 gp plus 20 gp for each point by which they failed. One of the slaves on sale is the Ulfen man missing a leg and an eye. Alternatively, PCs can make multiple rolls and purchase slaves individually for 60 gp each plus 2 gp per point by which any of the checks fail. They pay any extra money out of their own pockets. PCs can retry these checks, but with a cumulative –2 penalty as the slave merchants sense desperate buyers.

The Andoran faction PCs then need to publicly free their newly purchased slaves and make a speech decrying the ownership of sentient beings. A DC 20 Diplomacy or Perform (oratory) check is required to complete this faction mission and earn 1 Prestige Award. PCs only get one attempt at this before the crowd loses interest, but PCs may aid another on this check.

A result below 10 causes some in the crowd to start pelting rubbish at the speaker. A result of 30 or higher sets off a significant uproar as many in the crowd begin to passionately agree with the speaker's point of view and shout for an end to slavery. Either way, the PCs would be wise to now move swiftly away from the slave markets. The former slaves follow the PCs around until the Andoran faction PCs can guide them to the Andoren ship at the Sothis docks.

Qadira faction PCs can find the Overlander's Emporium at the southern end of the bazaar. A DC 15 Appraise, Handle Animal, Knowledge (nature), or Ride check confirms the excellent stock there. Qadira faction PCs asking for Masud Dajuh, who makes a DC 25 Diplomacy check find out his store is on the Eye of Sothis. Otherwise, they could waste at least half an hour following false leads that he has a stall here.

Rewards: If the PCs stop Kaphiri, reward each tier thusly:

Tier 7–8:

Give each player 638 gp.

Tier 10–11:

Give each player 1,138 gp.

2. Uspia (CR 8 or CR 11)

Up until a week ago, Uspia Zimordi was a cleric of Sarenrae serving at the Temple of the Eternal Sun. Then Hondo sneaked into her home while she slept and placed a *helm of opposite alignment* on her head. Uspia's outlook changed completely; she lost access to all her spells and cleric powers and now spends her time in malicious contemplation and prayer seeking to contact a dark power as a new patron. She hopes to attract Norgorber's attention, but her unholy prayers and evil rituals have been unsuccessful so far.

Uspia's house is a modest residence located near the Temple of the Eternal Sun. The PCs can get directions to Uspia's house from the temple's staff. If they prod further, they discover that she hasn't been to the temple for a week. Uspia greets the PCs when they knock at her door and invites them in. As they enter, read the following.

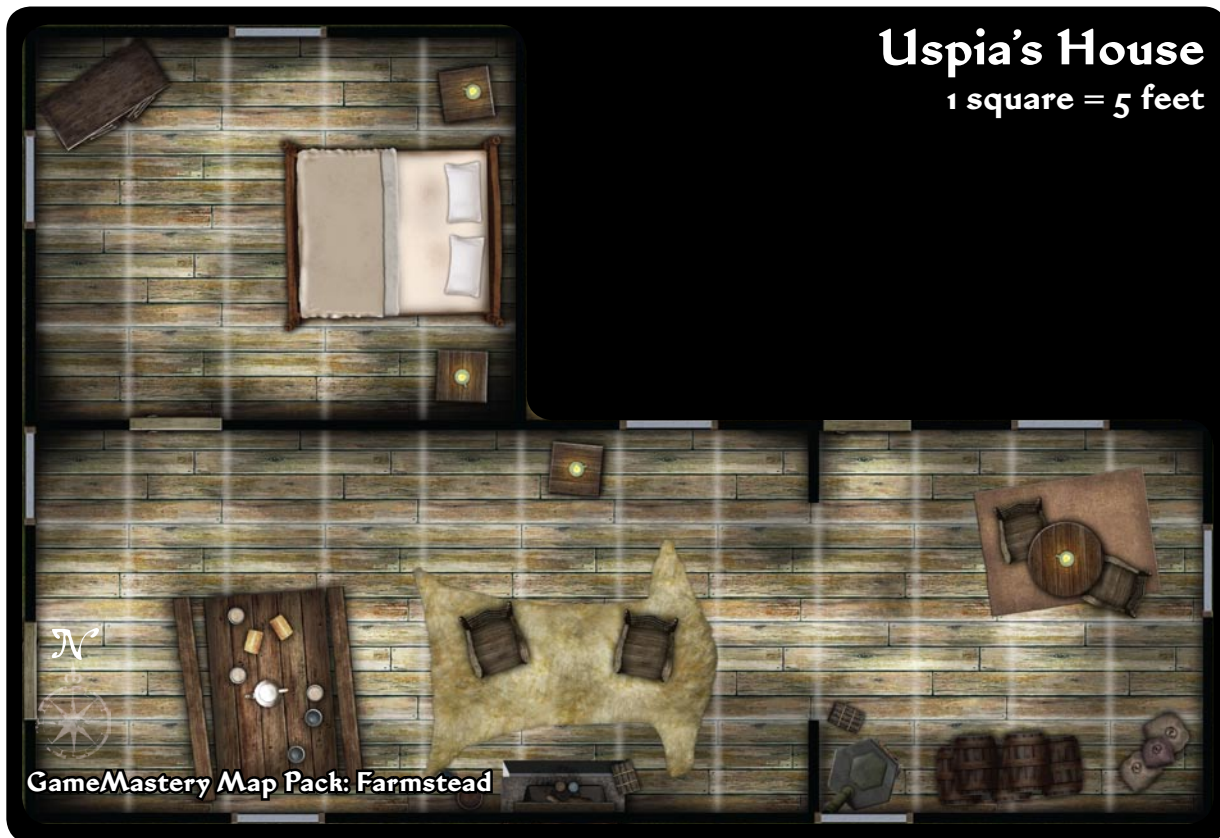
The main room of this dimly lit apartment has a dining table near the front door with a vase of dried flowers on it. Two worn armchairs rest on top of an old, ragged lion-skin rug in front of a small unlit fireplace. There are patterned Qadiran tapestries on the paneled walls and the windows are draped and shuttered. A curtain covers the entrance to a back room from behind which wafts the smell of roasted meat and pungent spices.

Uspia offers the PCs a seat and asks how she can help them. She feigns ignorance of any messenger and mentions she has been retired from the Pathfinder Society for many years. Insightful or suspicious PCs may see through her lies, and those who worship Sarenrae or make a DC 20 Knowledge (religion) check notice little things such as the fact that most Sarenrae worshipers normally keep their windows unshuttered to let in sunlight as much as possible. If asked about this, Uspia says this is to keep the rooms cool during the heat of the day. Perceptive PCs may notice Uspia never speaks Sarenrae's name and keen-eyed PCs who look closely (DC 30 Perception) may notice that the eyes of Uspia's golden holy symbol of Sarenrae are hammered shut. She puts off talk of returning with the PCs to the Pathfinder Lodge or other uncomfortable topics by offering tea to her guests, growing pushy if she must to avoid the discussion at hand. She also asks if a PC could help her with carrying the tea from the next room.

Creatures: Uspia is a tall Keleshite woman with aquiline features and long black hair tied back in a ponytail who speaks with a soft voice. Unless the PCs seem completely fooled by her charade, Uspia realizes she has to eliminate them. If she's able to lure a PC into the back room with her, she drinks a *potion of haste* she previously poured into a teacup, while attempting to palm an *elemental gem* from inside her robes. PCs in the back room can make a Perception check against Uspia's

Uspia's House

1 square = 5 feet



Sleight of Hand check to notice this and act in the surprise round. She hopes to murder the PCs and burn down the house to cover her crimes.

Tier 7–8 (CR 8)

USPIA ZIMORDI

CR 8

Female human ex-cleric 10

NE Medium humanoid

Init +9; **Senses** Perception +2

DEFENSE

AC 21, touch 15, flat-footed 16 (+6 armor, +5 Dex)

hp 78 (10d8+30)

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

OFFENSE

Speed 30 ft.

