

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



TEST OF TAR KUATA

By Pedro Coelho



Test of Tar Kuata

Pathfinder Society Scenario #6–19

Author • Pedro Coelho
Contributing Artists • Marek Madej, Bryan Sola, Ben Wootten, and Kevin Yan
Cartographer • Sean Macdonald

Creative Director • James Jacobs
Editor-in-Chief • F. Wesley Schneider
Executive Editor • James L. Sutter
Development Lead • John Compton

Senior Developer • Rob McCreary
Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens
Assistant Developers • Crystal Frasier, Amanda Hamon Kunz, and Linda Zayas-Palmer
Senior Editors • Judy Bauer and Christopher Carey
Editors • Joe Homes and Jason Keeley
Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson
Senior Art Director • Andrew Vallas
Art Director • Sonja Morris
Graphic Designer • Emily Crowell

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Vice President of Finance • Christopher Self
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Software Development Manager • Cort Odekirk
Senior Software Developer • Gary Teter
Campaign Coordinator • Mike Brock
Project Manager • Jessica Price
Licensing Coordinator • Michael Kenway
Community Team • Liz Courts and Chris Lambertz

Customer Service Team • Sharaya Kemp, Katina Mathieson, Sara Marie Teter, and Diego Valdez
Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, Winslow Dalpe, Lissa Guillet, Julie Iaccarino, Erik Keith, and Scott Spalding

Pathfinder Society Scenario #6–19: Test of Tar Kuata is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

Pathfinder Society Scenario #6–19: Test of Tar Kuata © 2015, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Giantslayer, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.



Test of Tar Kuata

By PEDRO COELHO



Soon after completing the Quest for Sky, the dwarves living in the sky citadel Jormurdun witnessed the fall of Silver Mount, a gigantic spacecraft that crashed into Numeria. Intrigued, they traveled to the crash site and harvested strange metals, including a small ship component they dubbed the Sky Key, which they honored as a trophy of their migration to the surface. The Sky Key remained in Jormurdun until around 1600 AR, when invaders drove the dwarves away from the citadel. In a symbolic gesture, the last king of Jormurdun broke the Sky Key into five pieces, keeping one for himself and giving one to each of his four heirs so that they would remember their home and one day return to reunite the relic and their people.

The heirs split up over time. The dwarf princess Logyra took her retinue across the Inner Sea to Garund, where most of the group joined the Pahmet dwarves. Logyra and a handful of others made the journey to the monastery of Tar Kuata, where they joined the Ouat monks and helped shape the order's philosophy of eschewing cumbersome dwarven tradition in order to pursue perfection and the divine spark within. To this day, Logyra's piece of the Sky Key resides in Tar Kuata as a memento of an abandoned past. The Pathfinder Society hopes to reassemble the Sky Key to better understand its bizarre functions, and the organization has recently traced one of the pieces to the monastery. However, the monks are ill disposed to part with the device thanks to recent troubles.

A cell of Rovagug worshipers threatens the monastery and the surrounding lands. Led by the warpriest Tasutek, these so-called Doomsday Knights are remnants of a sect dismantled by the church of Sarenrae. After losing a temple and most of his followers to the Cult of the Dawnflower, Tasutek gathered the survivors and fled from the city of An to regroup. Rovagug did not abandon the priest, who received revelations of a horrendous creature created by the Rough Beast in a toxic pool. The visions proved true when Tasutek found the monster in an abandoned mine in the Footprints of Rovagug, not far from Tar Kuata.

WHERE ON GOLARION?

Test of Tar Kuata takes place in and around the Iroran monastery of Tar Kuata in southwestern Osirion. Built in the Barrier Wall Mountains, the monastery overlooks the Footprints of Rovagug, a barren desert of volcanic rocks and dried clay. For more information about Osirion, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Osirion, Legacy of the Pharaohs*, available in bookstores and games stores everywhere, and online at paizo.com.



Now, Tasutek works to establish a new temple, despite the area's unwholesome conditions. He believes that prayer and sacrifices can turn the flooded chambers into a spawning pool for bestial creatures, a place of pilgrimage to draw new followers and restore the Doomsday Knights to their former power. To feed the monster and perform his rituals, Tasutek has captured several caravans and one of Tar Kuata's brightest monks.

SUMMARY

The Pathfinder Society dispatches the PCs to Tar Kuata on a diplomatic mission to locate and secure a Sky Key component. Menkha Helg, leader of the Ouat monks,

GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Ultimate Magic (UM)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at paizo.com/prd, and the relevant rules from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

confirms the dwarves still guard Logyra's fragment, but in order to entrust the Pathfinder Society with a piece of their history, the monks demand a demonstration of the PCs' worthiness.

Measured against the standards of Ouat philosophy and Iroran teachings, the PCs undergo trials designed to test their wits, mettle, and spirit. Earning the monks' respect is not enough to secure the Sky Key; beleaguered by problems beyond their walls, the monks ask for a favor before complying with the PCs' request. The warpriest Tasutek and his Doomsday Knights wreak havoc in the region, and the PCs must eradicate the evil before it takes hold.

Following the monks' directions, the PCs locate the cultist's lair, an uncharted, hazardous mine. Inside its chambers, they face a homunculus spy, dangerous traps, and a well-armed group of religious fanatics. The PCs also find a missing Ouat monk, who has been protecting and guiding the cult's other prisoners. His advice can provide the PCs an edge against the cult's leader and his otherworldly pet.

GETTING STARTED

The PCs meet with Venture-Captain Norden Balentiir in the Osirian city of An. Read or paraphrase the following aloud.

Venture-Captain Norden Balentiir inclines his head in welcome as he opens the door and welcomes everyone into a modest office. "I'm glad you are on time—and with little to spare," he says as checks outside and then closes the door. "Your ship leaves soon, and I've taken care of the details." He places a neat stack of travel papers on the small desk and sits down.

"I'm pleased that you volunteered to visit the remote monastery of Tar Kuata on the Society's behalf. As you may already know, the Society seeks pieces of the Sky Key, a strange relic broken into multiple pieces by dwarves long ago. It seems one of the descendants may have found her way to Tar Kuata, and we believe the Ouat monks that also reside there still have a piece of the key. Travel there, meet with them, confirm our intelligence, and barter for the relic as needed. Do aim to be

respectful; few Pathfinders have traveled to Tar Kuata, so you'll need to earn the monks' goodwill—and perhaps even pave the way for future collaboration.

"To that end, I am sending you with this." Balentiir lifts a heavy bag and adds it to the desk. "You may be familiar with bags able to hold more than seems possible, and this one is filled with grain. I understand Tar Kuata has had a poor harvest this year, and this should help you get off on the right foot in negotiations. Any questions?"

Balentiir has made all arrangements to get the PCs from An to Tar Kuata, first by boat up the River Sphinx and then by land to the Barrier Wall Mountains. Before departing, the PCs may ask a few questions.

What is Tar Kuata? "It's an isolated monastery village in the Barrier Wall Mountains, in a region commonly called the Footprints of Rovagug. It's also considered the most important Iroran site in all Osirion."

Who are the Ouat monks? "They are a contemplative order of dwarven monks who renounced their racial identity to focus on self-perfection. Technically, they are distinct from the other monks in Tar Kuata, but the two groups work together so closely that it's hard to tell the difference."

What are the monks like? "The monks are austere but polite, and I have already contacted them to let them know representatives are on the way. They'll be very hospitable, yet earning their respect will no doubt involve proof of your worth. Like most who follow the Iroran faith, the monks of Tar Kuata no doubt value knowledge, discipline, and self-perfection."

What is the Sky Key? "The Sky Key is a relic once housed in a dwarven sky citadel the Pathfinder Society rediscovered recently. Exactly what it does is still up for debate, but those who discovered the first piece reported it allowed one to look into the past. Our findings demonstrate the last of the citadel's rulers broke it into multiple pieces and sent them away with his children, and the Society's research suggests Logyra, one of the king's daughters, likely retired in Tar Kuata."

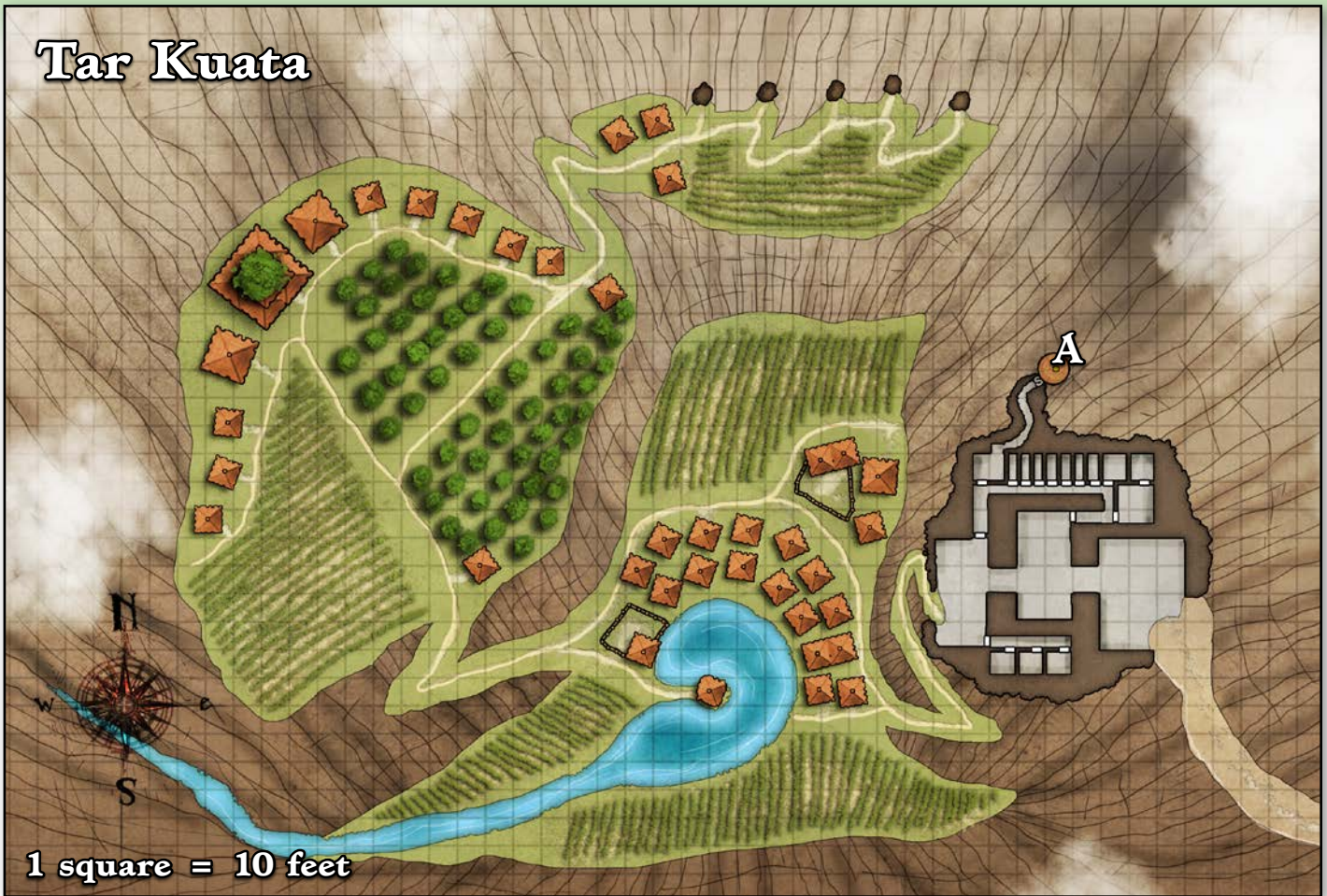
Diplomacy (gather information) or Knowledge (local)

PCs have some time at the docks to learn the latest gossip.

15+ Merchants are refusing to travel into the Footprints of Rovagug. The most recent two caravans to return from there were both attacked by bandits.

20+ Weeks ago, a priest gave a passionate sermon praising the church of Sarenrae for dismantling an illegal cult of Rovagug. Despite this sermon being old news, many people still talk about it.

30+ The cult referred to itself as the Doomsday Knights, a force of heavily armored warriors wielding



divine power. Although Sarenrae's faithful destroyed much of the cult, some survivors escaped.

Knowledge (history) or Knowledge (religion)

The PCs may already be familiar with Tar Kuata and the faith of Irori. PCs whose patron is Irori receive a +2 circumstance bonus on this check and can attempt it untrained.

15+ A Sothan priest of Irori named Narmek Tar Kuata founded the monastery more than 3,000 years ago. It is among the oldest continuously used schools in Osirion.

20+ Most people in Tar Kuata are humans of Garundi ancestry, but the monastery also houses the Ouat monks, an order of dwarves that shave their heads and beards and eschew dwarven traditions in favor of discovering their own path to perfection.

25+ Not all citizens of Tar Kuata are monks; pilgrims who fail admission to the monastery often settle in the village and take up everyday occupations.

30+ The monks are experts in the scriptures of Irori. A PC who gets a result of 30 or higher is also well-versed in Iroran texts and gains a +4 bonus on Knowledge checks during the first trial (see page 7).

Faction Notes: If a member of the Scarab Sages faction is present, Venture-Captain Norden Balentiir informs them that he received a missive from Amenopheus addressed to that PC, and he has included it with the travel papers. Give the Scarab Sage faction PCs **Player Handout #1**.

TAR KUATA

After a tiring, days-long journey, the PCs reach Tar Kuata in the morning. Perched at the base of a high mountain valley, the monastery, the tiny village to its west, and a series of terraced fields are sheltered from the harsh winds and weather.

At the base of a high mountain valley, the monastery of Tar Kuata perches atop a rocky outcropping that overlooks a tiny village and terraced fields. The steep cliffs to either side shelter the small structures from the wind, and a tall, thin spire towers over the settlement.

As the PCs approach, Menkha Helg, leader of the Ouat monks, assumes that they are the expected Pathfinders and welcomes them into the Hall of Aspirants. She is cordial and asks about the Pathfinders' journey,

insinuating that the region has been unsafe for travel. Any attempt to discuss the Sky Key or related business results in Menkha informing the PCs that Itephta, the head of the monastery, is currently busy, but should be available to meet later in the afternoon; out of respect, she prefers to avoid such negotiations until he is present.

The dwarf's starting attitude is indifferent, and giving her the *bag of holding* containing the grain improves her attitude by one step. A PC who succeeds at a DC 20 Bluff or Diplomacy check can convince her to confirm that one of the first dwarves to join the Ouat monks was named Logyra, and she donated a strange metallic device to the Tar Kuata treasury. If a PC fails this check, Menkha's attitude worsens by one step as she interprets the PCs' persistence as impertinence. Menkha's attitude plays a role in the imminent trials.

To pass the time, she invites the PCs to explore the village and join her for a modest lunch in the Pahmet Heights with several other dwarven monks. During these several hours, Menkha observes the PCs' behavior, and each PC must attempt a DC 15 Bluff, Diplomacy, Knowledge (nobility), or Knowledge (religion) check to maintain his composure and measure up to the dwarf's tough standards of character. At the GM's discretion, a PC might automatically succeed at or fail this check as a result of good roleplaying or exemplary rudeness, respectively. If at least half of the PCs succeed at this check, Menkha's attitude increases by one step. If they all fail the check, her attitude worsens by one step.

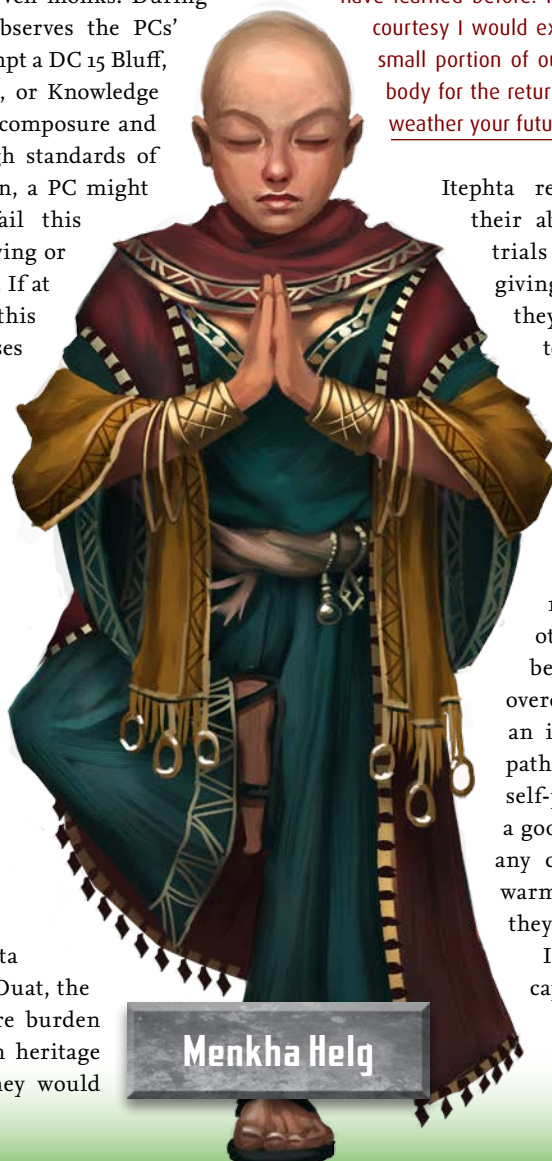
The meeting with Itephta takes place right after lunch, and the PCs can finally deliver the grain-filled bag of holding and state their business in Tar Kuata. Itephta is a young, mild-mannered Garundi man who listens attentively to the PCs and then asks Menkha about the relic sought by the Pathfinder Society. The Ouat leader confirms the relic's presence within the monastery vaults, and says the Ouat monks are willing to part with it if Itephta so decides. To Menkha and the Ouat, the Sky Key component is one more burden anchoring them to the dwarven heritage they have eschewed—a relic they would

willingly bestow upon one that they feel is worthy to carry it away.

Itephta openly asks Menkha her opinion of the PCs. The dwarf's reply depends on her current attitude toward the Pathfinders. If she is unfriendly or worse, she criticizes their behavior and increases the skill check DCs of the First Trial (see page 7) by 4. If indifferent, she abstains from commenting. If friendly or helpful, she offers humble praise and grants the PCs 1 Trial Point. Itephta weighs her feedback and then addresses the PCs.

"You seek something we would give freely, but the relic is one heavy with the weight of history. Just as I would not ask a neophyte to lift a boulder before he can lift a stone, I cannot in good conscience burden you with this bauble without knowing your capabilities.

"When our students request greater responsibilities or greater challenges, we first ensure that they have mastered what they have learned before. I propose you experience the same courtesy I would extend to a student by undergoing a small portion of our training. It shall strengthen your body for the return journey and prepare your mind to weather your future trials."



Menkha Helg

Itephta requires the PCs demonstrate their abilities over the course of six trials before rendering a decision and giving them the Sky Key component they seek. With other business to attend to, he calls upon an aging monk named **Aeotsep** (LN old male human monk 5) to serve as the guests' guide, instructor, and evaluator. Aeotsep is a Garundi man whose sun-weathered features and kind face are traced with a network of wrinkles. Like many other monks in Tar Kuata, he believes that experiencing and overcoming the trials ahead are an important part of any person's path to self-perfection; however, self-perfection often benefits from a good teacher. As a result, he limits any criticism to mild chiding and warmly compliments the PCs when they succeed.

In fact, Aeotsep is an especially capable teacher, and he is able to use his ki pool class feature to lend his encouragement supernatural force. A PC who

succeeds at a trial's ability checks or skill checks also earns this praise, which grants that PC a +2 competence bonus on any ability checks or skill checks during the next trial.

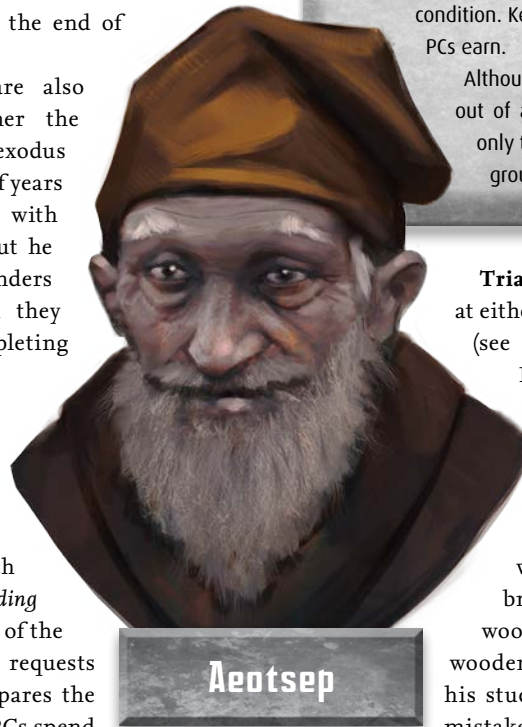
Faction Notes: Members of the Scarab Sages faction are on the lookout for possible candidates who might become the new Jeweled Sages, and Aeotsep is patient, wise, and knowledgeable. All of these are worthy virtues for a new sage, and the PCs might recommend the aging monk to Amenopheus at the end of the adventure.