Melee +1 flaming scimitar +14/+9 (1d6+6/18–20 plus 1d6 fire and poison)

TACTICS

Before Combat In an effort to gain Norgorber's approval, Uspia has already poisoned her scimitar.

During Combat Uspia summons a fire elemental with her *elemental gem*, positioning it to divide the PCs. She uses it to attack as well as to set the house on fire.

Morale Unwilling to risk capture and possible conversion back to her original alignment, Uspia fights to the death.

STATISTICS

Str 10, **Dex** 20, **Con** 13, **Int** 8, **Wis** 15, **Cha** 12

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

Feats Dervish Dance, Improved Initiative, Lunge, Toughness, Weapon Finesse, Weapon Focus (scimitar)

Skills Diplomacy +14, Knowledge (religion) +9, Linguistics +3, Perform (dance) +3

Languages Common, Kelish

Combat Gear *elemental gem (fire)*, *potion of haste*; **Other**

Gear mithral breastplate, +1 flaming scimitar envenomed with large scorpion venom (*Core Rulebook* 560), *belt of incredible dexterity* +2, golden holy symbol of Sarenrae (worth 250 gp)

SPECIAL ABILITIES

Feat Uspia's Dervish Dance feat allows her to use her Dexterity modifier instead of her Strength modifier on melee attack rolls and damage rolls when wielding a scimitar with one hand. See *Pathfinder Player Companion: Qadira, Gateway to the East* for more information.

Tier 10–11 (CR 11)

USPIA ZIMORDI

CR 11

Female human ex-cleric 13

NE Medium humanoid

Init +9; **Senses** Perception +2

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 armor, +5 Dex, +1 dodge)

hp 114 (13d8+52)

Fort +11, **Ref** +10, **Will** +11

WRATH OF THE ACCURSED

OFFENSE

Speed 30 ft.

Melee +1 flaming scimitar +16/+11 (1d6+6/15–20 plus 1d6 fire and poison)

TACTICS

Before Combat In an effort to gain Norgorber's approval, Uspia has already poisoned her scimitar.

During Combat Uspia summons a fire elemental with her *elemental gem*, positioning it to divide the PCs. She uses it to attack as well as to set the house on fire.

Morale Unwilling to risk capture and possible conversion back to her original alignment, Uspia fights to the death.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +9; **CMD** 25

Feats Dervish Dance, Dodge, Improved Critical (scimitar), Improved Initiative, Lunge, Toughness, Weapon Finesse, Weapon Focus (scimitar)

Skills Diplomacy +17, Knowledge (religion) +12, Linguistics +3, Perform (dance) +3

Languages Common, Kelish

Combat Gear *potion of haste*, *elemental gem (fire)*, deathblade (Core Rulebook 558); **Other Gear** mithral breastplate, +1 flaming scimitar, *belt of incredible dexterity* +2, *cloak of resistance* +1, golden holy symbol (Sarenrae)

SPECIAL ABILITIES

Feat Uspia's Dervish Dance feat allows her to use her Dexterity modifier instead of her Strength modifier on melee attack rolls and damage rolls when wielding a scimitar with one hand. See *Pathfinder Player Companion: Qadira, Gateway to the East* for more information.

Treasure: The now nonmagical *helm of opposite alignment*, which looks like an ornate pharaoh's headdress, lies discarded on the floor of Uspia's bedroom.

Development: If the PCs capture Uspia, she swears and spits at them, angrily resisting questioning. She knows nothing of the Shadow Lodge. As only a *wish* or *miracle* spell can restore Uspia's original alignment, the PCs may need to imprison her for her own good. Searching the back room (DC 20 Perception check) reveals a small trap door hidden under some barrels. The trap door opens into a small cellar containing dried vegetables and the dead body of the messenger the Society sent to warn Uspia of the Shadow Lodge threat; Uspia sacrificed the body in a bloody ritual to gain Norgorber's attention.

Mission Notes: Taldor faction PCs asking the priests of Sarenrae about Tobyn DuMarc discover that he attended services only once, in the arms of a Garundi woman, and caused a disturbance when he angrily left halfway through the ceremony. Taldor faction PCs who gather this information earn 1 Prestige Award.

Rewards: If the PCs defeat Uspia, reward each tier thusly:

Tier 7–8:

Give each player 1,643 gp.

Tier 10–11:

Give each player 1,860 gp.

3. Sutekh

Hondo Heru and his Shadow Lodge agents struck at the powerful, aged ex-Pathfinder wizard Sutekh first. Wary of Sutekh's magical powers, Hondo employed the most deadly of cursed items stolen from the Sothis Lodge vaults: a *scarab of death*. Posing as a customer, Hondo walked into the shop just as Sutekh was closing for the night, carrying the scarab in a sealed earthenware jar. Setting the jar on the counter, Hondo simply opened it and dumped the scarab out onto the counter, asking Sutekh to appraise it for him. A matter of seconds after the wizard picked it up, the golden scarab turned into a beetlelike creature and burrowed through his skin, making its way directly to his heart, killing him instantly upon reaching the vital organ. The horrific beetle climbed out of his chest and turned back into a shimmering broach, which Hondo carefully collected by scooping it into the ceramic jar. He looted the few completed potions and alchemical compounds from the shop, then knocked racks of glass and ceramic containers onto the floor. After gathering Sutekh's ring of keys, Hondo left the shop, and locked the door behind him. The business has remained locked and closed for business the last week as its proprietor lies dead on the floor within.

The PCs find Sutekh's alchemical wares and potions shop closed and locked. Neighbors can tell them that it has remained closed all week, though none remember seeing or hearing of an impending vacation on Sutekh's part. The shop only has a single entrance at the front; this is locked (hardness 5, hp 20, Break DC 20, Disable Device DC 30) and there are two barred and shuttered windows (hardness 10, hp 15, Break DC 25).

This well-to-do shop features shelves of empty glass vials and bottles, a rack of strange herbs and gnarly roots, and an alchemical lab behind a wooden counter clear of any clutter. A sign above the counter reads, "Potion and alchemical crafting by order only." Broken glass lies strewn across the center of the otherwise clean floor.

Sutekh lies on his back in the middle of the floor amid a pile of broken glass and ceramics. A 6-inch-wide, bloody hole has been bored through his robe and chest, the hollow indentation pooled with sticky, half-congealed blood. A DC 10 Heal check confirms that the wound was the cause of death and that it occurred approximately a week ago. PCs who make either a DC 20 Knowledge (arcana) or a DC

24 Spellcraft check can identify that the wizard's injuries resemble those caused by a *scarab of death*. Other than the broken glass on the floor, there are no signs of a struggle.

Sutekh had recently completed a large order of potions and alchemical concoctions for a band of adventurers, but handed them off to the client just hours before his murder. As such, there are no valuables in the shop, only raw material components, tools of the trade, and empty vessels.

Mission Notes: Qadira faction PCs can find Masud's store on the Eye of Sothis. Masud is a shady rascal and denies that the deal they are likely to reference ever took place. A DC 25 Diplomacy check or a DC 20 Intimidate or Profession (merchant) check gets him to refund the deposit. Successfully getting an authentic note of credit made out to Pasha Muhlia Al-Jakri earns Qadira faction PCs 1 Prestige Award.

Taldor faction PCs find Fayeid's Goods here and can sell the tablet. It requires a DC 20 Bluff check for a believable story or a DC 20 Disguise check for an effective disguise. If they succeed in selling the tablet to Fayeid, Taldor faction PCs earn 1 Prestige Award.

4. Tarik

The Shadow Lodge agents at work in Sothis are aware of the Society's call for aid in stopping their killing spree, and plan to use one of their murders to implicate the very Pathfinders dispatched to hunt them down. Earlier today, Hondo Heru's men killed the academic bard Tarik with an exploding urn filled with *dust of sneezing and choking* and left a lookout behind. When the Pathfinders come to investigate Tarik's disappearance, the lookout calls for the city guard, hoping they show up while the Pathfinders are still huddled around Tarik's corpse.