Members of this faction are also interested in learning whether the monastery played any role in the exodus of the Jeweled Sages thousands of years ago. Aeotsep is very familiar with the collections in Tar Kuata, but he politely declines to let the Pathfinders peruse any of the texts until they have proven themselves by completing Itephta's trials.

THE FIRST TRIAL

Aeotsep leads the PCs to one of the study rooms, which contains several bookshelves, a small table, and a lectern on which there is an open copy of *Unbinding the Fetters*, the principle holy text of the Iroran faith. The elderly monk requests the PCs wait here while he prepares the other trials, but in fact how the PCs spend their time in this room over the next half hour is the first trial. With a successful DC 20 Sense Motive check, a PC can intuit from Aeotsep's request (and overlong absence) that there is more to this delay than he claims.

Although the copy of *Unbinding the Fetters* seems to be open to a random page, Aeotsep has actually opened it to a carefully selected passage that elaborates on complex and subtle metaphors that compare stages of self-perfection to the creation of the world, implying that mortal knowledge is a spark of divinity that spins order out of chaos. Deciphering this meaning requires at least one PC to succeed at a DC 15 Knowledge (history) or Knowledge (religion) check (DC 18 in Subtier 6–7). When Aeotsep returns, he casually chats about the pages' contents and pays close attention to who has read and understood the excerpt. If the PCs did not fully comprehend the passage, a PC can instead attempt a DC 20 Bluff check (DC 24 in Subtier 6–7) to convince the monk that she understood everything—or devised an equally plausible interpretation.



TRIAL POINTS

Overcoming the trials ahead is important, as the PCs' performance sets the tone for any future interactions between the Pathfinder Society and Tar Kuata. Each of the first five trials grants the PCs up to 2 Trial Points (the final trial grants more), and these points determine how well they have done, what aid Itephta provides, and whether or not the PCs fulfill the adventure's secondary success condition. Keep track of how many Trial Points the PCs earn.

Although the PCs might wish to repeat a trial out of a sense of personal accomplishment, only the PC's first attempt contributes to the group's Trial Point total.

Trial Points: If at least one PC succeeds at either check, the PCs earn 1 Trial Point (see the sidebar above); exceeding the DC by 5 or more earns 1 additional Trial Point.

THE SECOND TRIAL

Aeotsep next leads the PCs into the Hall of the Inward Gaze, which currently contains several broad reed mats, racks holding wooden weapons, and a pile of small wooden boards. The old monk reminds his students that physical might is often mistaken for brute force, emphasizing that strength without control accomplishes

little. To illustrate the point, Aeotsep takes a wooden board from the pile and outstretches his arm, holding the board in front of his face. With a swift movement, he releases the plank and strikes it in mid-air, breaking the board into two symmetrical halves. He invites the PCs to repeat the feat.

This speed-break test requires precision as well as strength. After releasing the board, the PC must succeed at a DC 10 Dexterity check (DC 12 in Subtier 6–7) to strike the falling object in just the right spot. If successful, the PC must then succeed at a DC 13 Strength check (DC 15 in Subtier 6–7) to break the plank in two. Failure on either check sends the plank flying across the hall without breaking it. A PC who has the Improved Unarmed Strike feat gains a +5 bonus on both of these checks.

Trial Points: If at least one PC succeeds at breaking his wooden plank, the group earns 1 Trial Point. If half or more of the PCs succeed, they earn 1 additional Trial Point.

THE THIRD TRIAL

Aeotsep puts away the wooden boards and takes a quarterstaff and a blindfold from the weapon racks. He then requests that everyone in the room close their eyes and be silent. As he walks around the PCs, he tells them to pay attention to the sound of his footsteps and the aroma of incense in his robes. The monk exhorts that consciousness is achieved through the sum of senses, and relying on only one of them creates a false perception of the world. He tells the PCs to open their eyes and asks for a volunteer to demonstrate what she has learned.

In this third trial, each PC is blindfolded and must parry or dodge Aeotsep's attacks. The blindfolded PC stands in the middle of the hall and must succeed at a DC 15 Perception check (DC 18 in Subtier 6–7) to determine the moment and direction from which the monk strikes. If successful, the PC must succeed at a DC 10 Dexterity check to dodge the blow or a DC 10 Strength check to parry it (DC 12 in Subtier 6–7). A PC with the Blind-fight feat, blindsense, or blindsight gains a +5 bonus on these checks.

Trial Points: If at least one PC successfully avoids or blocks the attack, the group earns 1 Trial Point. If half or more of the PCs succeed, the group earns 1 additional Trial Point.

THE FOURTH TRIAL

The fourth trial takes place by the waterfall to the west of the village, and the walk through the Down Valley attracts the attention of curious bystanders. Under the assumption that Aeotsep is about to test a group of aspirants, several dozen people take a brief break from their work to observe the trial. A trail ascends 40 feet to a mountain ledge, where a series of wooden posts overlooks the waterfall's plunge pool. Aeotsep hops atop one of the posts and instructs the PCs to do the same and stand immobile for 1 hour. Though at face value this seems to be a test of balance, the trial is actually designed to test resilience and resoluteness.

Maintaining one's balance for 20 minutes requires a successful DC 10 Acrobatics check (DC 13 in Subtier 6–7), and each PC must succeed at three consecutive checks in order to last the hour without falling. The DC increases by 5 for each subsequent check unless the PC succeeds at a DC 13 Fortitude or Will save (DC 16 in Subtier 6–7) before attempting the Acrobatics check. A PC who fails the Acrobatics check falls in the plunge pool below, taking 1d6 points of nonlethal damage.

If at least half of the PCs remain balanced for at least 40 minutes, the group earns 1 Trial Point. If at least one PC remains balanced for the whole trial, the group earns 1 additional Trial Point.

THE FIFTH TRIAL

As Aeotsep leads the PCs back into the monastery and to a hidden trail, he tells them a story of Tar Kuata's past.

"Many years after he began to teach students in these mountains, Narmek Tar Kuata challenged the air spirits for mastery of the winds. They attempted to tear him from the peak, but he struck the mountain and caused a great pillar of stone to rise high into the sky. Acknowledging Narmek Tar Kuata's superiority, the air spirits granted him the respect he had earned, and have served the monastery ever since. The spire, as we call it, still stands as a reminder of our alliance with these spirits, and our founder's remains reside in a reliquary at its top."

Aeotsep steps out from the covered path and into daylight, where a impossibly tall stone pillar rises from the mountainside. "Climbing to the top symbolizes the metaphysical ascent that Narmek Tar Kuata realized. This climb is your next trial."

To overcome this trial, the PCs must scale the spire in a single attempt. This requires three successful DC 15 Climb checks. If a PC fails a check by 5 or more, he falls and fails the test. The invisible stalkers (*Pathfinder RPG Bestiary* 181) that frequent the spire catch any falling PCs and fly them to the top.

Trial Points: If at least one PC reaches the summit unaided, the group earns 1 Trial Point. If at least half of the PCs reach the top unaided, they earn 1 additional Trial Point.

Faction Notes: If there are any members of the Scarab Sages faction present, Aeotsep further elaborates that climbing the spire is much like walking the same path that led Narmek Tar Kuata to enlightenment, and sometimes one of the monastery's students—including one in recent memory—attains a level of mastery and wisdom that could have rivaled the founder's. This admission should interest this faction's PCs, who seek enlightened candidates who might join Tahonikepsu and Amenopheus as Jeweled Sages. Aeotsep is reticent to identify the monk to whom he alludes, though he hesitates principally because he does not wish to grant one of his students unwanted fame; after all, fame invites reverence, which in turn encourages one to stop striving for self-improvement.

A PC can convince Aeotsep to name Dhiara, the monk in question, with a successful DC 20 Diplomacy check (DC 23 in Subtier 6–7). A PC attempting this check receives a bonus on the check equal to the number of Trial Points the PCs have earned. Aeotsep further notes that Dhiara sometimes sends letters to the monastery, and he offers to bring the PCs her most recent letter after they complete the trials.

A. The Sixth Trial



1 square = 5 feet

A. THE SIXTH TRIAL (CR 7 OR CR 10)

When the PCs reach the top of the pillar, they find Itephta hovering above the spire, accompanied by a slender Garundi woman carrying a long spear, her dark hair woven into a braid. Aeotsep joins them a few moments later, carrying a large bag on his back.

“This is your last test, Pathfinders—one I personally requested and insisted on observing,” Itephta says without taking his eyes off the wooden case in his hands. The young monk opens the lid, gracefully plucks a wand from inside, and hands the empty box to Aeotsep. Itephta points the wand at the spire, and in a matter of seconds, the narrow summit expands into a broad platform, like an unfolding mushroom.

“Irori teaches that inner peace and knowledge are key, but one must be able to defend his values in trial by arms,” he explains as the Garundi woman alights on the platform. “I ask that you spar with the monastery’s champion, Aramaya. Please make it an honorable fight, for the great Tar Kuata watches us today.”

Itephta has used a *wand of stone shape* to expand the 10-foot-wide summit into a broad stone platform with enough thickness and support that it doesn’t break under

the PCs’ weight. Aeotsep’s idea of an honorable fight prohibits dealing lethal damage, and he opens his bag to reveal an array of wooden weapons—including any weapon the PCs use except firearms. These function as normal weapons of their type, except that they deal nonlethal damage. If a PC ascended the spire unaided, Aeotsep instead offers that PC either a masterwork version of the weapon or the one *lesser merciful metamagic rod* (*Pathfinder RPG Advanced Player’s Guide* 295) in his bag. If a PC prefers, she can keep her own weapons, but Itephta warns that any use of lethal force will result in his ending the competition.

The platform’s edge curves upward, providing creatures at the edge a chance to catch themselves if they start to fall. A creature knocked off the edge during this encounter can catch the edge with a successful DC 15 Acrobatics or Climb check. A creature can lift itself back onto the platform as a move action with a successful DC 15 Climb check.

Creatures: Aramaya is an expert with the long spear and can fight multiple opponents at once. She sticks to her tactics to knock the PCs unconscious or push them off the spire. Several invisible stalkers roam around the spire, and they catch any falling combatant and carry

SCALING ENCOUNTER A

To accommodate a group of four PCs, Aramaya has been fasting as part of her studies. As a result, she is fatigued and neither has nor drinks any of her potions.

him safely to the ground. A creature that falls off the platform is considered defeated and cannot rejoin the encounter.

Subtier 3–4 (CR 7)

ARAMAYA

CR 7

Female human fighter (polearm master^{APG}) 4/monk 4
LG Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 19, touch 19, flat-footed 13 (+5 Dex, +1 dodge, +1 monk, +2 Wis)

hp 47 (4d10+4d8+4)

Fort +8, **Ref** +10, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee +1 *merciful longspear* +11/+6 (1d8+1d6+6 nonlethal/x3) or unarmed strike +9/+4 (1d8+2) or unarmed strike flurry of blows +8/+8/+3 (1d8+2)

Special Attacks flurry of blows, steadfast pike, stunning fist (5/day, DC 16)

TACTICS

Before Combat Aramaya drinks her *potion of cat's grace*.

During Combat At the beginning of her round, if there are no opponents adjacent to her, Aramaya uses the Combat Patrol and Combat Reflexes feats to make attacks of opportunity with her longspear (she gets a +1 bonus on these attacks of opportunity from her steadfast pike class ability). She tries to finish her turn without any PCs adjacent to her, either by moving with the Gliding Steps feat or by pushing the PCs back—ideally off the platform—with the Pushing Assault feat.

Morale Aramaya fights until incapacitated or otherwise clearly defeated.

Base Statistics When not under the effect of *cat's grace*, Aramaya's statistics are **Init** +3; **AC** 17, touch 16; **Ref** +8; **Dex** 16; **CMD** 26; **Skills** Acrobatics +13, Stealth +8

STATISTICS

Str 15, **Dex** 20, **Con** 10, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 28

Feats Combat Patrol^{APG}, Combat Reflexes, Dodge, Gliding Steps^{UM}, Improved Unarmed Strike, Mobility, Nimble Moves, Power Attack, Pushing Assault^{APG}, Stunning Fist, Weapon Focus (longspear), Weapon Specialization (longspear)

Skills Acrobatics +15, Climb +12, Knowledge (history) +8, Knowledge (religion) +9, Perception +11, Perform (dance) +5, Sense Motive +9, Stealth +10, Survival +6, Swim +6

Languages Common, Osiriani

SQ fast movement, ki pool (4 points, magic), maneuver training, pole fighting, slow fall 20 ft.

Combat Gear *potion of cat's grace*, **Other Gear** +1 *merciful longspear*

Subtier 6–7 (CR 10)

ARAMAYA

CR 10

Female human fighter (polearm master^{APG}) 5/monk 6
LG Medium humanoid (human)

Init +5; **Senses** Perception +14

DEFENSE

AC 22, touch 20, flat-footed 16 (+2 armor, +5 Dex, +1 dodge, +1 monk, +3 Wis)

hp 63 (5d10+6d8+6)

Fort +9, **Ref** +11, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee +1 *merciful longspear* +16/+11

(1d8+1d6+10 nonlethal/x3) or

unarmed strike +13/+8 (1d8+4) or

unarmed strike flurry of blows +12/+12/+7 (1d8+4)

Special Attacks flurry of blows, polearm training, steadfast pike, stunning fist (7/day, DC 18)

TACTICS

Before Combat Aramaya consumes her *potion of bull's strength* and *potion of cat's grace*.

During Combat Use tactics from Subtier 3–4.

Morale Use tactics from Subtier 3–4.

Base Statistics When not under the effect of *bull's strength* and *cat's grace*, Aramaya's statistics are **Init** +3; **AC** 20, touch 18; **Ref** +9; **Melee** +1 *merciful longspear* +14/+9 (1d8+1d6+7 nonlethal/x3) or unarmed strike +11/+6 (1d8+4) or unarmed strike flurry of blows +10/+10/+5 (1d8+4); **Str** 15, **Dex** 16; **CMB** +13; **CMD** 29; **Skills** Acrobatics +16 (+30 when jumping), Climb +14, Stealth +12, Swim +7

STATISTICS

Str 19, **Dex** 20, **Con** 10, **Int** 13, **Wis** 16, **Cha** 8

Base Atk +9; **CMB** +15; **CMD** 33

Feats Combat Expertise, Combat Patrol^{APG}, Combat Reflexes, Dodge, Gliding Steps^{UM}, Improved Unarmed Strike, Mobility, Nimble Moves, Power Attack, Pushing Assault^{APG}, Spring Attack, Stunning Fist, Weapon Focus (longspear), Weapon Specialization (longspear), Whirlwind Attack

Skills Acrobatics +18 (+32 when jumping), Climb +16, Knowledge (history) +9, Knowledge (religion) +10, Perception +14, Perform (dance) +7, Sense Motive +10, Stealth +14, Survival +7, Swim +9

Languages Common, Osiriani

SQ fast movement, high jump, ki pool (6 points, magic), maneuver training, pole fighting, purity of body, slow fall 30 ft.

Combat Gear *potion of cat's grace, potion of bull's strength*; **Other Gear** *+1 merciful longspears, bracers of armor +2, headband of inspired wisdom +2*

Development: If the PCs defeat Aramaya, Itephta revives her. Aramaya respectfully acknowledges the PCs' abilities and retires to her room to contemplate her own performance. The invisible stalkers carry everyone back to the base of the spire, and Itephta uses his magic to return the pillar to its original shape. He, Aetosep, and Menkha then excuse themselves to discuss the PCs' trials. The Pathfinders are free to wander the monastery's grounds in the meantime, and a room in one of the Pahmet caves is available for their use that night.

Trial Points: Defeating Aramaya earns the PCs 4 Trial points. If the PCs lose, they still get 2 Trial points if they inflict an amount of nonlethal damage equal to at least half of Aramaya's maximum hit points. If at any point during the fight the PCs inflict lethal damage on Aramaya, Itephta immediately interrupts the fight, and the PCs receive no Trial Points for this encounter.

Faction Notes: If a Scarab Sages faction PC convinced Aetosep to talk about Dhiara and share her letter, he brings the missive to them at this time. Give the faction PCs **Player Handout #2**.

Meeting with the Masters

The next morning, the PCs gather with Itephta and Aetosep in the Master's Room. The tone of the conversation reflects the PCs' accomplishments the previous day. If the PCs earned fewer than 7 Trial Points, Itephta remains indifferent, and his disappointment shows in his voice and manners. If the PCs accrued 7 or more Trial Points, Itephta is friendly and ensures the PCs feel good about their accomplishments. If the PCs earned 12 or more Trial Points, he is especially delighted and praises them for having exceeded his expectations. In each case, Itephta is amenable to bequeathing the Sky Key component to the Pathfinder Society on the condition they provide the monastery short-term assistance.

"Our monastery is remote and receives little direct aid from Sothis and the great river cities of Osirion, and this distance has made us a target for worshippers of Rovagug who recently became our neighbors. These so-called Doomsday Knights frequently attack caravans and pilgrims, and we have done what we can to protect the trails that lead here with the disciples we have. In fact, one of our own, a respected Ouat named Bertrag, disappeared several days before you arrived. At this point I assume he has perished; the cult is known for sacrificing intelligent creatures.

"Irori promotes self-perfection, but I do not confuse that with blind self-reliance when confronted with a true threat. Tar Kuata can guard travelers or strike at the cult's heart, but it cannot do both. With your assistance, we might rid this land of the Rough Beast's warriors once and for all."

Itephta's request is straightforward: while the monks defend the monastery and the roads, the PCs should destroy the cult of Rovagug. The PCs may have questions, which Itephta does his best to answer.

What else do you know of the Doomsday Knights? "They are a cult of Rovagug led by Tasutek, a priest granted considerable physical strength by his patron. Most wield divine power in one form or another. The church of Sarenrae warned us of this group, which fled the Dawnflower's wrath in An and found refuge here."

Where is the cult located? "We have tracked the Doomsday Knights to an abandoned mine located more than a day's travel north of here."

Treasure: Before the PCs depart, Aetosep wishes them fortune and insight in their upcoming challenges. If the PCs also finished the earlier trials having accumulated at least 7 Trial Points, he removes his two rings—a *ring of climbing* and a *ring of jumping*—and offers them to the PCs as parting gifts to help them combat the enemy cult. Itephta also provides them a *phylactery of faithfulness* (in Subtier 6–7, she also gives them an *incense of meditation*).

Faction Notes: Scarab Sages faction PCs may have asked Aetosep earlier about texts associated with the Jeweled Sages, and he is now willing to discuss what Tar Kuata houses on the subject. Unfortunately, what remains is minimal. Aetosep shows the PCs several texts that reference a now-absent scroll—supposedly a biographical account and paraphrased transcript of a discussion with a Jeweled Sage who stayed at Tar Kuata for 3 days soon after Osirion's fall to the Padishah Empire. Any substantive research would require tracking down a surviving copy of the scroll, and Aetosep finds a record suggesting one may still remain in the Sothis Exhibitory.

There is no further information on the subject in Tar Kuata, but this is an important lead that the PCs might report to Amenopheus at the end of the adventure.

Rewards: If the PCs finish the trials with fewer than 7 Trial points, reduce each PC's earned gold as follows.

Subtier 3–4: Reduce the gold earned by 333 gp.

Out of Subtier: Reduce the gold earned by 579 gp.

Subtier 6–7: Reduce the gold earned by 825 gp.

B. MEROTSI MINES

Approximately 30 miles north of Tar Kuata, the Merotsi Mines were abandoned over a century ago. While excavating the deeper levels, the miners breached a



hot spring that filled lower areas with toxic water and fumes. The miners were able to vent only some of the gases before the conditions forced them to abandon the worksite, and the proprietor formally closed the mine soon after. A weathered wooden sign still stands by the entrance, warning visitors in Osiriani to “keep out.” The mine’s adit is also boarded over, though the planks are loose and easily removed.

The distinctive steam still permeates the mine, but a PC who succeeds at a DC 15 Craft (alchemy) or Knowledge (nature) check can determine that the fumes are volcanic in origin and mildly acidic—uncomfortable, but not immediately harmful. The steam does not obscure sight. Due to the hot water that permeates the lower levels of the mine, all areas except for area **B1** are exposed to constant severe heat (*Pathfinder RPG Core Rulebook* 444) unless otherwise noted. Torches in the wall sputter in the damp air, providing only dim light throughout the mine.