Tarik lives in the most affluent part of Sothis, under the Black Dome—a city within the city built within the hollow carapace of a giant black beetle. Finding Tarik's townhouse is a simple task, as he has a reputation among his neighbors as a kind and outgoing man, and almost everyone living beneath the Black Dome can direct the PCs to his home, though they warn that he's been out of town for several weeks. One neighbor even gives the PCs a stack of letters he had been holding for Tarik while he was away; among them is a message from the Pathfinder Society urging the scholar to return to the Sothis Lodge in earnest.

The curtains of the two-story townhouse are drawn, but there is no visible movement within. Knocks at the door go unanswered, though the heavy front door is unlocked. When PCs gain entry into the home, read the following.

The lifeless body of a middle-aged man in the fetal position lies on the tiled foyer floor just inside the front door amid a scattering of pottery shards and a fine powdering of off-white, metallic dust.

Investigation: The PCs have roughly 3 minutes to investigate before the city guard arrives.

A DC 15 Heal check reveals Tarik died of suffocation less than an hour ago. Other than the fact that he is dead, Tarik appears to have been in good health and shows no signs of a struggle or injury.

Examining the pieces of pottery shows they once formed a small urn. The broken urn may be reconstructed with a *make whole* spell, or a DC 20 Craft (pottery) check; doing so reveals a trade symbol on the underside of a two-headed cobra wound around an ankh-headed staff. A DC 25 Knowledge (local) check identifies this as belonging to the Ankh and Serpent Embalming House near the Necropolis of the Faithful.

Detecting magical auras on the scene reveals a lingering aura of conjuration on the dust and a lingering aura of divination magic on the pieces of urn (from the trap's triggering spell). A DC 25 Spellcraft check allows a PC to infer that a magical spell effect propelled the dust, which was also magical, from a container. A further DC 22 Spellcraft check identifies the dust as cursed *dust of sneezing and choking*.

There are no signs of anyone having passed through the thin layer of dust, though a set of dusty footprints may be made out on the stoop outside the door with a DC 20 Perception check, as though someone has recently stood on the doorstep making a delivery.

Exoneration: When a squad of city guards arrives at Tarik's home, the guards likely find the PCs in a compromising and suspicious situation. The PCs need to be extremely persuasive to talk their way out of this. The PCs need to make a DC 40 Diplomacy or Bluff check to convince the guards to let them go. They can aid another on this check, but a failed aid attempt imparts a –2 penalty on the check. The PCs get a +10 bonus if they called for the guard themselves when they found Tarik's body, and a +10 bonus if they helped stop Kaphiri in the Malhitu Bazaar and mention this to the guards. They also get a +2 bonus for mentioning each of the following:

- Accurately describing how Tarik must have died.
- They and Tarik are all Pathfinders.
- This was a curse from the funerary treasure of the Pharaoh of Misfortune.
- Any other relevant information, or help the PCs have provided in other murder cases which the guards could have heard of, such as imprisoning Uspia or finding and reporting Sutekh's murder.

Mentioning the Shadow Lodge doesn't help, as very few people outside the Pathfinder Society have heard of it.

If the PCs succeed in convincing the guards of their innocence, the guards allow them to leave after they give their names and state where they're staying in Sothis. If the PCs fail, the guards arrest them; resisting arrest

is likely to make the PCs wanted criminals in Osirion, making their mission extremely hard to complete. If arrested, the Sothis guard holds the PCs in the city watch's fortress headquarters for 24 hours, until venture-captain Balentiir is able to arrange for divination magic to determine the PCs are telling the truth.

If the PCs chose to rest before coming here, or if the session is running long, then the PCs arrive to discover the city guard has already found Tarik's body at his townhouse, and a guard stationed to protect the scene of the crime recounts what they found.

Mission Notes: Osirion faction PCs need to deliver the coffer given to them with their faction mission to Exemplar Pindah at the Council of Sun and Sky. It takes a DC 20 Diplomacy, Intimidate, or Knowledge (nobility) check to see her personally. Although servants, officials, and secretaries happily offer to take the coffer and convey the PCs' words to the Exemplar, this doesn't achieve the mission. PCs can gain a +1 circumstance bonus for every 15 gp spent in bribes, or pay 100 gp to retry a failed roll after sitting in a waiting room for 2 hours. Meeting with the Exemplar and personally delivering the coffer to her earns Osirion faction PCs 1 Prestige Award.

ACT 2: TEMPEST AMBUSCADE (CR 9 OR CR 12)

Concerned about the PCs' interference, Zahur, the Sothis Shadow Lodge's second-in-command, ambushes the PCs. He isn't an Osirian native (he's Thuvian) and doesn't know Sothis well, so Lazuli, a streetwise rogue who's much more adept in urban environments, accompanies him.

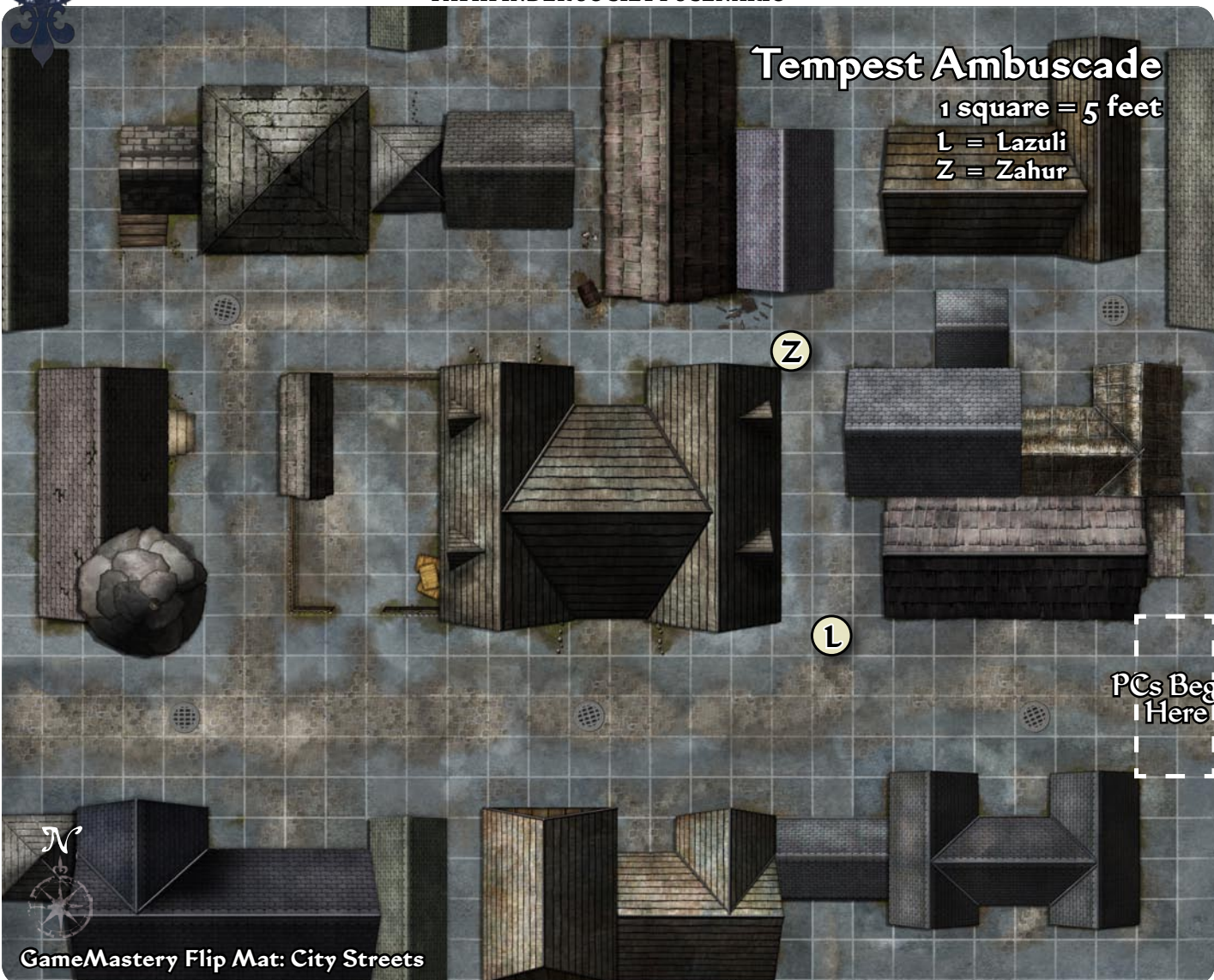
Creatures: Both Zahur and Lazuli are traitorous members of the Pathfinder Society. In fact, Zahur is one of the missing Pathfinders the PCs are looking for. Lazuli already reported to the Sothis Pathfinder Lodge but has slipped out, supposedly on an errand. If the PCs questioned Pathfinders back at the Sothis Lodge, they may remember seeing her there, although during the ambush she has a cloth veil wrapped around her face.

Lazuli is a dark Mwangi woman who dresses in sophisticated Osirian attire but wields a traditional tribal spear. Zahur is a long-nosed Garundi man with a short beard and jagged tattoos on both his cheeks. Zahur believes in the Shadow Lodge's cause and sees this as an opportunity to move up in the world. Lazuli is down on her luck, and while amoral, she joined the Shadow Lodge mostly for the extra coin. Lazuli has a secret crush on Zahur, but he views her as expendable, and won't hesitate to include her in one of his area effect spells if it allows him to get more PCs.

The Shadow Lodge agents hope to ambush the PCs on one of the quieter back streets so that there will be fewer witnesses to the attack. When Lazuli spots the PCs, she signals Zahur, who is hanging some distance behind her, and he starts casting his preparatory spells. Allow the PCs a Perception check opposed by Lazuli's Stealth check each round for them to notice her loitering suspiciously nearby at a street corner. If she's spotted, Lazuli backs off toward Zahur. Once combat starts or Zahur finishes his spells, both Zahur and Lazuli attack the PCs. Zahur prefers to start combat flying 60 feet in the air and invisible.

Tier 7–8 (CR 9)

LAZULI	CR 7
Female human rogue 8 CN Medium humanoid	
Init +2; Senses Perception +10	
DEFENSE	
AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +1 dodge)	
hp 71 (8d8+32)	
Fort +5, Ref +9, Will +4	
Defensive Abilities evasion, trap sense +2, improved uncanny dodge	
OFFENSE	
Speed 30 ft.	
Melee +1 <i>spear</i> +12/+7 (1d8+7/x3)	
Ranged mwk javelin +9/+4 (1d6+4)	
Special Attacks sneak attack +4d6	
TACTICS	
During Combat Lazuli uses Spring Attack and acrobatics to remain mobile, stabbing with her spear and then tumbling back away.	
Morale If reduced to fewer than 16 hit points or if Zahur is defeated, Lazuli attempts to withdraw or surrenders if unable to retreat.	
STATISTICS	
Str 18, Dex 14, Con 14, Int 12, Wis 8, Cha 10	
Base Atk +6; CMB +10; CMD 24	
Feats Dodge, Iron Will, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (spear)	
Skills Acrobatics +12, Bluff +11, Climb +14, Diplomacy +11, Disguise +11, Knowledge (local) +12, Perception +10, Sense Motive +10, Sleight of Hand +13, Stealth +12	
Languages Common, Osiriani	
SQ rogue talents (combat trick, fast stealth, surprise attack, weapon training), trapfinding +4	
Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear +1 <i>chain shirt</i> , +1 <i>spear</i> , masterwork javelins (3), <i>ring of protection</i> +1, <i>cloak of resistance</i> +1	



Tempest Ambuscade

1 square = 5 feet
 L = Lazuli
 Z = Zahur

PCs Begin Here

GameMastery Flip Mat: City Streets

ZAHUR CR 7

Male human sorcerer 8
 NE Medium humanoid
Init +1; **Senses** Perception -1

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)
hp 62 (8d6+32)
Fort +5, **Ref** +4, **Will** +6
Resist electricity 10

OFFENSE

Speed 30 ft.
Melee dagger +4 (1d4/19-20)
Bloodline Spell-Like Abilities (CL 8th; concentration +13)
 8/day—elemental ray (1d6+4 electricity)
Sorcerer Spells Known (CL 8th; concentration +13)
 4th (4/day)—*solid fog*
 3rd (6/day)—*fireball* (DC 20), *haste*, *protection from energy*
 2nd (7/day)—*fly*, *fog cloud*, *invisibility*, *scorching ray* (electricity)

1st (8/day)—*burning hands* (DC 18 [electricity]), *feather fall*, *mage armor*, *shield*, *magic missile*, *shocking grasp*,
 o (at will)—*light*, *detect magic*, *detect poison*, *mage hand*,
message, *prestidigitation*, *ray of frost* (DC 17), *read magic*

Bloodline Elemental (air)

TACTICS

Before Combat Zahur casts *mage armor* at the start of each day. When preparing to ambush the PCs, he casts *shield*, *fly*, *invisibility*, and *protection from energy* (cold, fire, and acid).
During Combat Zahur starts by casting *solid fog* to hinder the PCs' movement, then uses his elemental rays, empowered *scorching rays*, *fireballs*, and maximized *magic missiles* to bring down his opponents. He remains aloft using *flight* to try to stay out of melee.
Morale If reduced to 10 hit points or fewer, Zahur attempts to retreat invisibly and flees Sothis.
Base Statistics Without his *mage armor*, Zahur's statistics are **AC** 12, touch 12, flat-footed 11

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 16

Feats Combat Casting, Empower Spell, Eschew Materials, Greater Spell Focus (evocation), Maximize Spell, Spell Focus (evocation), Toughness

Skills Bluff +16, Knowledge (arcana) +12, Knowledge (planes) +12, Spellcraft +12

Languages Common, Osiriani

SQ bloodline arcana

Combat Gear *potion of cure moderate wounds*, *scroll of see invisibility*, *scrolls of summon monster II* (2); **Other Gear** dagger, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1

Tier 10–11 (CR 12)

LAZULI

CR 10

Female human rogue 11

CN Medium humanoid

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

DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +1 deflection, +2 Dex, +1 dodge)

hp 97 (11d8+44)

Fort +6, **Ref** +10, **Will** +5

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee +1 *spear* +14/+9 (1d8+7/x3)

Ranged mwk javelin +11/+6 (1d6+4)

Special Attacks sneak attack +6d6

TACTICS

During Combat Lazuli uses Spring Attack and acrobatics to remain mobile, stabbing with her spear and then tumbling back away.

Morale If reduced to fewer than 30 hit points or if Zahur is defeated, Lazuli attempts to withdraw or surrenders if unable to retreat.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 26

Feats Dodge, Improved Initiative, Iron Will, Lunge, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (spear)

Skills Acrobatics +15, Bluff +14, Climb +17, Diplomacy +14, Disguise +14, Knowledge (local) +15, Perception +13, Sense Motive +13, Sleight of Hand +16, Stealth +15

Languages Common, Osiriani

SQ rogue talents (combat trick, fast stealth, improved evasion, surprise attack, weapon training), trapfinding +5

Combat Gear *potion of cure serious wounds*; **Other Gear** +3 *chain shirt*, +1 *spear*, masterwork javelins (3), *cloak of resistance* +1, *ring of protection* +1

ZAHUR DAL

CR 10

Male human sorcerer 11

NE Medium humanoid

Init +1; **Senses** Perception –1

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)

hp 96 (11d6+55)

Fort +8, **Ref** +6, **Will** +8

Resist electricity 20

OFFENSE

Speed 30 ft., fly 40 feet (average)

Melee dagger +5 (1d4/19–20)

Bloodline Spell-Like Abilities (CL 11th; concentration +16)

8/day—*elemental ray* (1d6+5 electricity)

1/day—*elemental blast* (11d6 electricity, DC 20)

Sorcerer Spells Known (CL 11th; concentration +16)

5th (5/day)—*elemental body II*, *cone of cold* (DC 22), *overland flight*

4th (7/day)—*elemental body I*, *solid fog*, *ice storm*, *shout* (DC 21)

3rd (7/day)—*fireball* (DC 20), *gaseous form*, *haste*, *protection from energy*, *sleet storm*

2nd (7/day)—*gust of wind* (DC 19), *flaming sphere* (DC 19), *fog cloud*, *invisibility*, *scorching ray* (electricity), *see invisibility*

1st (8/day)—*burning hands* (DC 18, [electricity]), *feather fall*, *mage armor*, *magic missile*, *shield*, *shocking grasp*

0 (at will)—*light*, *detect magic*, *detect poison*, *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*, *read magic*

Bloodline Elemental (air)

TACTICS

Before Combat Zahur casts *mage armor* and *overland flight* at the start of each day. When preparing to ambush the PCs, he casts *invisibility*, *extended shield*, and *protection from energy* (fire, cold, and acid), then drinks his *potion of barkskin*, in that order.