B1. Entrance (CR 4 or CR 7)

The air here is acrid but does little beyond irritating the eyes. Five horses tethered to hooks on the walls have bloodshot eyes, rashes, and other minor conditions from their exposure to the mist. The PCs’ arrival agitates the

horses, which begin neighing and kicking unfamiliar creatures that come within 5 feet. A PC who succeeds at a DC 15 Handle Animal or wild empathy check can calm the animals enough that they stop making noise and lashing out.

There are two main ways to descend to the lower mine levels: a set of mine carts to the east, and an elevator to the west. The mine carts sit on a double track that descends down a steep tunnel. Each pair of carts connects to a pulley assemblage by chains, which an operator can move using a large windlass at the top of the tunnel. Each cart can hold up to three Medium creatures and has a smaller windlass, allowing a creature to ascend or descend unaided. Unless properly oiled with at least 1 pint of oil, the gears and axles on the machinery cause enough noise when operated to alert the cultists in area **B2**; a PC can ascertain that the carts need oil with a successful DC 12 Knowledge (dungeoneering or engineering) check. The mine track leads to area **B2**.

The old cargo elevator is currently inoperable due to several jammed mechanisms. Performing a quick repair requires 1 minute of work and a successful DC 25 Disable Device or relevant Craft or Profession check. A PC can diagnose the elevator’s problem with a successful DC 15

Knowledge (engineering) check, which grants a +5 bonus on the check to repair the elevator. Like the carts, the elevator has a complex pulley system that allows a passenger to raise and lower the lift from within. The elevator can hold up to six Medium creatures and leads to area **B3**.

Traps: The Doomsday Knights have placed a trap on the western mine track, which triggers when the cart or a creature weighing at least 100 pounds travels over the marked area. The trap causes the chain connected to the western cart to unravel quickly, sending the cart (and any of its passengers) crashing to the bottom of the tunnel and striking any creatures below it. Due to the nature of the trap, a PC need not be able to see the trigger area to spot the trap; simply inspecting the carts and windlasses is sufficient.

Creatures: Tasutek's winged homunculus Zivilpep, a spiderlike construct that resembles Rovagug, hides under the ancient mine carts, guarding the entrance and telepathically transmitting everything it sees to Tasutek. Noticing the homunculus requires a successful DC 22 Perception check (DC 24 in Subtier 6–7).

Subtier 3–4 (CR 4)

ZIVILPEP CR 1

Homunculus (*Pathfinder RPG Bestiary* 176; see page 24)

hp 11

TACTICS

Before Combat Zivilpep remains hidden, observing the PCs' actions.

During Combat Zivilpep avoids combat as well as it can. If detected, it flies down the tunnel, trying to lead the PCs into the trap.

Morale If Zivilpep cannot escape, it fights until destroyed.

MINE CART TRAP CR 3

Type mechanical; Perception DC 21; Disable Device DC 17

EFFECTS

Trigger location; **Reset** manual; **Bypass** hidden switch (Perception DC 25)

Effect Cart drops 30 feet down the tracks to area **B2**, dealing 3d6 points of falling damage to all occupants; Reflex DC 20 half; multiple targets (all creatures inside the cart); and Atk +7 (2d6 bludgeoning damage); multiple targets (all creatures in a 30-ft. line beneath the cart).

Subtier 6–7 (CR 7)

ZIVILPEP CR 2

Advanced homunculus (*Pathfinder RPG Bestiary* 294, 176)

CE Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)

hp 11 (2d10)

Fort +0, **Ref** +6, **Will** +3

Defensive Abilities construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee bite +5 (1d4+1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison (DC 13)

STATISTICS

Str 12, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 11

Feats Lightning Reflexes

Skills Fly +15, Perception +5, Sense Motive +5, Stealth +14

Languages Common (cannot speak); telepathic link

SQ telepathic link

MINE CART TRAP CR 6

Type mechanical; Perception DC 24; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual; **Bypass** hidden switch (Perception DC 25)

Effect Cart drops 30 feet down the tracks to area **B2**, dealing 3d6 points of falling damage to all occupants; Reflex DC 23 half; multiple targets (all creatures inside the cart); and Atk +15 (3d6 bludgeoning damage); multiple targets (all creatures in a 30-ft. line beneath the cart).

Development: Unless the PCs quickly calm the horses, the noise is enough to alert the Doomsday Knights in area **B2** that there are intruders above. Although the horses provide one type of alarm, Zivilpep is an even more dangerous spy. It telepathically communicates what it sees to Tasutek in area **C**, and it continues to shadow the PCs as they move through the mine. If attacked or otherwise uncovered, Zivilpep flees to area **B2**, where it pantomimes the direction from which it expects the PCs to descend. If the PCs destroy the homunculus before it can warn the antipaladins, the cultists assume the PCs are descending using the carts and remain stationed near the bottom of the tracks.

B2. Eroded Cave (CR 6 or CR 9)

The miners followed a vein of ore deeper in this chamber, leaving a wide pit to the north. To the east, steep rail tracks guide the mine carts, and the west tunnel leads to the Doomsday Knights' camp.

Hazard: The edge of the 20-foot-deep pit is unstable. Each time a creature ends its turn in a square adjacent to the pit, there is a 25% chance that part of the edge breaks off and topples into the hole. When this happens, the creature standing in that square must succeed at a DC 15 Reflex

SCALING ENCOUNTER B2

To accommodate a group of four PCs, remove one Doomsday Knight from the encounter.

save or fall into the pit. The pit's rough edges require a successful DC 15 Climb check to scale.

Creatures: The four remaining Doomsday Knights rest here, where they breathe in the mine's painful fumes, gaze into the dark pit, and contemplate the destruction they plan to inflict in Rovagug's name. Unless they have received some sign that intruders are near—such as being warned by the horses or the homunculus—they continue to meditate and punctuate the silence with low, bestial growls. In their current state, the knights are unlikely to overhear quiet conversation in other areas. If warned, they brace themselves to attack the intruders.

Subtier 3–4 (CR 6)

DOOMSDAY KNIGHTS (4) CR 2

Human antipaladin of Rovagug 3 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (human)

Init +1; **Senses** Perception +1

Aura cowardice (10 ft.)

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 27 (3d10+6)

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

Immune disease

OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +7 (1d10+3/×3) or mwk throwing axe +7 (1d6+3)

Ranged mwk throwing axe +5 (1d6+3)

Special Attacks cruelty (fatigued), smite good 1/day (+2 attack and AC, +3 damage), touch of corruption 3/day (1d6, DC 13)

Antipaladin Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect good*

TACTICS

Before Combat The knights have each consumed one of their remaining *potions of endure elements*.

During Combat The knights fight shoulder-to-shoulder, using their Step-Up feat in order to push their foes into confined spaces. They use *detect good* to find viable targets to smite.

Morale The Doomsday Knights fight to death.

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 17

Feats Coordinated Defense^{APG}, Exotic Weapon Proficiency (dwarven waraxe), Step Up

Skills Bluff +6, Disguise +6, Perception +1, Ride +4, Sense Motive +3, Stealth +2

Languages Common, Osiriani

Combat Gear *potion of cure moderate wounds*, *potion of endure elements*; **Other Gear** mwk scale mail, mwk light steel shield, mwk dwarven waraxe, mwk throwing axe, antitoxin

Subtier 6–7 (CR 9)

DOOMSDAY KNIGHTS (4) CR 5

Human antipaladin of Rovagug 6 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (human)

Init +1; **Senses** Perception +4

Aura cowardice (10 ft.)

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 49 (6d10+12)

Fort +9, **Ref** +6, **Will** +7

Immune disease

OFFENSE

Speed 20 ft.

Melee +1 *dwarven waraxe* +10/+5 (1d10+4/×3) or mwk throwing axe +10/+5 (1d6+3)

Ranged mwk throwing axe +8 (1d6+3)

Special Attacks channel negative energy (DC 16, 3d6), cruelty (dazed, fatigued), smite good 2/day (+3 attack and AC, +6 damage), touch of corruption 6/day (3d6, DC 16)

Antipaladin Spell-Like Abilities (CL 6th; concentration +9)

At will—*detect good*

Antipaladin Spells Prepared (CL 3rd; concentration +6)

1st—*cause fear* (DC 14), *doom* (DC 14)

TACTICS

Before Combat Use the tactics from Subtier 3–4.

During Combat The knights use the same tactics from Subtier 3–4; however, every round, one of them uses the channel energy ability to inflict damage, using the Selective Channeling feat to exclude his allies from the affected area.

Morale Use the tactics from Subtier 3–4.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 20

Feats Coordinated Defense^{APG}, Exotic Weapon Proficiency (dwarven waraxe), Selective Channeling, Step Up

Skills Bluff +9, Disguise +8, Perception +4, Ride +4, Sense Motive +4, Stealth +2

Languages Common, Osiriani

SQ fiendish boon (weapon +1, 1/day)

Combat Gear *potion of cure moderate wounds*, *potion of endure elements*; **Other Gear** +1 *breastplate*, mwk heavy steel shield, +1 *dwarven waraxe*, mwk throwing axe, antitoxin

Development: Aside from Tasutek in area C, these are the only remaining members of the Doomsday Knights. Once the PCs have defeated them, they can safely explore the rest of area B before confronting the cult leader. If the PCs defeat the knights and have not contacted the captives in area B3, the Pathfinders hear the prisoners' cries from deeper in the mine.

Rewards: If the PCs fail to defeat the antipaladins, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce the gold earned by 419 gp.

Out of Subtier: Reduce the gold earned by 686 gp.

Subtier 6–7: Reduce the gold earned by 953 gp.

B3. Bertrag's Fortress

This would be an unremarkable cavern were it not for the metal tower that occupies most of the space and pushes against the fractured ceiling.

The out-of-place tower belongs to Bertrag, an Ouat monk who triggered his *instant fortress* (*Pathfinder RPG Core Rulebook* 520) in this confined space. The fortress's sudden expansion has buckled the chamber's ceiling, and were Bertrag to collapse the tower, it would trigger a cave-in (*Core Rulebook* 415) that would bury the entire room.

Creatures: A week ago, the dwarven Ouat monk Bertrag was patrolling the mountains when he was ambushed by the Doomsday Knights. Rather than escape, he offered to accompany the knights willingly, proclaiming he would rather be sacrificed properly than slaughtered like a desert animal. The knights believed Bertrag would make a most fitting tribute to Rovagug and agreed.

In truth, Bertrag hoped to pinpoint the cultists' lair, study the group, and escape—a simple task for him. However, once he discovered that there were other prisoners being periodically sacrificed to some monster, he instead elected to stay and defend the captives as best he could. Unable to sneak the prisoners out, he instead activated his *instant fortress* and has kept everyone safe but ultimately trapped. The cultists have tried to breach the fortress ever since, while Bertrag guides his fellows through fasting and meditation exercises while awaiting a rescue party. Among his other abilities, Bertrag is capable of casting *create water*, and has used that to keep everyone hydrated and cool, albeit hungry.

If the PCs have not yet defeated the antipaladins in area B2, Bertrag whispers to the PCs as they approach and briefly explains the situation, including who he is, an approximate count of how many Doomsday Knights there are, that the cultists command a powerful beast, and a very basic account of the mine's layout. If the PCs have already defeated the antipaladins nearby, Bertrag

does what he can to confirm that the PCs are friends before opening the fortress's door.

Bertrag and the five survivors are all famished, having survived for approximately a week on what little food they managed move into the fortress before sealing the door. He is strong enough to lead the noncombatants to safety, but this scenario does not assume that he joins the PCs to confront Tasutek—at least not in any capacity that overshadows the PCs. If the Pathfinders insist on his direct assistance or otherwise make a convincing case for him to join them, Bertrag instructs the other five prisoners to remain in the fortress until it is safe to leave. You can approximate Bertrag's statistics using those of a steadfast defender (*Pathfinder RPG NPC Codex* 100) with a lawful good alignment and no potions remaining. If Bertrag joins the PCs, include a second thognorok qliphoth in area C, which Bertrag confronts during the ensuing combat; rather than roll dice for this struggle, these two combatants continue fighting until the PCs have finished fighting Tasutek and his other thognorok, at which point Bertrag slays his foe.

Treasure: The *instant fortress* is effectively trapped in this chamber, which collapses almost as soon as the fortress shrinks. The PCs can recover it if they concoct a clever plan to stabilize the roof, snatch the shrinking fortress before it's buried, or execute some other well-reasoned and well-executed operation. If the PCs can't recover the *instant fortress*, cross it off each PC's Chronicle sheet. Recovering the magic item does not directly impact the gold earned during the scenario.

Faction Notes: Members of the Scarab Sages faction are on the lookout for possible candidates who might become the new Jeweled Sages, and the dwarf Bertrag is educated, active, and willing to accept additional challenges in order to do what he feels is right. All of these are worthy virtues for a new sage, and the PCs might recommend the Ouat dwarf to Amenopheus at the end of the adventure.

B4. Cultists' Quarters

The southern walls of this messy campsite are covered in shaggy brown filaments.

The Doomsday Knights prefer to camp here, where a large colony of brown mold leeches the heat out of the air and makes this room comfortably chilly. Due to the fungi's ability to feed on fire, the knights do not have any lit torches in this area, which leaves the room's southern half completely dark.

Hazard: A PC who succeeds at a DC 17 Knowledge (dungeoneering) check identifies the fungi here as brown mold (*Pathfinder RPG Core Rulebook* 416). The hazard poses

C. Toxic Shrine



no threat as long as the PCs keep a safe distance from the walls.

Treasure: Among the knights' clutter is a locked iron case, which a PC can open with a successful DC 20 Disable Device check (DC 25 in Subtier 6–7). Inside are six *potions of endure elements* and 384 gp (924 gp in Subtier 6–7). If the PC inspecting the case succeeds at a DC 18 Perception check (DC 21 in Subtier 6–7), she also discovers the case's false bottom, which hides two *scrolls of delay poison* and one *scroll of freedom of movement* (plus an *elixir of swimming* in Subtier 6–7). Except under exceptional conditions, the force required to break the case open (hardness 10, hp 10) also destroys its delicate contents, save for the coins.

Rewards: If the PCs recover neither portion of the case's treasure, reduce each PC's gold earned as follows. If the PCs recover only one portion of the treasure—either by not noticing the false bottom or by recovering only the coins—instead reduce each PC's gold earned by the value listed in parentheses.

Subtier 3–4: Reduce each PC's gold earned by 172 gp (or 83 gp).

Out of Subtier: Reduce each PC's gold earned by 227 gp (or 93 gp).

Subtier 6–7: Reduce each PC's gold earned by 283 gp (or 104 gp).

C. TOXIC SHRINE (CR 6 OR CR 9)

The tunnel leading from area B gradually descends over the course of another 500 feet, occasionally branching out into short side passages and broader chambers. For a typical group, squeezing through the occasional tight spot, peeking down dead ends, and reaching this area takes 5 minutes.

Greenish filaments crisscross this flooded chamber, whose pools of murky water release strange, foul-smelling fumes. Large boulders protrude from the water, many covered in profane markings and bloodstains.

This chamber owes its size to the caustic water constantly eating away at the surrounding rock and triggering cave-ins. This was the last area the former proprietors mined, and all preexisting signs of human occupation are gone.

Hazards: The thognorok qlippoth in this chamber has constructed a web (*Pathfinder RPG Bestiary* 305) just above the water's surface in part of the room (all

the squares outlined with a dotted line on the map); a character entering a flooded square in the webbed area can submerge to avoid the web's effects, and a submerged character can swim under the webs with ease.

Nowhere in the mine are the conditions as bad as they are here. The water is toxic, and exposure to it deals 1 point of acid damage each round unless a creature is completely immersed, in which case the creature takes 1d6 points of acid damage per round. The fumes wafting from the water cause any creature in or adjacent to the water to become sickened for 1 round unless it succeeds at a DC 10 Fortitude save; this is a poison effect. The air is painfully hot; the temperature in this area is over 140 degrees Fahrenheit, exposing the PCs to extreme heat (*Pathfinder RPG Core Rulebook* 444). The rocks here are slick and rise about 5 feet out of the water, requiring a successful DC 12 Climb check to clamber over.

Creatures: The warpriest Tasutek and a thognorok qliploth dwell in this chamber. Tasutek's appearance is as disturbing as the qliploth's; his face is severely scarred, clawed away in an act of self-mutilation as proof of his devotion to Rovagug. The qliploth hides in the water, where a PC can spot it with a successful DC 22 Perception check (DC 24 in Subtier 6–7).

Subtier 3–4 (CR 6)

THOGNOROK QLIPPOTH CR 4

hp 37 (*Pathfinder RPG Inner Sea Gods* 305; see page 25)

TACTICS

Before Combat The thognorok hides below the waterline.

During Combat The thognorok obeys Tasutek to the best of its ability, and tries to bring the PCs close to the water, where it has an advantage. When possible, it takes a 5-foot step to flank with Tasutek.

Morale The thognorok fights to death.

TASUTEK CR 4

Male human warpriest of Rovagug (cult leader) 5 (*Pathfinder RPG Advanced Class Guide* 60, 128)

CE Medium humanoid (human)

Init +4; Senses Perception +9

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 38 (5d8+12)

Fort +5, Ref +1, Will +7

OFFENSE

Speed 20 ft.

Melee mwk greataxe +7 (1d12+3/×3) or

heavy mace +5 (1d8+3)

Ranged javelin +3 (1d6+2)

Special Attacks enthrall, fervor 2d6 5/day, sneak attack +1d6

SCALING ENCOUNTER C

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

Subtier 3–4: Tasutek does not have a *scroll of delay poison*, and as a result, he has the sickened condition from his extended exposure to the area's fumes. The thognorok is weakened by its lack of suitable sacrifices, giving it the fatigued condition.

Subtier 6–7: Tasutek does not have a *scroll of delay poison*, and as a result, he has the sickened condition from his extended exposure to the area's fumes. He has also already used his *bull's strength* spell and does not have it available for this encounter. Replace the blasphemous thognorok with the standard thognorok from Subtier 3–4.



Blessing Supernatural Abilities (5/day) anarchic strike, destructive attacks

Warpriest Spells Prepared (CL 5th; concentration +8)
 2nd—*cure moderate wounds*, *grace*^{APG}, *hold person* (DC 15)
 1st—*bless*, *detect law*, *divine favor*, *endure elements*,
stunning barrier^{ACG} (DC 14)
 0 (at will)—*bleed* (DC 13), *detect poison*, *light*, *purify food*
and drink

TACTICS

Before Combat In order to hide any signs of weakness before Rovagug's favored servant, Tasutek has already cast *delay poison* and *freedom of movement* on himself using his scrolls. If his homunculus has warned him that the PCs are approaching area C, he has also cast *bless* and granted his destructive attacks blessing to the thognorok just before the PCs arrive.

During Combat Tasutek uses his enthrall ability to stop the PCs in their tracks, giving him a moment to cast spells that augment his combat abilities and move to a more advantageous position. When possible, he flanks a target with the thognorok. He uses his fervor ability each round to grant himself greater combat prowess.

Morale Rovagug demands his greatest servants die on their feet, and Tasutek fights until dead.

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 12, **Wis** 16, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 15
Feats Improved Initiative, Medium Armor Proficiency, Toughness, Weapon Focus (greataxe)
Skills Acrobatics +1, Bluff +6, Climb +5, Craft (traps) +7, Diplomacy +6, Disguise +8, Intimidate +6, Knowledge (local) +6, Knowledge (religion) +6, Linguistics +5, Perception +9, Spellcraft +5, Stealth +7
Languages Abyssal, Common, Osiriani
SQ aura (strong chaos and evil), blessings (minor), spontaneous casting (negative), well-hidden
Combat Gear *scroll of delay poison*, *scroll of freedom of movement*, *wand of sound burst* (10 charges); **Other Gear** +1 *breastplate*, mwk greataxe, heavy mace, javelin, locked gauntlet, silver unholy symbol of Rovagug, 17 gp

SUBTIER 6-7 (CR 9) BLASPHEMOUS THOGNOROK CR 6

Advanced thognorok qliphoth (*Pathfinder RPG Inner Sea Gods* 305; see page 25)

CE Medium outsider (aquatic, chaotic, evil, extraplanar, qliphoth)

Init +1; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 66 (7d10+28)

Fort +9, **Ref** +5, **Will** +7

Defensive Abilities all-around vision, amorphous, **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting

effects; **Resist** acid 10, electricity 10, fire 10; **SR** 17

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 3 bites +12 (1d6+4 plus poison)

Special Attacks acid web (+8 ranged, DC 19, 7 hp), horrific appearance, poison

Spell-like abilities (CL 5th; concentration +6)

3/day—*acid arrow*, *protection from law*, *vomit swarm*^{APG}

1/day—*excruciating deformation*^{UM} (DC 16)

TACTICS

Use the tactics from Subtier 3-4.