During Combat Zahur starts by casting *solid fog* to hinder the PCs' movement, and then uses *elemental blast* to make them vulnerable to electricity. He follows this with empowered spells converted to deal electricity damage such as *ice storm* and *fireball*, as well as maximized *scorching ray* and quickened *magic missile*. He remains aloft and uses flight to stay out of melee, casting *fog cloud* to stop ranged attacks.

Morale If reduced to 20 hit points or less, Zahur attempts to retreat invisibly and flees Sothis.

Base Statistics Without his *mage armor* or *overland flight* Zahur's statistics are **AC** 12, touch 12, flat-footed 11; no fly speed

STATISTICS

Str 10, **Dex** 13, **Con** 16, **Int** 12, **Wis** 8, **Cha** 21

Base Atk +5; **CMB** +5; **CMD** 17

Feats Combat Casting, Empower Spell, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Maximize Spell, Quicken Spell, Spell Focus (evocation), Toughness

Skills Bluff +19, Knowledge (arcana) +15, Knowledge (planes) +15, Spellcraft +15

Languages Common, Osiriani

Ankh and Serpent Embalming House

1 square = 5 feet



SQ bloodline arcana

Combat Gear *potion of barkskin, potion of cure serious wounds, scroll of pyrotechnics, scrolls of summon monster II (2), wand of magic missile (50 charges)*; **Other Gear** *dagger, cloak of resistance +2, belt of mighty constitution +2, headband of alluring charisma +2, ring of protection +1*

Development: If captured, Zahur refuses to speak, but Lazuli is more forthcoming. If the PCs promise to let her go, she's willing to talk. Both Zahur and Lazuli know the location of the Sothis Shadow Lodge, in the abandoned Ankh and Serpent Embalming House on the edge of the Necropolis of the Faithful. They also know of the traps inside and that their leader Hondo Heru is currently there alone. They won't mention these facts unless heavily prompted. Alternatively, the PCs can use magical means to get the Shadow Lodge agents to talk, or if either were killed, cast *speak with dead* on their corpses.

Rewards: If the PCs defeat Zahur and Lazuli, reward each tier thusly:

Tier 7–8:

Give each player 1,292 gp.

Tier 10–11:

Give each player 2,642 gp.

ACT 3: THE SHADOW LODGE

Whether through interrogating Zahur or Lazuli or by piecing together the urn from Tarik's home, the PCs should have interest in investigating the Ankh and Serpent Embalming House near the Necropolis of the Faithful. The embalming house is a single-story stone building just outside the massive necropolis that the Shadow Lodge bought as an operations base shortly after arriving in Sothis. It has remained "closed" since then.

3a. Front Room

There are several dusty, sheet-covered chairs and a grimy, low table to one side of this unswept room. Signs of recent passage are visible between the two doorways leading from this room.

The door to the outside is locked (hardness 5, hp 20, Break DC 20, Disable Device DC 25), but the street outside is quiet, making it fairly easy to gain entry without notice. A DC 20 Survival check on the tracks on the floor within reveals that several Medium-sized humanoids have traveled through this room in both directions within the last day.

3b. Preparation Hall (CR 7 or CR 10)

This long room has two rows of stone slabs, each showing the shape of a sheet-covered cadaver on its surface. Strips of fabric and rolls of cloth wrapping lie strewn around the chamber while lines of thread stretch across the room, hung with sheets, obscuring parts of the area. There are a few other furnishings, such as cupboards and benches along the north wall. The chamber has the clinical smell of bitter alkaline.

The floor of this room is swept clean, making it unfeasible to follow the trail from the front room.

Creatures: Of the eight bodies on the stone slabs, two are animated dead who serve as guardians of the Shadow Lodge headquarters. Shadow Lodge agents are careful to move through the room quickly, as the undead guardians are slow to notice intruders, and only rise from their rest after a creature has been in the room for 3 rounds or if they are disturbed. In Tier 7–8, the creatures are mummies; in Tier 10–11, they are two mohrgs wrapped in linen cloth, making their true nature hard to distinguish and adding +5 to the Knowledge (religion) check to identify them as mohrgs. Once “awakened,” the monsters fight until destroyed or until all living creatures flee the room, at which point they lie back down on their respective slabs and await further intruders.

Tier 7–8 (CR 7)

MUMMIES (2) CR 5
hp 60 (*Pathfinder RPG Bestiary* 210)

Tier 10–11 (CR 10)

MOHRGS (2) CR 8
hp 91 (*Pathfinder RPG Bestiary* 208)

3c. Preservation Room

This white-walled chamber holds two stone benches and there are storage jars made of pottery and alabaster, as well as shrouds and funerary masks stored on and around shelves and tables. A stairway on the wall opposite the door leads down. The pungent smell of astringent chemical compounds fills the air.

Embalmers used this area for the injection of preservative solutions into the deceased.

Treasure: One of the stone benches in the center of the room holds a *girdle of opposite gender*, a thick belt made of electrum scales backed with gray leather. A folder of papers—documentation from the Sothis Pathfinder Lodge cataloging items by description—rests beside it. Attempts

OPTIONAL ENCOUNTER

If less than 90 minutes remains to complete the scenario, remove the mummies or mohrgs from area 3b, leaving eight inanimate embalmed corpses in the room.

to identify the belt that do not make a DC of 35 indicate that it is a *belt of physical perfection* +2, but members of the Cheliox faction or anyone who has read the nearby catalog may recognize its true powers without a Spellcraft check. Characters who wear the girdle and fail (or forgo) their saving throws change gender; note this on their Chronicle sheet under “Conditions Gained.”

Mission Notes: There is an old papyrus tome on the eastern shelves detailing how to dominate lesser humanoid races with the power of sanctified authority. Woodblock prints inside depict throngs of gnolls, goblins, and lizardfolk cowering before gilded Pharaohs. Osirion faction PCs that recover this book earn 1 Prestige Award.

Cheliox faction PCs are looking for the girdle and the documentation. They need to make a forgery of the page containing the description of the girdle. This is a DC 17 Linguistics check that can be attempted untrained. There are no retries on this check. Using an *erase* spell enables adjustment of the original document instead, giving a +5 circumstance bonus on the check. While Cheliox faction PCs might think to keep the documents or destroy them, this means the relics must be re-cataloged and the catalogers recognize the decoy belt as a fake. Not returning the belt also doesn’t work as several Sothis Pathfinders distinctly remember that a belt was one of the items stolen.

Alternatively, smart PCs might think to have an exact copy of the girdle created now that they know what the original looks like. The *fabricate* spell could be used to do this quickly. This works, as long as the description in the documentation matches the belt they return. Allow for creative solutions not covered here. For obtaining the true belt and the original cataloging documents and replacing both with forgeries, Cheliox faction PCs earn 1 Prestige Award.

3d. Basement (CR 8 or CR 11)

A set of steep, banistered steps climbs the eastern wall of this low-ceilinged basement. There are large clay urns, crates, and boxes against the walls. A rough tunnel has been dug into the middle of the northern wall.