STATISTICS

Str 19, **Dex** 12, **Con** 19, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +7; **CMB** +11; **CMD** 22

Feats Ability Focus (acid web), Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +11, Climb +14, Intimidate +10, Knowledge (planes) +10, Perception +12, Stealth +14, Swim +12

Languages Abyssal; telepathy 100 ft.

SQ amphibious, compression

SPECIAL ABILITIES

Acid Web (Su) This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round.

Horrific Appearance (Su) Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the qliphoth's constantly sprouting and waving insectile legs, becoming sickened for 1d6 rounds (Will DC 16 negates).

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

TASUTEK

CR 8

Male human warpriest of Rovagug (cult leader) 9 (*Pathfinder RPG Advanced Class Guide* 60, 128)

CE Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +2 natural)

hp 77 (9d8+33)

Fort +8, **Ref** +5, **Will** +9

OFFENSE

Speed 20 ft.

Melee +7 *greataxe* +10/+5 (1d12+4/x3) or heavy mace +8/+3 (1d8+3)

Ranged javelin +6 (1d6+2)

Special Attacks enthrall, fervor 3d6 7/day, sneak attack +3d6

Blessing Supernatural Abilities (5/day) anarchic strike, destructive attacks

Warpriest Spells Prepared (CL 9th; concentration +12)

3rd—*cure serious wounds*, *dispel magic*, *greater stunning barrier*^{ACG} (DC 16), *water walk*

2nd—*bull's strength*, *cure moderate wounds*, *grace*^{APG}, *hold person* (DC 15), *resist energy*
 1st—*bless*, *detect law*, *divine favor*, *endure elements*, *shield of faith*, *stunning barrier*^{ACG} (DC 14)
 0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *light*, *purify food and drink*

TACTICS

Before Combat In order to hide any signs of weakness before Rovagug's favored servant, Tasutek has already cast *water walk* and used his scrolls of *delay poison* and *freedom of movement*. If his homunculus Zivilpep (see area **B1**) has warned Tasutek that the PCs are approaching area **C**, the warpriest has also cast *bless*, *bull's strength*, and *resist energy* (against whichever energy type the PCs favor most, according to the homunculus) before granting his destructive attacks blessing to the thognorok just before the PCs arrive.

During Combat Tasutek uses his enthrall ability to stop the PCs in their tracks, giving him a moment to cast spells that augment his combat abilities and move to a more advantageous position. When possible, he flanks a target with the thognorok. He uses his fervor ability each round to grant himself greater combat prowess.

Morale Rovagug demands his greatest servants die on their feet, and Tasutek fights until dead.

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Lightning Reflexes, Medium Armor Proficiency, Toughness, Vital Strike, Weapon Focus (greataxe)

Skills Acrobatics +6, Bluff +8, Climb +7, Craft (traps) +7, Diplomacy +6, Disguise +10, Intimidate +8, Knowledge (local) +6, Knowledge (religion) +9, Perception +11, Spellcraft +8, Stealth +11

Languages Abyssal, Common, Osiriani

SQ aura (strong chaos and evil), blessings (minor), sacred armor (9 minutes), spontaneous casting (negative), well-hidden

Combat Gear *scroll of delay poison*, *scroll of freedom of movement*, *wand of searing light* (5 charges); **Other Gear** +1 breastplate, +1 greataxe, javelin, *amulet of natural armor* +2, 14 gp

Development: Upon defeating Tasutek and the qliploth, the PCs have eliminated the cult of Rovagug known as the Doomsday Knights once and for all. Any remaining prisoners emerge cautiously from the *instant fortress*, thank the PCs enthusiastically, and accompany them back to Tar Kuata.

Rewards: If the PCs fail to defeat Tasutek, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 363 gp.

Out of Subtier: Reduce each PC's gold earned by 772 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,181 gp.

CONCLUSION

The commonly accepted path toward self-perfection rarely involves revelry, yet when the PCs make their victorious return, even stoic Tar Kuata celebrates news of the cultists' defeat. Bertrag narrates his account of the PCs' deeds, and Aeotsep warmly congratulates the Pathfinders on overcoming such a trial. Honoring their bargain, Itephta and Menkha formally transfer their Sky Key component to the Pathfinder Society. Itephta also gives the PCs a sealed letter to deliver to the Society, extending his compliments and friendship. Finally, if the PCs have earned 7 or more Trial Points, Itephta also offers them honorary admission to the monastery, should they wish to continue their studies; this also grants each PC the Enlightened Ambassador boon on her Chronicle sheet.

When the PCs present him with both the newly found piece of the Sky Key and the letter of praise from the monastery's leader, Venture-Captain Norden Balentiir praises the PCs for a job well done. He arranges to have a ship take him and several other agents to Absalom so that he might ensure the relic arrives safely. Acknowledging that additional security is always appreciated, he welcomes any PCs who wish to join him. For those with business elsewhere, he arranges for the PCs' transportation and wishes them the best wherever their next adventure takes them.

Faction Notes: As the PCs are returning from the monastery, members of the Scarab Sages faction receive two magical missives. First, each is subject to a *dream* spell the next night, in which they are visited by Amenopheus. He explains that he has sensed the completion of their work at Tar Kuata, and both he and Tahonikepsu are interested in learning more of the PCs' findings regarding Tar Kuata and any connections it might have—past, present, or future—with the Jeweled Sages. Amenopheus advises his agents that he will contact them early the following day, but their return answer must be 25 words or less. A more complete report can come later, but he must begin preparations quickly if he is to follow any of the more timely leads; the PCs should prepare a response that prioritizes this information and provides Amenopheus enough detail to start assembling a delegation or expedition. Provide the players a few minutes to deliberate regarding the most important details.

As promised, Amenopheus contacts one of the faction's PCs with *sending* the next day, saying, "This is Amenopheus. As requested, please report on your most important findings so that we can court a new candidate or seek another jewel." Note what information the PCs include in their report; this will contribute to the PCs' faction rewards.

Reporting Notes

If the PCs accumulate 7 or more Trial Points during the adventure, check box A in the reporting sheet. If the PCs learn about the monk Dhiara and locate the files concerning the Amethyst Sage, check box B. Members of the Scarab Sage faction may want to specifically endorse a prospect for the Jeweled Sages; in that case, check box C to recommend Aeotsep, or box D to recommend Bertrag. However, if the PCs have another recommendation, encourage them to post their choice of candidate on the Paizo boards at paizo.com/pathfindersociety.

Primary Success Conditions

The PCs fulfill their primary mission if they defeat Tasutek and the thognorok qliphoth in area C, which definitively ends the threat of the Doomsday Knights forever and secures the Sky Key component for the Pathfinder Society. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs fulfill their secondary mission if they earn at least 7 Trial Points during the adventure. Doing so earns the respect of Tar Kuata's monks, wins the Pathfinder Society a strong contact in the area, and earns each PC 1 additional Prestige Point. If the PCs earned 12 or more Trial Points, they also receive the Tar Kuata Initiate boon on their Chronicle sheets.

Faction Notes

The Scarab Sages faction has many objectives and options during this adventure, and accomplishing all of them is difficult. Faction PCs complete their objectives so long as they complete at least four of the following seven tasks: Earn 7 or more Trial Points, earn 12 or more Trial Points, secure the letter Dhiara sent to Tar Kuata, use Amenopheus's *sending* spell to recommend Dhiara as a sage candidate (including mention of her likely destination: Averaka), use the *sending* to recommend Aeotsep as a sage candidate, use the *sending* to recommend Bertrag as a sage candidate, or learn of the scroll kept in the Sothis Exhibitory. If successful, award each Scarab Sages faction PC the Sage Endorser boon on her Chronicle sheet.

PLAYER HANDOUT #1: LETTER FROM AMENOPHEUS

Agent of the Sages,

Your pending visit to Tar Kuata has piqued my curiosity. When the Jeweled Sages fled Osition to escape the Padishah blades, I believe some may have used the Kho-Rarne Pass, which is one of the few ways through the Shattered Range. It's also tantalizingly close to Tar Kuata. Despite the monastery's relative youth at the time, no doubt the faithful of Irori would have offered aid to fugitive scholars like the sages of ages past. Perhaps records of past contact may have survived the intervening millennia, granting us further insight into where the original sage jewels are now.

Regarding that matter, my colleague Tahonikepsu and I have carefully studied chambers deeper within the sages' old sanctum. Our findings suggest at least one of the legendary gems remains within the borders of Ancient Osition, and we are gradually refining our knowledge of its current whereabouts. Recovering another jewel would be cause for celebration, yet we must also consider who will step up and serve as one of the newest Jeweled Sages. Any candidate would have to balance the ambition to use the artifact's power for good with the wisdom to understand the consequences.

Wouldn't you agree that a school dedicated to self-perfection seems like an ideal place to look? I shall contact you later so that we might learn more of your findings. Ensure that your behavior communicates the same respect that we endeavor to earn.

Amenopheus

PLAYER HANDOUT #2: LETTER FROM DHIARA

To my colleagues at Tar Kuata,

No matter the great distance that separates me from the monastery, every day I fondly remember the humble halls filled with extraordinary knowledge and mortal potential. I encourage each of you to strive for excellence and also look forward to the day you might leave the monastery to test your skills against worldly challenges. I write this not to suggest that Tar Kuata restricts our skills, but there are discoveries one can pursue only beyond its cloistered walls.

My writing supplies are among the last of my humble belongings left to pack. The people of Iadara have mostly kindly honored the conclusion of my personal trial against Tanglebriar, yet even 10 years without rest seems trivial compared to the struggles of the elves that call this home. Nonetheless, I have met and exceeded my goal, and it has driven me to find others who fight against impossible odds. My contacts in Erages speak of kindred outcasts in a land called Averaka—a place unfamiliar to me, and one that I am intent on finding.

My next letter may not arrive for many months. Until then, always aspire to be greater than you were the day before, and harness the lessons of the past to realize a greater future.