The sealed urns contain embalming chemicals and the crates and boxes hold bowls, sharp instruments, and other tools used in the embalming process.

GENDER BENDING

The *girdle of opposite gender* PCs can find and use here presents and opportunity for players to “rebuild” their characters in a way normally not allowed. In general, PCs should remain the same gender they begin play as, but since there are no mechanical effects of switching gender, it’s a fun way for PCs to interact with the cursed items without altering their PCs’ usefulness in the game.

GIRDLE OF OPPOSITE GENDER

Aura moderate transmutation; **CL** 10th

Slot belt; **Weight** 1 lb.

DESCRIPTION

When this magical belt is put on, the wearer must immediately make a DC 20 Fortitude saving throw or be transformed into a person of the opposite gender. The character’s abilities, mind, and spirit remain unaffected; only the character’s sex changes. If the character’s saving throw is a natural 1, the item actually removes all gender from the wearer, giving him an androgynous, neutered appearance. The change is permanent unless undone with curse-removing magic. Once its magic takes effect, the belt can be removed without effort. A creature can only be affected by a particular girdle once, though other girdles of this type can cause another transformation.

CREATION

Magic Items any belt

Traps: At the bottom of the stairs is a concealed pit. The pit opens as soon as someone steps off the bottom of the stairs. A PC who searches the stairs near the bottom and makes a DC 25 Perception check notices the banister railing is fairly worn; Shadow Lodge operatives jump over the banister to avoid the pit.

Tier 7–8 (CR 8)

CAMOUFLAGED SPIKED PIT TRAP CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Tier 10–11 (CR 11)

POISONED PIT TRAP CR 11

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [medium spider venom]); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

3e. Tunnel (CR 6 or CR 9)

This roughly hewn tunnel slopes gently downward from the basement and is about 7 feet tall.

Traps: Fifteen feet along the tunnel is a silent *alarm* spell set by Hondo Heru. Slightly farther down the tunnel is the trigger for an arrow trap. There is a hidden switch to bypass the trap just before the trigger point that can be located with a DC 25 Perception check. The arrow trap’s machinery is at the end of the tunnel. There is light toward the end, coming from area 3f.

Tier 7–8 (CR 6)

WYVERN ARROW TRAP CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (1d6 plus wyvern poison/x3)

Tier 10–11 (CR 9)

HAIL OF ARROWS TRAP CR 9

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger visual (*arcane eye*); **Reset** repair

Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

3f. Chamber of Internment (CR 10 or CR 13)

The floor of this cool subterranean chamber is formed from the natural bedrock on which the city rests, and the dusty clay bricks of the walls rise up twenty feet. There are several benches and wooden tables here filled with antique relics and scattered paperwork.

Sothans hoping to find ancient Osirian treasures originally excavated this chamber, but were disappointed to find only an old storehouse of little value. Until recently, this area was used as a cool storage area for corpses awaiting embalming. Two *everburning torches* illuminate the room.

Creature: Here is where Hondo Heru, leader of the Sothis cell of the Shadow Lodge, evaluates stolen Osirian relics and plots the Society's downfall. He's a swarthy Garundi man with a shaven head, wearing pale, loose-fitting robes and a kilt. If he becomes aware of the PCs (such as via the *alarm* spell in the tunnel), he casts his preparatory spells and flies invisibly up to a corner of the room's ceiling. He's willing to talk to the PCs for a minute or two, possibly using *ventriloquism* to conceal his location, and asks what it would take for them to change to "the correct side." Whatever the PCs answer, Hondo doesn't trust them, and unless they surrender or leave without delay, he attacks.

Tier 7–8 (CR 10)

HONDO HERU

CR 10

Male human rogue 1/diviner 10

NE Medium humanoid

Init +8; **Senses** Perception +8

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +3 Dex)

hp 75 (11 HD; 1d8+10d6+32)

Fort +5, **Ref** +10, **Will** +10

OFFENSE

Speed 30 ft.

Melee mwk sickle +7 (1d6), mwk sickle +7 (1d6)

Special Attacks sneak attack +1d6

Arcane School Spell-Like

Abilities (CL 10th; concentration +15)
8/day—diviner's fortune (+5)

Diviner Spells Prepared

 (CL 10th; concentration +15)
5th—*cloudkill* (DC 20), quickened *true strike*, *teleport*, *transmute rock to mud*
4th—*black tentacles*, *dimension door*, *greater invisibility*, *scrying*, *shout* (DC 19)
3rd—*arcane sight*, *dispel magic*, *fly*, *haste*, *stinking cloud* (DC 18)
2nd—*invisibility*, *mirror image*, *scorching ray* (2), *see invisibility*, *web* (DC 17)
1st—*alarm*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *true strike*, *ventriloquism*
0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*
Opposition Schools Necromancy, Enchantment

TACTICS

Before Combat Hondo casts *mage armor* at the start of each day (included in his statistics). When his *alarm* spell goes off or he hears the PCs set off one of the basement's traps, he casts *invisibility*, *fly*, *shield*, *mirror image*, *see invisibility*, and *arcane sight* in that order.

During Combat Hondo starts by casting *improved invisibility* and follows up with *black tentacles*, *cloudkill*, or *transmute rock to mud*. He uses *cloudkill* and *stinking cloud* with impunity in the enclosed area as his *necklace of adaptation* makes him immune to both of them. He reserves his *dispel magic* for effects that negate his *invisibility*. Against troubling opponents, he casts quickened *true strike* (or *true strike*) and attacks in melee with his sickles, hoping for a sneak attack.

Morale Unwilling to give up his headquarters without a struggle, Hondo fights until reduced to 10 hit points or fewer before attempting to *teleport* away from Sothis entirely.

Base Statistics

 Without *mage armor* Hondo's statistics are **AC** 14, touch 14, flat-footed 11.

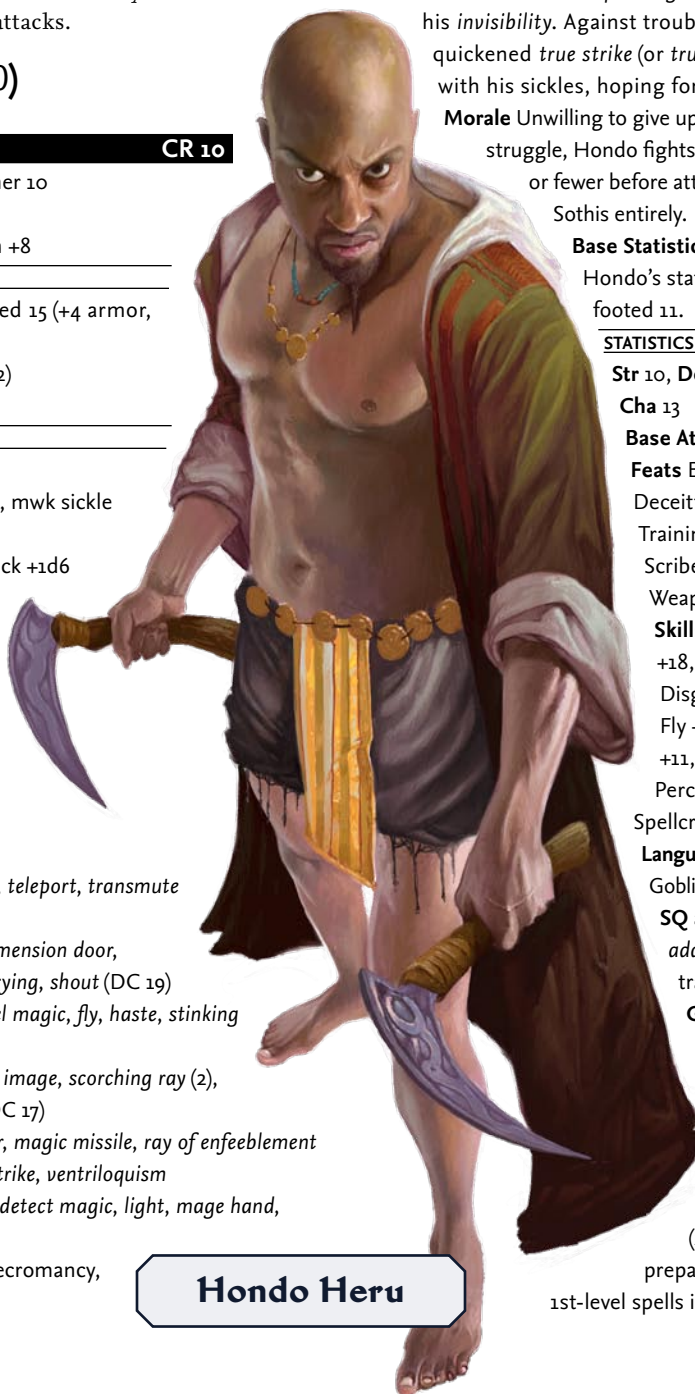
STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 20, **Wis** 8, **Cha** 13

Base Atk +5; **CMB** +5; **CMD** 19

Feats Brew Potion, Combat Casting, Deceitful, Defensive Combat Training, Iron Will, Quicken Spell, Scribe Scroll, Toughness, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +16, Bluff +18, Craft (trapmaking) +15, Disguise +18, Escape Artist +10, Fly +14, Knowledge (arcana) +11, Knowledge (history) +14, Perception +8, Sense Motive +12, Spellcraft +18, Stealth +16

Languages Ancient Osiriani, Common, Goblin, Kelish, Osiriani, Polyglot
SQ arcane bond (*necklace of adaptation*), forewarned, trapfinding +1

Gear masterwork sickles (2), cloak of resistance +1, belt of incredible dexterity +2, headband of vast intellect +2, necklace of adaptation, ring of protection +1, spell component pouches (2), spellbook (contains all prepared spells plus all 0-level and 1st-level spells in the *Core Rulebook*)


Hondo Heru

Tier 10–11 (CR 13)

HONDO HERU**CR 13**

Male human rogue 1/diviner 13

NE Medium humanoid

Init +10; **Senses** Perception +15**DEFENSE****AC** 20, touch 16, flat-footed 16 (+4 armor, +2 deflection, +4 Dex)**hp** 108 (14 HD; 1d8+13d6+55)**Fort** +10, **Ref** +13, **Will** +12**OFFENSE****Speed** 30 ft.**Melee** mwk sickle +9/+4 (1d6), mwk sickle +9/+4 (1d6)**Special Attacks** sneak attack +1d6**Arcane School Spell-Like Abilities** (CL 13th; concentration +18)

8/day—diviner's fortune (+6)

Diviner Spells Prepared (CL 13th; concentration +18)7th—*delayed blast fireball* (DC 22), *greater arcane sight*6th—*disintegrate* (DC 21), *greater dispel magic*, *true seeing*5th—*cloudkill* (DC 20), *quicken true strike*, *teleport*,
transmute rock to mud, *wall of force*4th—*black tentacles*, *dimension door*, *greater invisibility*,
phantasmal killer (DC 19), *resilient sphere*, *scrying*3rd—*arcane sight*, *dispel magic*, *displacement*, *fly*, *haste*,
stinking cloud (DC 18)2nd—*invisibility*, *mirror image*, *scorching ray* (2), *see*
invisibility, *web* (DC 17)1st—*alarm*, *mage armor*, *magic missile*, *ray of enfeeblement*,
shield, *true strike*, *ventriloquism*o (at will)—*acid splash*, *detect magic*, *light*, *mage hand*,
*prestidigitation***Opposition Schools** Necromancy, Enchantment**TACTICS**

Before Combat Hondo casts *mage armor* at the start of each day (included in his statistics). When his *alarm* spell triggers or he hears the PCs set off one of the basement's traps, he casts *invisibility*, *fly*, *see invisibility*, *shield*, *mirror image*, and *greater arcane sight* in that order. When the PCs enter the chamber and if they're willing to talk or don't immediately notice him, Hondo tries to cast *haste*, *improved invisibility*, and *displacement*, ending with *delayed blast fireball* to initiate combat.

During Combat Hondo starts by casting *improved invisibility*, followed by a *wall of force* to divide the PCs, and then *black tentacles*, *cloudkill*, or *transmute rock to mud*. He uses *cloudkill* and *stinking cloud* with impunity in the enclosed area as his *necklace of adaptation* makes him immune to both of them. He uses *disintegrate* on enemy spellcasters and *phantasmal killer* on melee combatants, reserving *dispel magic* and *greater dispel magic* for effects that negate his invisibility. Against troubling opponents, he casts *quicken true strike* (or *true strike*) and attacks in melee with his sickles, hoping to get a sneak attack if possible.

Morale Unwilling to give up his headquarters without a struggle, Hondo fights until reduced to 15 or fewer hit points before attempting to *teleport* away from Sothis.

Base Statistics Without *mage armor* Hondo's statistics are **AC** 16, touch 16, flat-footed 12

STATISTICS**Str** 10, **Dex** 18, **Con** 14, **Int** 20, **Wis** 8, **Cha** 13**Base Atk** +6; **CMB** +6; **CMD** 22

Feats Brew Potion, Combat Casting, Deceitful, Defensive Combat Training, Great Fortitude, Iron Will, Quicken Spell, Scribe Scroll, Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +21, Bluff +22, Craft (trapmaking) +15, Disguise +22, Escape Artist +15, Fly +15, Knowledge (arcana) +11, Knowledge (history) +14, Perception +15, Sense Motive +13, Spellcraft +20, Stealth +21

Languages Ancient Osiriani, Common, Goblin, Kelish, Osiriani, Polyglot

SQ arcane bond (*necklace of adaptation*), forewarned, scrying adept, trapfinding +1

Gear masterwork sickles (2), *cloak of resistance* +2, *belt of physical might* (Constitution and Dexterity) +2, *eyes of the eagle*, *headband of vast intelligence* +2, *necklace of adaptation*, *ring of protection* +2, ointment worth 250 gp (for *true seeing*), spell component pouches (2), spellbook (contains all prepared spells plus all 0-level and 1st-level spells in the *Core Rulebook*)

Treasure: A small, unlocked chest beneath the northwestern bench contains several remaining cursed items stolen from the Sothis Lodge, including a pair of *boots of dancing*, a *scarab of death* in a sealed ceramic jar, and a *bag of devouring*.

Development: Should the PCs capture Hondo and force him to talk, or use *speak with dead* on his corpse, he reveals little beyond his own plans. He can admit to following a prominent Shadow Lodge agent named the Spider, as well as to having carried out the theft and murders against the Sothis Pathfinders to gain favor with the mysterious leader of the Shadow Lodge, whose identity even Hondo doesn't know but who he knows founded the Shadow Lodge after being horribly cursed and left for dead by Pathfinders in Osirion decades earlier. Among the papers spread throughout the room, the PCs can find a letter with a DC 15 Perception check (see **Player Handout 3**).

Rewards: If the PCs defeat Hondo Heru, reward each tier thusly:

Tier 7–8:

Give each player 968 gp.

Tier 10–11:

Give each player 2,426 gp.

CONCLUSION

Having stamped out the Shadow Lodge in Sothis, the PCs have the grateful thanks of Venture-Captain Norden Balentiir and the Pathfinders of the Sothis Lodge. The former Pathfinders the PCs were able to save also express their gratitude. The Society ensures the remaining cursed items are no longer a danger and safely locks them in the Pathfinder vaults in the Grand Lodge, where security is tighter than in the regional Sothis facility. Any Shadow Lodge prisoners disappear into the depths of the Grand Lodge for extensive questioning.

Faction Missions

Andoran Faction: Andoran faction PCs who free 10 slaves and deliver the one-legged man to the Andoren ship in Act 1 earn 1 Prestige Award. Andoran faction PCs who make an impressive speech in Act 1 earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who secretly deliver the unopened parcel in Act 1 earn 1 Prestige Award. Cheliox faction PCs who also recover the *girdle of opposite gender* in Act 3 and conceal its theft with a documented fake earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who recover the papyrus tome in Act 3 earn 1 Prestige Award. Osirion faction PCs who also personally deliver the coffer to Exemplar Pendah in Act 1 and mention Otoneraphim's name earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who accurately report on the Overlander's Emporium in Act 1 earn 1 Prestige Award. Qadira faction PCs who also obtain the Pasha's deposit from Masud Dajuh in Act 1 earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who find out about Tobyn DuMarc in Act 1 earn 1 Prestige Award. Taldor faction PCs who also unobtrusively sell the tablet to Fayeid's Goods in Act 1 earn 1 bonus Prestige Award.

Andoran Faction Handout

Protector Against Tyranny,

We must set a virtuous example to those slave-trading Osirians. First, lawfully purchase ten slaves at their bazaar. Bartering hard with the slaver scum for every coin only enriches their dastardly trade. I enclose a small stipend for the purchase. If you see an Ulfen man missing his left eye and right leg below the knee, he must be one of the ones you purchase! Then publicly free these people. Show those still bound in chains that hope still lives! Let your voice ring out and strike the spark of freedom in every heart. Let your speech win over those Osirians who can be swayed to our noble cause. Finally, take these emancipated folk to the Sothis docks, where you'll find a Gray Corsair ship named the Spirit of Cyremium; its captain will carry any who seek a new life back to Andoran.

Capt. Colson Maldris

By light of liberty,
Captain Colson Maldris



Cheliox Faction Handout

Succulent Plaything,

I desire several things from you. First, I've recently come across references to a certain magical belt found in Osirion and rumored to be stored in the Sothis Lodge vaults. I want it! You must steal the belt and replace it with this mundane facsimile. There will be differences between the original and the copy, so alter the inventory records so that the switch goes unnoticed. If those you travel with wish to experiment with the real belt's powers, let them do so by all means. I don't require it, but I guarantee if you personally try it on, our next trysting will be excruciatingly memorable.

Secondly, you must give this small parcel to a Pathfinder named Eshe. Don't open it yourself and hand it over without anyone seeing. Do this and I'll show you what else I desire upon your return to my boudoir.

Devilishly yours,

Paracountess Zarta Draldeen

Osirion Faction Handout

Noble Servant of the Sands,

Sothis, capital of great Osirion, welcomes you! While here, ensure there are none of the disruptive 'Pathfinder incidents' I sometimes hear of. Cooperate with the local authorities and make sure your compatriots break none of our laws. If necessary, remind them they are guests in Osirian lands.

Many of the Ruby Prince's agents recover lost Osirian treasures from distant places. Some of the most culturally important of these pieces are inside the coffer you now hold. I require you to deliver this to Exemplar Pendar at the Council of Sun and Sky. Be certain to personally convey it to her hands alone and that she hears these gifts come from my humble self.

Also, I've heard rumors of an ancient technique for commanding weak-willed creatures, used by our ancient god-kings to pacify their slaves. If you find such information, return it so I may confirm its veracity.



For the honor of our Ancestors,

Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Blessings of the Satrap,

I've recently discovered a shipment of textiles I purchased from a merchant in Sothis is of poor quality and far inferior to what was agreed. I refused payment and returned the goods. However, my sources have been unable to locate this merchant named Masud Dajuh to regain my deposit. Find him and extract my money, every single copper! An Abadaran letter of credit in my name is acceptable. I enclose the relevant papers for you to legally prove my claim. Explain to him that this is not how business is done.

In addition, one day I intend to have a horse compete in the Histaqen. I'm told the quality of equine breeding stock at the Overlander's Emporium is excellent. Find out if they have a mare worthy enough to sire a champion with one of my stallions.

May you ever be shaded from harm,

Pasha Muhlia Al-Jakri x 

Taldor Faction Handout

Loyal agent of the Grand Duke,

Rumors have reached me that the son of Proconsul DuMarc, young Gobyne, who's serving abroad in Sothis, has gone native and started worshiping Sarenrae. How outrageously scandalous! Discover the truth of this from the temple priests themselves. I simply must know!



More importantly, sell this piece of tablet to the owner of Fayeid's Goods on the Eye of Sothis. He's a known Qadiran agent. The rock's a complete fake of course, and should have their operatives looking in the wrong part Osirion for months. You'll need to come up with a plausible story of how you won it off a native while gambling or some such, or better still, masquerade as an Osirian peasant yourself. You'll only get a couple of silvers for it but make the transaction seem authentic.

Sincerely,

Baron Jacquo
Baron Jacquo Dalsine

Player Handout 1

Pathfinders,

The theft of your precious relics is but the first stage of what will surely be your destruction. While our numbers are few, we will nevertheless bring the Decemvirate and all those loyal to them to their knees. Too long have they cursed the very agents who make the Society what it is, and now we will see to it that you who turn a blind eye to this neglect suffer the same curse. Your days are numbered, Pathfinders.

The Shadow will rise!

Player Handout 2

Kaphiri Talarel	refused to come
Nuru	messenger couldn't find her
Sutekh of Totra	messenger reported his shop was closed
Tarik An-Alak	left message with a neighbor
Uspia Zimordi	sent a messenger but heard nothing
Zahur Dal	messenger couldn't find him

Player Handout 3

Grand Leader,

As you ordered, I've set up operations in Sothis and been able to recruit agents from inside the Pathfinders' ranks. I haven't received word from you for many months, and so I have made the decision to strike against the Sothis Pathfinders at the urging of the Spider in Almas. They are weak and it should be easy to drive them out of the city. Great Master, I believe you will approve of my actions when you read this missive; I'm planning a special vengeance against those whose actions brought about your affliction. Their cursed deaths will send the burning flame of fear rippling through the filthy Pathfinder Society like a lit torch in an oil refinery.

*Your loyal agent,
Hondo Heru*

WRATH OF THE ACCURSED

SCENARIO 2-20: WRATH OF THE ACCURSED

Event	Date
GM #	GM Name

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

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SCENARIO 2-20 WRATH OF THE ACCURSED

This Chronicle Certifies That _____

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

_____ Has Completed This Scenario.

Scenario Chronicle # _____

TIER	7-8	▶	4,541	MAX GOLD
TIER	10-11	▶	8,066	
TIER		▶		

EXPERIENCE

Starting XP
+1 XP
Final XP Total

PRESTIGE AWARD

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

TIER
all

Curse Removal In thanks for retrieving the stolen cursed items from the Shadow Lodge, Venture-Captain Norden Balentiir authorizes a free casting of *remove curse* at Caster Level 12th at any point in your future career. This favor may only be used when in a settlement of at least 5,000 people and may only be used once. After having this spell cast on you by a Pathfinder spellcaster, cross this reward off your Chronicle sheet.

TIER
7-8

- | | |
|--|---|
| <ul style="list-style-type: none"> +1 flaming scimitar (8,315 gp) Belt of incredible dexterity +2 (4,000 gp) Cloak of resistance +1 (1,000 gp) Cloak of resistance +2 (4,000 gp) Elemental gem, fire (2,250 gp) Headband of alluring charisma +2 (4,000 gp) Headband of vast intelligence +2 (4,000 gp) | <ul style="list-style-type: none"> Large scorpion venom (200 gp; limit 1) Necklace of adaptation (9,000 gp) Potion of cure moderate wounds (300 gp) Potion of haste (750 gp) Ring of protection +1 (2,000 gp) Scroll of see invisibility (150 gp) Scroll of summon monster II (150 gp) |
|--|---|

TIER
10-11

- +3 chain shirt (9,250 gp)
- Belt of mighty constitution +2 (4,000 gp)
- Belt of physical might (Constitution and Dexterity) +2 (10,000 gp)
- Cloak of resistance +3 (9,000 gp)
- Deathblade (1,800 gp; limit 1)
- Eyes of the eagle (2,500 gp)
- Potion of barkskin (300 gp)
- Potion of cure serious wounds (750 gp)
- Ring of protection +2 (8,000 gp)
- Scroll of pyrotechnics (150 gp)

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 #