Your fellow sister,

Dhiara

Pathfinder Society Scenario #6-19: Test of Tar Kuata

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character # _____	Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
 System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #6-19: Test of Tar Kuata © 2015, Paizo Inc.; Author: Pedro Coelho

TEST OF TAR KUATA



HOMUNCULUS

This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil.

HOMUNCULUS CR 1   

XP 400

Any alignment (same as creator) Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +1

Defensive Abilities

construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 1 bite +3 (1d4-1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** -1; **CMD** 11

Feats Lightning Reflexes

Skills Fly +10, Perception +3, Stealth +12

Languages Common (cannot speak); telepathic link

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/minute for 60 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

A homunculus is a miniature servant created by a spellcaster from his own blood. They are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features; some are more refined looking, but most creators don't bother to improve the creature's appearance beyond the minimum necessary for functioning.

Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature.



A homunculus never willingly travels more than a mile from its master, though it can be removed forcibly. If this occurs, the creature does everything in its power to return to this range, as it cannot communicate with its master beyond this distance. An attack that destroys

a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus goes insane—it loses its Intelligence score, all feats, and all skill ranks, and generally claims the immediate surroundings as its domain, mindlessly attacking any who intrude upon its lair.

On rare occasions, a homunculus freed from its servitude rises above its master's original intent and becomes more than a half-insane construct guardian of a long-forgotten lair. In some cases, a homunculus might even come to see itself as the rightful heir to its master's legacy, or even the reincarnated spirit of the master himself.

CONSTRUCTION

A homunculus is shaped from a mixture of clay, ash, mandrake root, spring water, and one pint of the creator's own blood. These materials cost 50 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and costing an additional 1,000 gp to supply. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

The person whose blood is used to form a homunculus's body becomes its master; it is possible for one person to give blood for the creation, another to sculpt the base material, and another to magically animate it as a minion for the one who provided the blood.

HOMUNCULUS

CL 7th; **Price** 2,050 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *mirror image*, *mending*; **Skill** Craft (leather) or Craft (sculptures) DC 12; **Cost** 1,050 gp.

QLIPPOTH, THOGNOROK

This obscene mass looks like a melted blob crossed with a spider, ceaselessly lashing out with its hairy, wriggling legs.

THOGNOROK

CR 4

XP 1,200

CE Medium outsider (aquatic, chaotic, evil, extraplanar, qliploth)

Init -1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +0, **Will** +5

Defensive Abilities all-around vision; amorphous, **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison;

Resist acid 10, electricity 10, fire 10; **SR** 15

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 3 bites +7 (1d6+1 plus poison)

Special Attacks acid web (+4 ranged, DC 16, 5 hp), horrific appearance, poison

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*acid arrow*, *protection from law*, *vomit swarm*^{APG}

1/day—*excruciating deformation*^{UM} (DC 14)

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 15 (can't be tripped)

Feats Ability Focus (acid web), Skill Focus (Stealth), Weapon Focus (bite)

Skills Climb +9, Intimidate +9, Knowledge (planes) +7,

Perception +9, Stealth +10, Swim +9

Languages Abyssal; telepathy 100 ft.

SQ amphibious, compression

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-5)

Treasure none

SPECIAL ABILITIES

Acid Web (Su) This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round.

Horrific Appearance

(Su) Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the

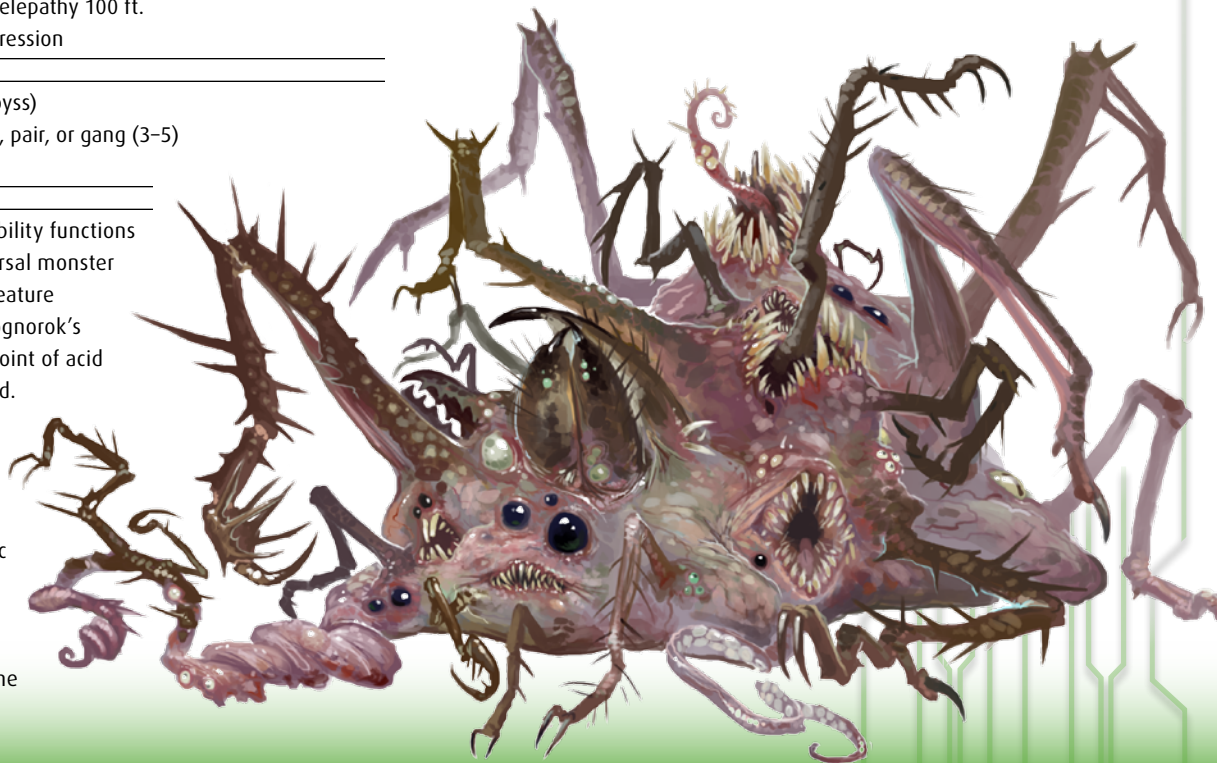
qliploth's constantly sprouting and waving insectile legs, becoming sickened for 1d6 rounds (Will DC 13 negates). The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 2 consecutive saves.

Although thognoroks are considered servitor qliploth of Rovagug, they are actually sentient symbiotes that once had the misfortune of dining on the Rough Beast's skin, blood, and other fluids. Equally at home on solid ground or swimming through toxic liquids, a thognorok hunts and consumes foreign materials and creatures that would impede its endless hunger to feed on more divine flesh—whether Rovagug's or another deity's.

Because of its tainted connection with the god of destruction, a thognorok obeys any telepathic or chemical command transmitted to it by the god—whether it be a direct command, or even the orders of a powerful priest of the foul god. Thognoroks are rarely directly controlled by Rovagug; instead, they're left to their own destructive rampages. The exception to this is when they accumulate in vast numbers near planar scars and rifts on the Material Plane where the god left some fleck of his terrible carapace or dripped vile and blasphemous liquid from his wounds. In such instances, the thognoroks try to fulfil whatever whim possessed the deity at the moment of his ages-old passing, typically the destruction of some site of celestial power or other random act of devastation.

A common thognorok measures about 5 feet tall and weighs over 200 pounds.





Pathfinder Society Scenario #6-19: Test of Tar Kuata

Character Chronicle #

Core Campaign

_____ A.K.A. _____ - _____

 Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Enlightened Ambassador: Even in your short time at Tar Kuata, you have learned a few practical tricks from the Iroran monks. As a move action, you can enter a meditative trance that makes your senses more acute, your reflexes faster, and your mind more focused. The trance lasts for 1 hour, and you can end it (no action) at any point during this time to gain one of the following benefits: gain a +4 insight bonus on a saving throw against a mind-affecting effect, increase your speed by 10 feet for 1 round, or ignore concealment when making attacks for 1 round. When your trance ends, cross this boon off your Chronicle sheet.

Jeweled Recruiter (Scarab Sages faction): Your search for suitable stewards of the *sage jewels* has honed your ability to assess the character of others. Once per scenario before rolling a Sense Motive check, you can use this boon to gain a +2 insight bonus on the check. During any encounter with a creature that possesses a *sage jewel* but is not a member of the Jeweled Sages, you can cross this boon off your Chronicle sheet when attempting any one attack roll, skill check, initiative check, or caster level check to overcome spell resistance; roll the check twice and take the higher result. Alternatively, you can gain the same benefit against any creature Amenopheus or Tahonikepsu has explicitly identified as a candidate for joining the Jeweled Sages.

Tar Kuata Initiate: The monks of Tar Kuata have recognized your potential and offered to train you at their monastery for a minimal cost. When using the rules for retraining (*Pathfinder RPG Ultimate Campaign* 188), you treat all classes as though they had retraining synergy with the monk class; those that already have retraining synergy with the monk class instead reduce the number of days required to retrain any class level into a monk level by 1. A monk retraining a monk class archetype also reduces the time spent by 1 day for every alternate class feature gained or lost.

Finally, if you are a dwarf monk, you can cross this entire boon off your Chronicle sheet when retraining to gain the Ouat monk archetype (*Pathfinder Campaign Setting: Inner Sea Combat* 41) for free. If any other archetypes you possess modify the same class feature as the Ouat archetype replaces, you lose those archetypes at no cost. Likewise, if an alternate dwarven racial trait modifies the same racial trait as the Ouat archetype, the archetype modifies that alternate racial trait instead.

All Subtiers

Subtier 6-7

- instant fortress* (55,000 gp)
- phylactery of faithfulness* (1,000 gp)
- ring of climbing* (2,500 gp)
- ring of jumping* (2,500 gp)
- scroll of freedom of movement* (700 gp)
- wand of sound burst* (10 charges; 900 gp, limit 1)

- amulet of natural armor +1* (2,000 gp)
- incense of meditation* (4,900 gp)
- wand of searing light* (5 charges; 1,125 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	3-4	644	1,288
MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	Out of Subtier	1,133	2,265
MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	6-7	1,621	3,242
MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
EXPERIENCE	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=	Final XP Total	
	Initial Prestige Initial Fame		
FAME	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	-	Prestige Spent	
	Current Prestige Final Fame		
	Starting GP		
GOLD	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
	-	Gold Spent	
=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #