

PATHFINDER SOCIETY

Year of Factions' Favor



THE UNSEEN INCLUSION

By Mike Kimmel



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GM RESOURCES

The Unseen Inclusion makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #9-04: The Unseen Inclusion is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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THE UNSEEN INCLUSION

By Mike Kimmel



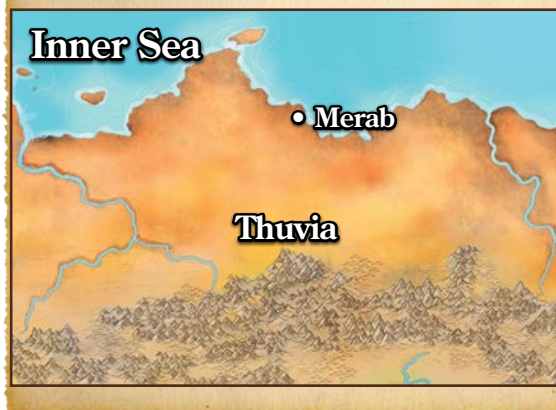
When Osirion's first golden age began its dramatic decline, a secretive cabal of scholars and mystics formed to salvage the kingdom's greatest relics lore. Later known as the Jeweled Sages, they developed a complex process for creating their eponymous *sage jewels*, each a magnificent gem that could store not only the knowledge but also the personality of the creator. These passed from teacher to student, each adding more information and adopting the mantle of the respective founding sage. After having been scattered millennia ago, a new generation of scholars has collected several of the lost jewels and restarted the organization. They rightly believe that their efforts are recovering the lost history and technology of Ancient Osirion, but they have inadvertently preserved one of that kingdom's cruelest villains.

The *sage jewels* were not these scholars' original invention, for they modeled the design off of a similar gemstone they recovered in their earliest days. What they did not recognize was that the gem contained the mind and life force of the vile necromancer and Usij cultist Aryana Tahari, who served under the infamous Pharaoh of Forgotten Plagues, helped develop the dreaded Night Plague that ravaged Jistka, and performed innumerable other heinous experiments. Much like a lich's phylactery, the gem was to be a focus that extended her lifespan indefinitely. However, when the Song Pharaoh rose to power and began terminating out the previous dynasty's crimes, Tahari died, and her vital essence retreated to the gem. The Jeweled Sages have unknowingly copied and spliced her trapped spirit, replicating and diluting it with each new *sage jewel* they created. As the jewels are reunited, the necromancer's spirit has gradually awoken, begun to feed off the sages' power, and prepared for the day that she might break free.

The Sapphire Sage Amenopheus has recently noticed signs that a mysterious entity is exerting influence over him and his colleagues. He suspects the entity is contained in his *sage jewel*, but he lacks evidence that his concerns are more than an outlandish theory. He is not the only one investigating—several Usij cells have perceived Tahari's awakening and begun rituals to accelerate it.

WHERE ON GOLARION?

The Unseen Inclusion takes place in Merab, the largest of Thuvia's city-states and the region from which the Pharaoh of Forgotten Plagues waged war against the Jistka Imperium in ancient times. The PCs discover some of the region's history over the course of this scenario. For more information regarding the region and its history, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Osirion*, *Legacy of Pharaohs*, and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores everywhere, and online at paizo.com.



Construction workers recently unearthed an ancient complex that predates Merab's earliest surviving records. This was an outpost of the Pharaoh of Forgotten Plagues, overseen by the Usij necromancer. She decommissioned the site shortly before her death, in the process sealing away a doru div that she had forced to serve her. When the workers broke through, the doru tore free and wreaked havoc in Merab, seeking its former master. Its search led it to a hidden cell of Usij cultists who had recently recovered a *sage jewel*, and now the doru waits and hopes to exact revenge when the cultists at last commune with the necromancer's spirit.



GM Resources

The *Unseen Inclusion* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

SUMMARY

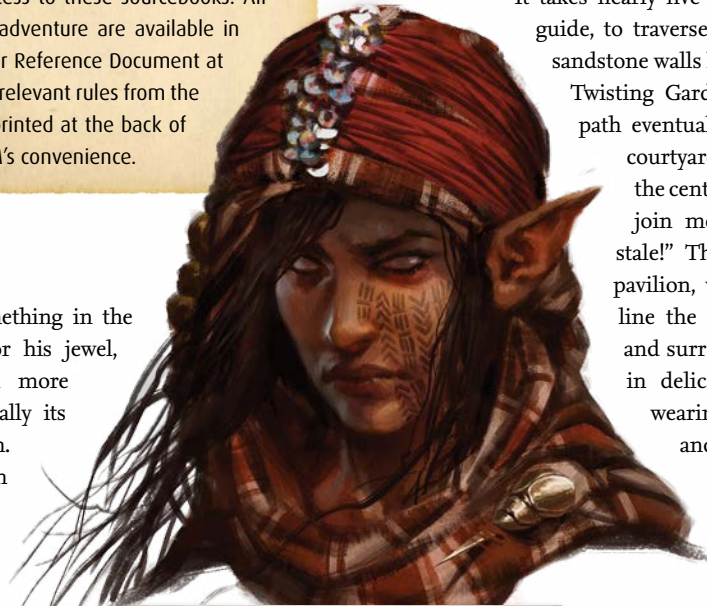
Amenopheus, sensing something in the ruin's vicinity yearning for his jewel, sends the PCs to learn more about the creature, especially its intentions and destination. The venture-captain in Merab instructs the PCs to begin their search where the workers discovered the evil creature, stressing that they should first fulfill the Society's archaeological obligation to Merab by clearing out the ruin of hazards and documenting their discoveries. The PCs begin by interviewing the construction team, and within the ruin, the PCs defeat several guardians to uncover clues about the site's history. After clearing the ruin, the PCs investigate the div's movements and speak to some of its victims. Eventually, with the help of a local scholar, they learn the div is seeking a specific stronghold of his former master: the Dungeons of the Ever-Dying. The PCs must be particularly successful in their investigation, or rely on help from an agent of Grandmaster Torch, if they want to find the site. When the Pathfinders arrive at the Dungeons—now the home of the Usij cultists—they discover a hellish nightmare playing out: the div has turned the cultists against one another. After defeating the cultists, the PCs recover the *sage jewel* and piece together the terrifying implications of the cult's work, for the ancient necromancer within the *sage jewel* is poised to awaken.

GETTING STARTED

The adventure begins in the Twisting Garden Lodge in Merab, an expansive garden maze surrounded by a few small buildings that house caretakers, residents, and visitors. The proprietor of the Lodge is Diya Akan, a half-elf who retired

from adventuring when a potent curse—one that magic has yet to overcome and that she has accepted—in an ancient tomb left her blind. The same mission left her quite wealthy, so she established this lodge to continue her service to the Society. Since Amenopheus's revival of the Jeweled Sages, Diya has also taken an interest in that faction and lent her aid to the sages when she can.

It takes nearly five full minutes, even with a guide, to traverse the maze of hedges and sandstone walls leading to the center of the Twisting Garden Lodge in Merab. The path eventually opens onto a spacious courtyard with a large pavilion at the center. A voice calls out, "Please, join me, before the food grows stale!" The guide gestures to the pavilion, where cushioned benches line the edges of the shaded area and surround a large table covered in delicacies. There Diya awaits, wearing a loosely wrapped red and white headscarf affixed at her shoulder with a scarab pin. She is fairly nonchalant about her blindness, and just to confirm who has arrived, she requests introductions. Once she has a sense of who is present, she introduces herself.



Diya Akan

"I am Venture-Captain Diya Akan. Please, eat. Then we shall talk." Her eyes, though clouded with blindness, betray her elven heritage. A dog with sand-colored fur snoozes at the venture-captain's feet, his ears giving the occasional twitch when someone speaks.

Diya continues. "If you have spent any time in Merab these past few weeks, you have no doubt witnessed the ongoing construction as this city expands to meet its fast-growing demand for housing. You may have also heard that an archaeological dig team accidentally loosed an angry spirit on the city when they broke into an ancient section of the undercity. Rumors are swirling, and the creature is causing serious harm. Usually this would be left to the city watch, not the Pathfinder Society, but—well, I will let the Sapphire Sage explain." She hands a letter to whoever is nearest. "Read it aloud, would you?"

Give the players **Handout #1**. After one of them reads it aloud, the venture-captain continues.

"Merab's officials have requested that your first order of business be to inspect and clear the ruin. You may learn something of the creature's purpose in the process. I suggest you interview the dig



team and speak with the scholar Obahar, who is probably already nosing about the site. You can trust his assistance. After investigating the ruin, follow up on these leads, and any others you discover. We must discover what this creature wants, as Amenopheus asked.”

Give the players **Handout #2**. The venture-captain asks if the PCs have any quick questions and encourages them to equip themselves appropriately for the mission ahead. Merab is the largest of Thuvia’s city-states and has many markets to meet the PCs’ outfitting needs.

Diplomacy (gather information) or Knowledge (local)

Based on the result of a Diplomacy check to gather information or a Knowledge (local) check, the PCs might know more about the culture and people of Merab. They learn all of the information with a DC equal to or less than the result of their check.

15+: The people of Thuvia are often quite religious and observe a number of superstitions. Citizens may be reluctant to speak of evil creatures.

20+: The most common type of fiend encountered in Thuvia is the div, a creature spawned from a corrupted genie that seeks the corruption of all things.

Knowledge (dungeoneering or history)

Based on the result of a Knowledge (dungeoneering) or Knowledge (history) check, the PCs might know more about the ancient ruins beneath Merab. They learn all of the information with a DC equal to or less than the result of their check.

15+: During Merab’s millennia of continuous occupation, its citizens have as often demolished or build atop of older structures. As a result, it’s not unusual for dig crews to stumble upon long-concealed layers generally referred to as the undercity.

20+: Typically, such ruins are uncovered as the city expands outward, but this discovery was near the center of the city, where previous construction is being cleared to make way for newer, sturdier buildings. These ruins likely predate any known structures.

Scarab Sages Faction Goals

Diya asks for members of the Scarab Sages faction to stay for a few moments longer. She explains that whatever these ruins are, they clearly bear some relation to the *sage jewels*. While finding the fiend and ending its reign of terror is a priority, a thorough investigation of the ruins could yield invaluable discoveries for the faction.

DIG SITE

Merab’s population has grown steadily over the past decade, and construction crews—such as this one—have prospered, breaking new ground and leveling old buildings to make

way for new structures. It is not uncommon for workers to break through into a collapsed section of the old city—or more accurately, older cities. The workers at this site, however, had to halt their excavation when they uncovered an ancient complex that predates Merab’s earliest surviving records. When the over-eager workers accidentally breached the sealed ruin, the doru imprisoned there tore free in a fury of growling and gnashing teeth before turning invisible and escaping into the city.

Now, the workers stand idly by while Obahar, an expert on ancient history and archeology, pokes and prods at the entrance to the ruins, looking for any clues about the structure’s origin or purpose. The PCs can interview Obahar and the dig team before descending to the site itself.

Nearly a dozen workers mill about the area as a wide array of excavation tools gather dust in the corners. A bearded man busily examines charts and objects laid out on a wooden table shaded by temporary awnings. A muscular young man in his late teens walks up and says, “I am Anaref. If you’ve come to cleanse the ruins of evil, I’ll tell you all you need to know!”

Interviewing the Crew

Most of the workers did not get a good look at the div before it turned invisible, but they agree that it was hideous, angry, and could fly. They direct the PCs to speak with Kehlaviya, their foreman, who was the first to enter the ruins.

Anaref: This strong young Garundi man enjoys being perceived as an expert, which is at odds with his general youth and inexperience. He approaches the PCs as soon as they arrive and eagerly provides them any information (largely supposition) they might want. “I saw the creature with my own eyes! A floating head, with a tongue as long as my arm and eyes like ice. It tried to lick me! I asked my gran, and she says it was a varygwheel.” Any PC who succeeds at a DC 12 Sense Motive check knows he is fibbing to get attention from the others. He caught only a glimpse of the creature.

Kehlaviya: The leader of the dig team, called “Kehl” by her crew, prefers to breach any potentially hazardous areas herself; she saw the div first and got the best look. She is eager to get her team back to work—they don’t earn silver sitting around—but she fears for their safety. If the PCs succeed at a DC 15 Perception check as they approach Kehlaviya, they notice that she wears a bracelet with a protective talisman bearing the symbol of Pharasma. Local superstition dictates that speaking of a near-death experience is a good way to tempt fate to repeat it, so Kehlaviya initially refuses any request to describe what she saw and heard. She emphasizes her curt response with a warding gesture, which the PCs recognize if they succeed at a DC 13 Knowledge (religion) check or DC 18 Knowledge (local) check; worshipers of Pharasma automatically



recognize the gesture. The PCs must succeed at a DC 15 Diplomacy check to convince Kehlaviya to overcome her fears and describe what she saw. A devout worshipper of Pharasma who offers to pray with or bless Kehlaviya (or her crew) automatically succeeds at this check. The Intimidate skill does not work; Kehl is far more afraid of the div than she is of the PCs.

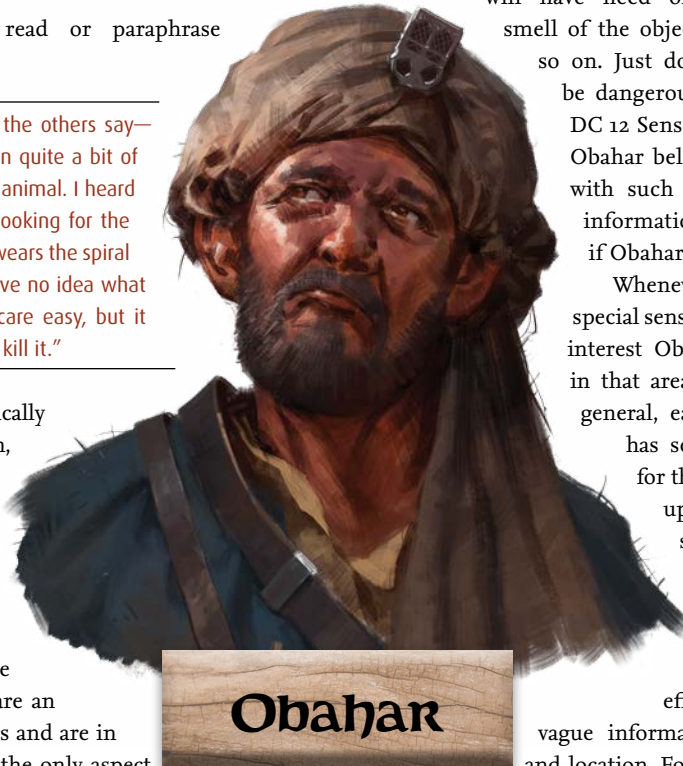
If the PCs succeed, read or paraphrase the following.

“It was a floating head, like the others say—thin and ugly. Seemed to be in quite a bit of pain. Reminded me of a rabid animal. I heard it in my mind. It said it was looking for the dungeons, and that ‘she who wears the spiral of death’ would be there. I have no idea what it meant. I’ll admit, I don’t scare easy, but it scared the skin off me. Please kill it.”

Obahar: While not technically a member of the dig team, Obahar regularly consults on historical and archaeological matters for Merab. He is a former Pathfinder who retired early in his tenure when he realized the dangers of the job. His ill-fitting clothes are an odd mix of styles and colors and are in various states of disrepair; the only aspect of his appearance he seems to care about is his neatly trimmed beard. The workers mutter that they think Obahar is taking too long, but the scholar cares only about acquiring whatever knowledge he can from this place without risking his own hide.

Obahar examines some old blueprints on a table near the ruins’ entrance, occasionally glancing up at the tunnel and making thoughtful noises. He startles when he finally notices the PCs. When he acknowledges the PCs, read or paraphrase the following.

“You must be the Pathfinders. I am Obahar, local expert on archeology and ancient history. I’m glad you’re here! With our combined expertise, we’ll have this all figured out soon enough! While I am eager to learn more about the ruins, I am afraid my adventuring days are long behind me. Please go inside and take careful note of what you discover. This is possibly the most important find in Merab’s history—aside from the sun orchid elixir, of course! Where was I? Ah yes. The ruins spat out one fiend already, so there’s no telling what awaits you. Whatever you find, return it as-is. When you report back, we can find out where this monster is from and what it might be up to.”



Faction Notes: Obahar makes a unique request of any members of the Scarab Sages: he asks that whenever they make an interesting discovery (see the Discoveries entries in area A), they take note of what their senses—aside from sight—can tell them about whatever they found. He awkwardly explains that, after all, “the venture-captain will have need of such descriptions—the smell of the objects, the way they feel, and so on. Just don’t taste anything—could be dangerous!” PCs who succeed at a DC 12 Sense Motive check realize that Obahar believes he can impress Diya with such information, though that information could be as valuable even if Obahar were not the messenger.

Whenever an area’s discoveries have special sensory information that would interest Obahar and Diya, it appears in that area’s Faction Notes entry. In general, each area with a discovery has some form of sensory clue for these PCs, and if a PC comes up with some clever way to study these elements that would not detect the intended Scarab Sages phenomenon, it’s okay to add an additional effect that provides some vague information that befits the tone and location. For example, using merchant scales to weigh one of the haunted bones

in area A4 might cause the scale to wobble uncertainly in defiance of gravity, tip over, and drop the bone to shatter on the ground, releasing a wispy wail.

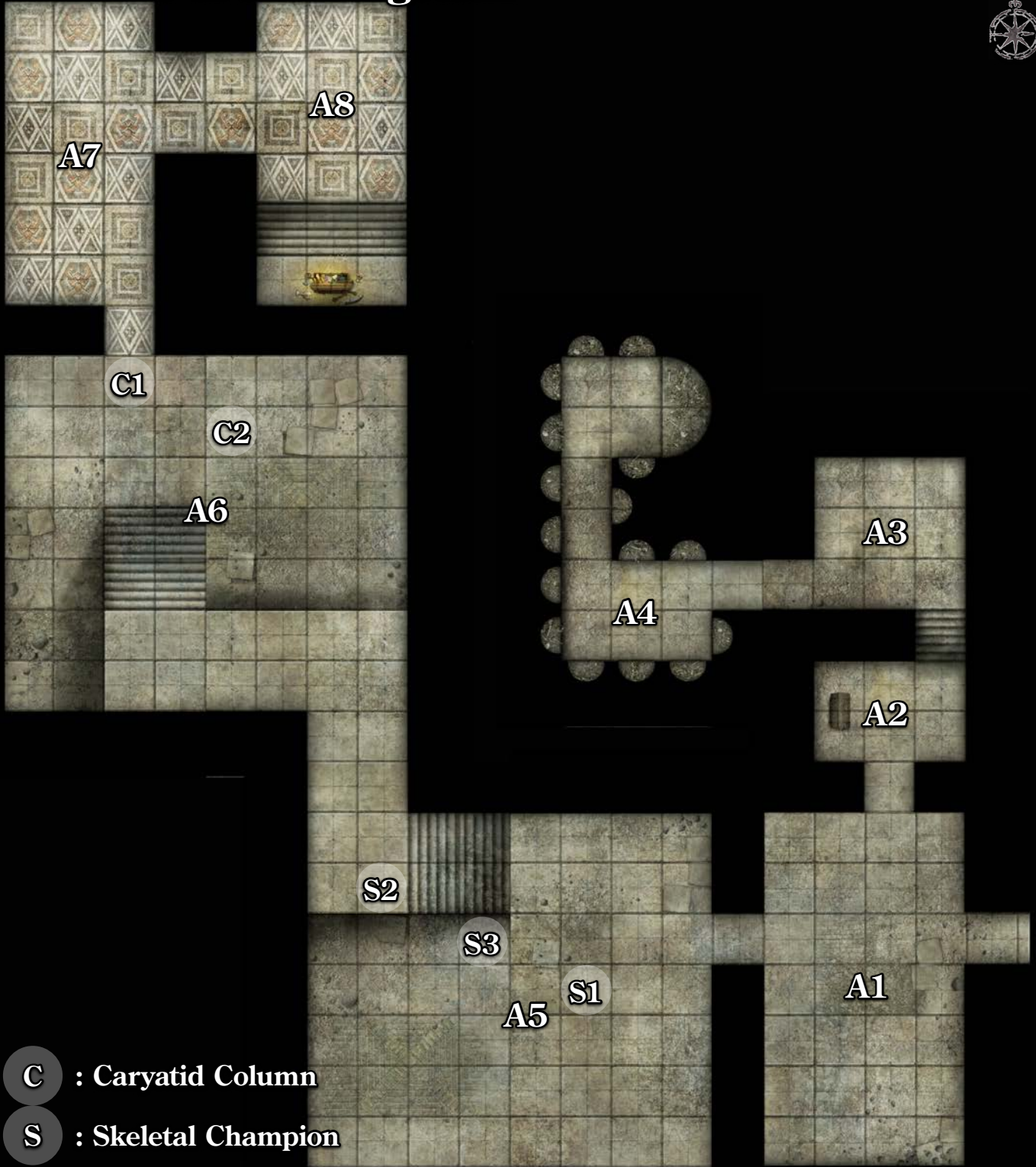
These observations contribute to a boon that members of the faction can earn on the Chronicle sheet.

A. HALLS OF THE FORGOTTEN

This structure dates to the Age of Destiny, when the complex served as a secret outpost for the necromancer Aryana Tahari. Here, she engineered curses and diseases to attack their victims’ minds, obliterating their memories, revealing their deepest secrets, and driving them mad. For many years, the doru div Veshtahz served as her servant, prisoner, and the subject of countless experiments—a process that only sharpened the fiend’s contempt for mortals. After decommissioning the site, Tahari trapped the contemptuous div here. Veshtahz waited millennia before the dig team set him free.

The ruins are carved from stone and are windowless. Unless otherwise noted, ceilings within the ruins are 15 feet high, and all rooms are dark.

A. Halls of the Forgotten



- C** : Caryatid Column
- S** : Skeletal Champion

1 square = 5 feet

Pathfinder Map Pack: Secret Rooms



Scaling Encounter A5

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

Subtier 1-2: Reduce the skeletal champion's current hp to 10.

Subtier 4-5: Remove one skeletal champion.

Discoveries: The PCs have several opportunities to study objects and features of the ruins to learn new information. These discoveries can aid the PCs in identifying the Dungeons of the Ever-Dying (area **B**) while providing additional details about the history and purpose of the ruins. The text indicates when the PCs earn a "discovery," usually by succeeding at a skill check to document a finding. GMs should track these discoveries—there are a total of seven—as the PCs' accomplishments in the ruins help to determine their secondary success conditions. In Subtier 4-5, increase the DCs of all skill checks related to these discoveries by 2.

A1. ENTRANCE

The air cools as the tunnel leads deeper beneath Merab. Wooden supports shore up the walls in more precarious spots, and abandoned side tunnels show where the crew explored layers of older construction beneath the dig site. Eventually, the tunnel intersects a wall of much older construction than the surrounding area. Sledgehammers and other tools lie outside a hole in the wall large enough for a person to step through that opens onto a large room. The southern part of the room is largely collapsed. A sprawling message in red symbols covers the floor.

When a living creature enters this room, the magic symbols on the floor writhe into a spiral, and a telepathic message broadcast by an irritated, deep feminine voice enters the mind of all nearby creatures. Creatures who understand any language can understand the message:

"Pathetic slave! Your base obsession with secrets served its purpose for a time, but you have grown tiresome. And now you dare to turn this obsession against me?! Foolish! You could have served a higher purpose, empowering me for all eternity. Now, for your defiance, you will grow to hate your immortality. You will wallow in ignorance forever, and even I, your master, will forget you."

PCs who succeed at a DC 22 Knowledge (planes) check know of several creatures obsessed with secrets, such as the powerful nalfeshnee demons and the ambitious doru divs. Given the construction team's observations, it's far more likely that the telepathic voice refers to a doru.

A2. DISCARDED MEMORIES

A chest sits in this room's western alcove. The chest is locked (Disable Device DC 20), but in poor condition; it has only 10 hp, hardness 2, and a break DC of 20. Within are dozens of small, dull gray stones with no apparent value. Many of the stones have cracks, divots, and pockmarks. These stones were once gems that Tahari used in her early experiments on trapping memories. In her earliest tests, she could siphon memories from her victims, but the process obliterated these recorded memories, and her failed magic caused the stones to lose their luster and become coarse and pockmarked. Even magic cannot restore the gems.

Treasure: The chest also contains four onyx gemstones worth 30 gp each.

Discoveries: PCs who succeed at a DC 14 Appraise or Knowledge (arcana) check determine that the stones were once flawless gemstones and that they were likely used as components in the creation of a spell or magical effect. PCs who learn this information earn one discovery. PCs who exceed the DC by 5 or more deduce that these stones represent failed attempts at necromancy of some kind; this information earns the PCs a second discovery.

Faction Notes: The stones are fairly soft and brittle, capable of being scratched by a fingernail. Dust scraped from a stone falls into patterns of Ancient Osiriani text on the floor, though the messages are gibberish as though formed from disjointed ideas (really reflections of the corrupted memories imprinted on each stone). Licking a stone causes a sharp pain in the tongue and tastes like screaming.

Rewards: If the PCs do not recover the onyx gemstones, reduce each PC's gold earned by 20 gp.

A3. ABANDONED LAB

Detritus litters this room, including bits of metal, broken furniture, crushed glass, leather strips, and shredded parchment. The walls, ceiling, and floor are covered in deep gouges forming words and phrases in multiple languages.

Tahari used this room to perform experiments—both physical operations and magic rituals. Veshtahz did as much damage as possible to the room after the necromancer abandoned the site, rendering its contents useless. He used what remained of his horns to gouge the phrases "I will seek the Dungeons, find the screams, remember your name, KILL YOU" repeatedly in Abyssal, Ancient Osiriani, and Infernal on every surface of the room.

Treasure: A sturdy box holds 8 flasks of alchemist's fire.

Discovery: If the PCs spend a few minutes investigating the detritus, they determine that the room once contained a table with thick leather restraints, a single stool, and a small writing desk. PCs who succeed at a DC 13 Linguistics or DC 15 Perception check can find enough scraps of parchment



to determine that the pages contained Ancient Osiriani writing, arcane symbols, and sketches of gemstones and humanoid skulls. PCs who understand Ancient Osiriani or exceed the Linguistics (not Perception) check DC by 5 or more determine that the writing dates to the Age of Destiny, around seven millennia ago. PCs who learn this information earn one discovery.

Faction Notes: The edges of the parchment are caked with dried, crystallized saliva that numbs the skin slightly on contact. This is the dried remnant of the doru's poison. Tasting or otherwise ingesting the substance imparts a few seconds of wooziness and leaves the creature unreasonably irritable for a few minutes. This doesn't cause any mechanical penalty, though it can result in some amusing roleplay.

Rewards: If the PCs do not recover the alchemist's fire, reduce each PC's gold earned by 13 gp.

A4. PLAGUE CHAMBER

Over a dozen small alcoves line this hallway, each containing rusted shackles bolted to the walls and copious amounts of dust. Three of the alcoves contain brittle skeletons hanging from the shackles. Frantic whispers echo around the otherwise-silent chamber, seemingly originating from the skulls of the deceased.

This room served as a place for Tahari to observe the victims of her experiments. The necromancer operated many such sites, but it was here that she conducted her early work on diseases and curses affecting memories and personality. The whispers emanating from the skulls are by-products of Tahari's experiments. They are unintelligible and disturbing but have no other effects. A PC can set the unquiet spirits to rest by casting *bless*, *consecrate*, or a similar spell. Alternatively, a PC can do so by anointing the area with a vial of holy water and succeeding at a DC 15 Knowledge (religion) check. A PC who has the *Repose* domain (or one of its subdomains) automatically succeeds at this skill check.

Discoveries: Most of the bodies here decomposed ages ago, but Tahari's experiments and the energies in the ruins preserved some remains. PCs who succeed at a DC 13 Heal or Knowledge (religion) check determine that the bones once belonged to adult humanoids who suffered from multiple horrific and fatal diseases. PCs who learn this information earn one discovery. PCs who exceed the check by 5 or more deduce that only magic or divine energies could have kept these people alive long enough to contract so many deadly diseases, and that force is likely what preserved the bones; this information earns the PCs a second discovery.

Development: If the PCs set the whispering spirits to rest, they gain a +1 sacred bonus to AC during the encounter against the skeletal champions in area A5.

Faction Notes: While this area remains haunted, the bones

Scaling Encounter A6

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

Subtier 1-2: Reduce the column's current hp to 15.

Subtier 4-5: Replace the caryatid column with a second damaged caryatid column.

bear a traumatic psychic energy. Anyone handling the bones for more than a few seconds feels an uncomfortable tingling that grows to acute pain after about a minute of contact.

A5. ETERNAL GUARDIANS (CR 2 OR CR 5)

Broken marble litters the southern corners of this room, where a pair of toppled statues brandishing curved stone swords must once have reached nearly to the ceiling. Many broken weapons lie scattered about the room.

Tahari forced a captive Jistkan artificer to construct caryatid columns to guard this site. She never noticed that the artificer designed the statues to eventually turn on those they were supposed to protect. Several of Tahari's guards battled the malfunctioning constructs and were entombed inside with them while she completed her rituals to trap the doru in this complex.

The stairs here rise to a platform 10 feet high, and the ceiling here is 20 feet tall.

Creatures: The necromancer's entombed guards later rose as undead. They attack anyone who enters the room.

Subtier 1-2 (CR 2)

SKELETAL CHAMPION

CR 2

hp 17 (*Pathfinder RPG Bestiary* 252; see page 24)

Subtier 4-5 (CR 5)

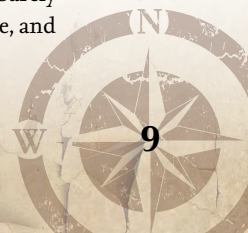
SKELETAL CHAMPIONS (3)

CR 5

hp 17 each (*Pathfinder RPG Bestiary* 252; see page 24)

Discovery: PCs who succeed at a DC 12 Knowledge (arcana or history) check determine that the columns were once magical constructs and that the magic animating the columns is Jistkan in origin, based on the symbols carved into the destroyed constructs. This counts as one discovery. PCs who exceed this check DC by 5 or more notice that the symbols contain intentional flaws that would have weakened the constructs or caused them to lose control. PCs who understand Jistkan gain a +4 competence bonus on this check.

Faction Notes: The broken caryatid columns bear barely perceptible cracks that run vertically through the stone, and



a PC who handles the material can easily notice this while running fingers across the flaws. The stone smells faintly of ash and char, despite there being no signs of scorching.

Rewards: If the PCs fail to defeat the undead in this area, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 45 gp.

Out of Subtier: Reduce each PC's gold earned by 89 gp.

Subtier 4–5: Reduce each PC's gold earned by 134 gp.

A6. BROKEN GUARDIAN (CR 2 OR CR 5)

Statues of men with hyena heads block the passage leading north from this room.

Creatures: This room contains the last of the Jistkan artificer's version of caryatid column(s).

Subtier 1–2 (CR 2)

DAMAGED CARYATID COLUMN CR 2

hp 36 (currently 20; *Pathfinder RPG Bestiary 3 46*; see page 24)

Melee slam +7 (1d6+4)

SPECIAL ABILITIES

Damaged (Ex) The column lacks the immunity to magic and shatter weapons abilities and has the modified statistics above.

Subtier 4–5 (CR 5)

CARYATID COLUMN CR 3

hp 36 (*Pathfinder RPG Bestiary 3 46*; see page 24)

DAMAGED CARYATID COLUMN CR 2

hp 36 (currently 20; *Pathfinder RPG Bestiary 3 46*; see page 24)

Melee slam +7 (1d6+4)

SPECIAL ABILITIES

Damaged (Ex) The column lacks the immunity to magic and shatter weapons abilities and has the modified statistics above.

A7. TREASURE CHAMBER

The walls, ceiling, and floor of this room are covered in elaborate patterns of countless tiny tiles. The tiles also form three images on the west wall: one depicts a woman in a cloak hovering above a pile of skulls; another depicts the same woman kneeling before a massive fiend; the third shows her in the company of a godlike figure standing before a massive pyramid.



This was one of Tahari's treasure vaults, though when she decommissioned the site, she took much of the treasure with her. PCs who succeed at a DC 15 Knowledge (religion) check recognize the fiend as Ahriman, Lord of All Divs.

Treasure: All told, the damaged objects (see Discovery below) are worth 420 gp to the Society (650 gp in Subtier 4–5).

Discovery: Tahari left behind several objects for which she held little regard—gifts from the Pharaoh of Forgotten Plagues, whom she had grown to despise as her ambitions to attain “immortality” increased. These objects are heavily damaged, having been repeatedly tumbled about the room by Veshtahz during his countless tantrums through the ages. The objects include: gold-plated idols of the pharaoh (heavily dented); a lacquered box of stale incense (covered in tooth marks but unopened); a ceremonial platinum dagger (snapped in half); dozens of pieces of pottery (smashed to bits); six scrolls (chewed up into spitballs and stuck to the ceiling—now illegible); and numerous objects of gold and silver, all dented, battered, and broken a dozen times over. If the PCs succeed at a DC 15 Appraise or Knowledge (history) check, they determine that these items date to the reign of the Pharaoh of Forgotten Plagues. This counts as one discovery.

Faction Notes: The objects here don't yield any dramatic or apparent breakthroughs for members of the Scarab Sages faction. Collectively, though, they provide enough additional information to contribute to these faction PCs' investigations in this ruin.

Rewards: If the PCs do not find the treasures in this area, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 70 gp.

Out of Subtier: Reduce each PC's gold earned by 89 gp.

Subtier 4–5: Reduce each PC's gold earned by 108 gp.

A8. VAULT

A well-preserved wooden chest sits atop a platform against the south wall of this room. A series of arcane glyphs burnt into the top of the chest forms a spiral. Iron bindings reinforce the chest, and it has no apparent lock or key. A series of heavy latches keep the lid tightly shut.

Before Tahari imprisoned Veshtahz, she siphoned some of his memories into this “box of banished memories”—an item she designed. She intended to use it to hide her secrets from the div, as the box cannot be opened by a creature with no hands, but decided instead to torment him for eternity by trapping his knowledge

within it. She chose memories in which she let slip clues about her experiments, labs, and subversive mission to elevate and preserve her own knowledge. Beyond the purpose it serves in this scenario, the box is neither magical nor valuable.

Anyone with hands can easily manipulate the chest's latches and open it with little effort. Inside the chest are three curved horns. Any creature that touches one of the horns receives a mental flash of knowledge from the memories stored within. In each vision, the PC senses that they are a disembodied, floating being, always in the presence of a woman dressed in Ancient Osiriani garb. Any distinguishing features of the woman blur and shift, as if either magically obscured or remembered poorly. When she speaks—the same voice that addressed the PCs when they entered area A1—the PC recognizes that she is speaking Ancient Osiriani and can understand her whether they speak the language or not.

First Vision: The woman stands surrounded by the aftermath of a great battle in the desert. She examines the wounded and dying with interest, ignoring their cries for help. She kneels by a dying man, places her hand on his forehead, and says, “Were you one of ours? One of theirs? It matters not. The Plague loves all of you the same. Do you feel it? As your body dies, does your mind cling to life? Yes—I sense it. Wonderful! I must try again. Soon even the Lady of Graves will have no hold over my fate.”

Second Vision: Screams echo around the dark halls as the woman snarls. “They die too quickly! There is no time. I need healthier subjects.” She looks up, but her features remain obscured. “Go to the training grounds. Tell the captain I require another full squad of his most able-bodied guards for the Dungeons of the Ever-Dying. Perhaps they can survive long enough to further my studies. No—not one squad. A dozen fresh recruits each week.”

Third Vision: Feelings of intense pain and desperation accompany this memory. The woman mockingly waves one of the horns into view. “What better material to preserve a memory than the horn of a creature fundamentally obsessed with knowledge? Perhaps I shall find others like you, take their essence, and perfect my magic. Pain? Yes. There will always be pain for you. I will leave you those memories. A suiting gift for a traitor.”

Development: When the PCs exit the ruins, Obahar asks for their report. He suggests that he return to his study to research these findings while the Pathfinders follow up on the other leads. He instructs them to visit him once they are done so they can put the pieces together. If the PCs describe the visions from the box of banished memories, he says he has never heard of the Dungeons of the Ever-Dying, and then asks the PCs what they intend to do. If they do not suggest it themselves, he recommends they visit the Thrice-Shrouded Necropolis in case the reference to the Lady of Graves is significant. He also suggests they rest before proceeding.

Faction Notes: Witnessing at least one of the visions firsthand contributes to the Scarab Sages goals in area A.

SEEKING THE DUNGEONS

The PCs now likely know they seek a doru that is hunting its former master, who is an ancient Osiriani spellcaster. During this investigation, the PCs can discover clues leading to the Dungeons of the Ever-Dying—the doru's destination. However, these clues—snippets of the doru's telepathic ranting—reference locations that existed millennia ago. The PCs must gather all three clues and bring them to Obahar, whose historical records can help them find the modern-day location of the Dungeons. If they miss one or more clues, their confrontation with the half-orc Zurnzal (see The Scholar's Study on page 13) or their witnessing a murder (see Murder in Merab on page 14) can provide them additional clues.

In Subtier 4–5, increase the DCs of all skill checks directly related to securing clues by 2. This includes any checks in the Murder in Merab encounter.

Temple of the Redeeming Sun

This temple is the largest in the city. It boasts a massive courtyard where the faithful congregate to pray under the open sun. The gold plating on the surrounding buildings focuses the rays of the sun inward on a tremendous altar at the center of the courtyard—the heat at the apex is so intense that the priests require protective magic to survive giving their sermons.

One of the side buildings that provide shelter from the sun is the hospice wing, where the PCs can find Mauta, the woman mentioned in their briefing. When they arrive, a priest named Herhut escorts the PCs to meet her. Mauta lies in a small room separate from the other patients, and her mad screams echo through the halls. The priest explains that Mauta started rambling in garbled Ancient Osiriani shortly after arriving at the temple. They are doing their best to care for her, but they are unable to ease her wild ramblings and hallucinations.

A PC who understands Ancient Osiriani or succeeds at a DC 13 Linguistics check discerns the words “seek,” “she,” “spiral,” and “death.” If the PCs succeed at a DC 14 Diplomacy or Heal check they can calm Mauta enough to make out the phrase, “I seek she who wears the spiral of death! I sense her presence! The Servants of the Sun tried to hide the Dungeons, but they remain! Where are they?!” This information—a reference to the Sarenites who cleansed the Dungeons long ago—counts as one clue. If the PCs ask the Sarenites about their involvement in cleansing the Dungeons of the Ever-Dying, the priests apologize, explaining that their records are unclear as to the Dungeons' location.

If the PCs succeed at a DC 10 Knowledge (religion) check, they realize the “spiral of death” is reminiscent of Pharasma, the Lady of Graves, whose holy symbol is a spiraling



A Half-Orc with History

Zurnzal has appeared in several other adventures and played an evolving role behind the scenes for a few seasons. He is one of the featured Aspis agents in *Pathfinder Society Special #6-98: Serpent's Rise*. He later helped frame the Pathfinder Society in Tamran in *Pathfinder Society Scenario #7-07: Trouble in Tamran*, only to be thwarted by Society agents. Having fallen from the Consortium's good graces, he participated in a deadly mission in *Pathfinder Society Special #7-98: Serpents' Ire*. During that venture, he swiped several tools and leads to help him pursue new opportunities.

He's exactly the kind of operative Grandmaster Torch—an information broker, former Pathfinder, and often adversary of the Society—has been looking for. Although he works with other clients, Zurnzal works for Torch more often than not.

The half-orc from Lastwall has several chips on his shoulder and aims to prove himself to the world and those who belittled him in his past. He doesn't mind killing or committing other crimes, but he's been trying to moderate his behavior and keep his word to avoid playing into others' stereotypes of his race. He holds no grudge against the Pathfinder Society, for their actions against him and his subordinates years ago was strictly professional. In fact, he and the PCs might begrudgingly bond over a shared distaste for the Aspis Consortium.

This doesn't make him a friend, but nor is he an enemy in this adventure.

comet. (This in fact refers to a symbol tattooed on the Usij necromancer—a spiral of blood-red glyphs.)

The Wayward Alchemist

The amateur alchemist Sokari closed his shop in disgrace when the authorities discovered his concoctions were sickening consumers. There was no proof Sokari was intentionally harming anyone, so the guards made no arrest. However, he is banned from selling wares, and they took note that he mentioned a "demon's face" when first confronted.

The alchemist reminded Veshtahz of Tahari's experimental habits. The doru charmed the alchemist into poisoning his customers, hoping to get some pleasure out of ruining the man, but grew bored when the shop closed.

Sokari possesses a book written in Ancient Osiriani and filled with notes on necromantic experiments—a possession stolen from the necromancer that the doru gave to the alchemist so his revenge fantasy would be more fulfilling. The alchemist is quite unwilling to part with the text, believing that it holds the secret to immortality, a gift Thuvians are forbidden from attaining through the *sun orchid elixir*. The

journal contains mere snippets of knowledge; no one could ever replicate the necromancer's "immortality" with these notes alone. However, if the PCs convince Sokari to give them the journal, it serves as a clue, for it references ancient markets the necromancer frequented to procure supplies, as well as her service to the Pharaoh of Forgotten Plagues.

Sokari is at his shop: a cramped, single-room establishment full of empty shelves, their contents having been confiscated. He initially refuses to speak to the PCs. They must succeed at a DC 15 Diplomacy or Intimidate check to convince him to reveal that a disembodied voice spoke to him, promised him power, and magically compelled him to poison his customers (not the sort of admission he'd normally share with strangers). With a successful DC 13 Craft (alchemy), Knowledge (arcana), or Sense Motive check, the PCs discern that the alchemist could not have performed such advanced experiments without detailed help. He is a coward at heart and hands over the journal if the PCs press him on the matter. He knows nothing else about Veshtahz.

Treasure: The journal contains the spells *memory lapse*^{APG}, *spectral hand*, and *pain strike*^{APG}—all told, the book is worth 200 gp.

Rewards: If the PCs do not acquire the journal, reduce each PC's gold earned by 16 gp.

The Thrice-Shrouded Necropolis

Priests of Pharasma, the Lady of Graves, oversee this large graveyard and several small shrines surrounding it. For reasons lost to time, the necropolis possesses three unique traits: the sun's light shines weakly upon it, causing the graveyard to be dimly lit even on the brightest days; the entire graveyard is under the effects of a calm emotions spell; and sounds in the area are muted, increasing the difficulty of hearing-based Perception checks in the graveyard by 10. These oddities do not prevent the graveyard from being a popular place for Merab's residents, many of whom worship Pharasma.

Recent sightings of a "maniacal disembodied head" inspired the Pharasmin priests to send an acolyte to cleanse what they believed was a minor undead menace. When his divine energies failed to defeat the threat, the acolyte, a boy named Manetho, gave in to despair. Veshtahz, sensing a vulnerable soul, has paid a few more visits to the acolyte and is slowly convincing him to abandon Pharasma. Manetho lied to his superiors, telling them he handled the threat. Then they caught him digging up graves and locked him up to repent.

When the PCs arrive, a mid-ranking priestess named Renofre asks if they have come to pray. When they explain their business, she immediately draws a connection to Manetho's behavior and asks the PCs to speak to him. She takes them to a small catacomb where they are holding the acolyte—a cool, dark room that has yet to be used for any burials.

The boy sits in the corner with his arms around his knees. The PCs must succeed at a DC 13 Bluff, Diplomacy, or Intimidate check to convince the acolyte to speak of his tormentor. If they are successful, he says, “the Lady of Graves could not help me... I was powerless! It promised to reveal its secrets to me. It asked me to dig up graves. It said that she who wears the spiral of death would come for me... so I am waiting. It said she would take me east, beyond the Seven Crypts, to the Ever-Dying.” The “Seven Crypts” is a reference to an ancient shrine to Pharasma, which Renofre explains was destroyed long ago, but this is a clue that the PCs can use in their investigation.

The Scholar’s Study

Once the PCs investigate the other locations, they should meet Obahar at his home near the Pathfinder Lodge. If the PCs have not attempted to investigate at least two other locations before visiting the scholar, he turns them away, stating he does not have enough to go on yet.

If the PCs have investigated at least two other locations (regardless of the number of clues they have attained), when they visit the study, read or paraphrase the following.

Obahar’s home is a dilapidated, ancient stone structure that seems out of place among the more modern dwellings surrounding it. While originally three stories tall, most of the top story fell away long ago. The front door hangs slightly ajar.

Veshtahz learned a few weeks ago that the knowledge necessary to locate the Dungeons of the Ever-Dying could be found here, and he has used *invisibility* to spy on the scholar. Later, when Veshtahz learned that Obahar was investigating the entrance to the Dungeons, the doru returned and attacked the scholar. The doru’s poison dropped Obahar’s Wisdom to 0, and the frail academic nearly bled to death. Fortunately, Veshtahz has not been the only one shadowing Obahar; a half-orc named Zurnzal has also been interested in the archaeologist’s work. Zurnzal arrived in time to save Obahar’s life with a healing potion and restore some of his mental capacities with a *potion of lesser restoration*. He then got what information he could from the scholar—swiping a few key documents while he was at it—and left.

Inside the home, the PCs discover that Obahar lives an austere life—the main floor consists of a tiny kitchen, a sitting room, and a simple bedroom. The second floor is a single large room—the scholar’s study—with a blocked staircase that once led to the third floor. Obahar crouches on a desk in his study, wearing only one shoe and chewing on a scroll. He is addled and unable to speak or understand speech; his current Wisdom score is 1. There are bite scars on his neck and shoulder, though they have mostly healed (thanks to Zurnzal).

Conveniently, the documents relevant to the PCs’ investigation—maps of the city from long ago, official records from government archives, and the like—are strewn about Obahar’s desk. However, before the PCs have a chance to look them over, an unexpected guest arrives.

Grandmaster Torch Returns: Zurnzal approaches soon after the PCs arrive, announcing himself by saying, “Good thing I was around, or the old man would be long dead. Those wounds were a lot uglier before I showed up.” He introduces himself and explains that he is there on behalf of Grandmaster Torch to offer aid to the Pathfinders—if they agree to Torch’s conditions.

If the PCs accuse Zurnzal of attacking Obahar, he laughs and says “My poisons are far more deadly than those. Besides, biting’s not my style.”

If the PCs insist on a Sense Motive check, the GM



should roll in secret and inform them that Zurnzal is telling the truth—he may not care about the scholar, but he did not assault him, either. If the PCs attack Zurnzal, he drinks a potion of invisibility and flees.

If the PCs agree to hear Zurnzal out, read or paraphrase the following.

Zurnzal explains, “My employer has been watching recent events in Merab with keen interest. The doru attacks seemed to draw the eyes of Amenopheus’ agents, and Grandmaster Torch shares mutual concerns with the Sapphire Sage; both of them think there is more to the sage jewels than anyone dares to believe. I am here to offer information to aid in your search for the Dungeons of the Ever-Dying—the half-orc smiles knowingly—“if you give the Society’s guarantee that when it comes time to act on the threat to the Jeweled Sages—whatever it may be—Torch will be welcome to stand alongside his, ah, colleagues, in the Society.”

Agreeing or not is entirely in the PCs’ hands. If the PCs refuse to hear Zurnzal’s offer, or reject it, he shakes his head and says, “You Pathfinders are all the same. Don’t expect Torch to give up so easily.” Then he takes his leave.

If the PCs have already attained sufficient clues for the investigation, the GM should make them aware of this fact. If they have yet to acquire sufficient clues, they can still refuse Zurnzal’s offer, but he may turn up again later if they get stuck (see *Murder in Merab* on page 14).

If the PCs accept Zurnzal’s offer, he uses his short sword to prick his thumb, uses his blood to draw a simple dagger design just below his throat, and beckons the PCs’ spokesperson (ideally a member of the Scarab Sages faction) to do the same. This is a fairly serious oath-swearing gesture originating from Lastwall, where the dagger represents the adulthood, community, and the tool with which to take one’s life if faced with abduction. Zurnzal is content if a PC mirrors the act or provides an equally significant demonstration of sincerity. That done, he offers three clues, tells the PCs that the Society will hear from his master in due time, and leaves. His clues are:

- The Dungeons lie “beneath the Red Canals,” a reference to waterways that have existed since ancient times—though possibly under different names; Zurnzal heard this repeated by several of Veshtahz’s victims.
- The Dungeons fell under the domain of General Menetashtor, an infamously cruel general who served the Pharaoh of Forgotten Plagues; Zurnzal offers an ancient tablet showing the general’s troops being assigned “permanent duty” at the Dungeons.
- The Dungeons were once cleansed by Sarenite priests, who recorded the cleansing but later tampered with their own records to obfuscate knowledge of the Dungeons; Zurnzal offers the altered document as proof.

Development: Obahar is not necessary to complete the investigation; so long as the PCs have enough clues, they can use the documents arrayed on the scholar’s desk to pinpoint the location of the Dungeons. It takes about one hour to find the references to the various clues and determine the Dungeons lie beneath an abandoned shrine in the middle of the city’s western market and temple district.

If the PCs do assist Obahar, such as by personally tending his wounds or bringing a healer to him, he can confirm that Zurnzal was not to blame and provide a disjointed retelling of the fiendish head’s attack. Obahar can also assist the PCs in piecing together the clues, though until he is healed of his remaining 9 points of Wisdom damage, his contributions are somewhat absentminded.

OPTIONAL ENCOUNTER: MURDER IN MERAB

GMs should use this optional encounter if the PCs were unsuccessful in the investigation, especially if they refused Zurnzal’s offer despite their lack of information. GMs can also use their discretion and add this encounter to increase the length of the scenario if the group has extra time, or to offer an additional opportunity to acquire clues for the secondary success conditions.

Veshtahz, using suggestion, compels an otherwise innocent Merabite citizen to murder an Usij cultist in the middle of the street. When the authorities apprehend the killer—a man named Thoman—he raves about a strange creature controlling his actions. The PCs can discover the final clues they need at the scene of the crime; if they do not, Zurnzal approaches them a second time to ask if they might reconsider Torch’s offer.

To begin this encounter, read or paraphrase the following.

Shouts suddenly echo through the crowded street. Several city guards converge quickly on the scene, forcing their way through the fleeing throng of citizens. A man cries out, “Oh, gods, it made me... I didn’t mean... The head! The horrible head! It... so many teeth... It made me kill him...!”

Past the crowd, now surrounded by a half-dozen armed guards, a man kneels next to a robed corpse. A bloody knife lies on the ground nearby.

If the GM introduces this encounter due to a lack of success on the PCs’ part so far, several bystanders also sustain injuries in the brief fight—the guards attend to these victims.

The guards, knowing the Pathfinders are investigating recent events, step aside to allow the PCs to handle the situation. If they succeed at a DC 15 Diplomacy or Intimidate check, they can calm Thoman enough for him to tell them the telepathic message he heard before he

attacked the stranger: “You serve she who wears the spiral of death?! You live beneath the Red Canals?! Then scream, scream, DIE!” He has no idea what this means. If the PCs did not already know about the Red Canals, this counts as one clue.

The cultist seems like a common citizen of Merab, but with a successful DC 15 Perception check, the PCs find a hundred-year-old map carefully stowed in a scroll tube in one of his sleeves. If they bring this map to Obahar’s study, they can use it to connect the dots between ancient references and the modern-day location of the Dungeons. This counts as one more clue.

The guards must take Thoman into custody, but if the PCs find and defeat the cult, the Society comes to his defense and convinces the city to free him.

Development: If the PCs still lack sufficient clues, once the Pathfinders leave the scene, Zurnzal approaches one more time to present Torch’s offer, encouraging them to accept it “before any other innocents get hurt.” If time is running short or the PCs have exhausted all other avenues of success, GMs should strongly encourage them to accept—though it is still up to the PCs.

If the PCs lack enough clues, exhaust all of their investigation leads, and continually turn down Zurnzal’s offer, they have come to a dead end. Zurnzal gives them one last chance at the deal, and if the PCs refuse, the scenario ends. Pass out Chronicle sheets, reducing any Prestige Point and gp totals as appropriate for not exploring area **B**.

B. DUNGEONS OF THE EVER-DYING

The Dungeons of the Ever-Dying was one of Tahari’s outposts, functioning as a fortress, laboratory, and prison. The necromancer used the site to conduct necromantic experiments on wounded soldiers, prisoners of war, and any other subjects she could acquire. Not even the thick stone walls of the dungeons kept the screams of her victims from reaching the surface, and for millennia, haunting echoes of those screams occasionally burst forth. The Merabites avoided the area until a group of Sarenites purged the lingering haunts and minor undead within. But the Usij have spies even among the church of Sarenrae; when they recently learned of the dungeons and their connection to Tahari, they tricked a Sarenite cleric into modifying the official records to show that the site had been sealed off, created illusory barricades and ghostly sounds at the dungeons’ entrance, and took up residence within.

These cultists recently acquired the *onyx sage jewel* and have been attempting to commune with the fragment of the necromancer’s spirit within, hoping the location where Tahari practiced her magic will make their rituals more potent. The cultists have focused all their attention on unlocking the jewel’s secrets; they had no idea Veshtahz was hunting them until it was too late. The doru sowed chaos and

distrust among the paranoid cultists, hoping to spur them to complete their ritual more quickly so he could exact revenge against his reviled master. His tormenting eventually led to a violent clash between them. Now he waits for the remaining cultists to summon forth enough of Tahari’s consciousness that he can scream in her face before murdering them all.

The Dungeons lie in a cavern buried beneath several layers of the city’s millennia of continuous occupation. The structure remains largely intact. Unless otherwise noted, the rooms’ ceilings are 10 feet high; the rooms are dark; the doors are made of stone but are unlocked; and the walls are one foot thick.

Finding the Dungeons

An abandoned shrine to an unknown deity sits where the Dungeons of the Ever-Dying are supposedly located. The people of Merab go about their business in the surrounding area—a relatively unremarkable market and temple district. None of the citizens come close to this shrine, and a few make warding gestures as they hurriedly pass by.

If approached by the PCs and asked about the shrine, citizens state, “That spot is haunted by the cries of the dead. I wouldn’t go near it!” before going about their business. It takes only a brief search to discover a secret door behind the crumbling altar. The cultists usually conceal this entrance with illusions, but recently their attention is elsewhere. The passage is narrow enough that Medium creatures must squeeze through, and Large creatures must succeed at a DC 25 Escape Artist to get inside. With an hour of work and mining tools, the PCs can break open the path enough for a Large creature to pass while only squeezing.

B1. OLD TUNNELS

A crumbling, twisting tunnel leads deep beneath the streets of Merab past layers of previous occupation before winding down the side of a large cavern. At the bottom, a twenty-foot-high windowless structure occupies much of this space. Stairs lead to platforms on the north and west sides of the building, but no other entrances are visible from here.

If the PCs succeed at a DC 20 Perception check, they hear ritualistic chanting coming from somewhere within the structure.

B2. DUNGEON ENTRANCE

Stairs ascend five feet to a wide, open platform with doors to the west, south, and east leading into the building. Narrow pillars support a stone overhang 20 feet above. The door to area **B10** has a good lock (Disable Device DC 30). The sound of chanting comes from beyond the door. From this close, the PCs can determine with a successful DC 20 Knowledge



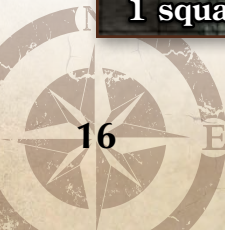
B. Dungeons of the Ever-Dying



C : Usij Cultist
L : Usij Leader

1 square = 5 feet

Pathfinder Flip-Mat: Asylum



(arcana) or Spellcraft check that the ritual is complex and involves both necromancy and divination.

B3. GUARDROOM

Arrow slits line the north and west alcoves in this empty room. Narrow steps lead up to a door in the south wall.

B4. COLLAPSING GUARDROOM

The east alcove of this room has collapsed, leaving it open to the cavern beyond. Narrow steps lead up to a door in the south wall.

B5. WEST ENTRANCE

Four thin pillars support the stone overhang above this narrow balcony running along the western side of the building. Two doors—one to the north, one to the south—lead inside. A robed corpse leans against one of the pillars, a dagger plunged into his chest up to the hilt.

Treasure: The dagger is a *lesser dagger of venom*, which functions as a *dagger of venom* except that it has only five charges; each activation of the poison ability (maximum 1/day) expends one of the charges. In Subtier 4–5, this is instead a *dagger of venom*.

Rewards: If the PCs do not find the dagger, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 96 gp.

Out of Subtier: Reduce each PC's gold earned by 221 gp.

Subtier 4–5: Reduce each PC's gold earned by 346 gp.

B6. WESTERN CELL BLOCK

Several of the doors leading off this cross-shaped hallway stand open, revealing ten-by-ten-foot cells. Cells **B6a–B6d** are empty. Cells **B6e–B6i** contain simple, unoccupied sleeping quarters, each with multiple pallets. Cell **B6j** also has sleeping quarters, but one sleeping pallet contains the corpse of a human male whose throat has been slit. Each sleeping quarter contains small idols and shrines which, with a successful DC 12 Knowledge (religion) check, the PCs can determine are dedicated to Ahriman, the Lord of All Divs and the patron divinity of the hateful cultists known as the Usij. The door to area **B10** has a good lock (Disable Device DC 30).

B7. EASTERN CELL BLOCK

Several doors leading off this cross-shaped hallway stand open, revealing ten-by-ten-foot cells. The wall of the east hallway has collapsed, revealing the cavern beyond. Cells **B7a** and **B7b** contain simple sleeping quarters, each with a dead cultist—one a halfling male, the other a human female—their throats slit. Cells **B7c–B7g** contain empty sleeping quarters. Cells **B7h–B7j** are empty. The sleeping quarters contain idols and shrines like those found in area **B6**. The door to area **B10** has a good lock (Disable Device DC 30).

B8. SOUTHERN CELL BLOCK

Rugs and cushions lie on the floor of this large room; they are covered in overturned dishes and spoiled food. Several humanoid corpses lie about. Deep wounds and copious blood speak to their violent deaths.

This served as the cult's meal room. It was also the site of the largest conflict to break out between the cultists because of Veshtahz's manipulations. The victors locked themselves in area **B10** after the battle.

Cell **B8a** contains a raving human cultist. See the Creature entry below.

Cell **B8b** contains the cult's wardrobe of disguises: a variety of mundane outfits, from religious garb to urchins' rags. All of the clothing is suitable for use in Merab, and the PCs might even recognize a familiar outfit they saw someone in passing wearing on the streets above.

Cell **B8c** contains the cult's armory. See Treasure below.

Cell **B8d** was the leader's room—it contains a simple bed, a chest with mundane clothes, and a thick book of vile prayers to Ahriman written in a variety of fiendish languages.

Creature: One of the wounded cultists hid in cell **B8a**. He is delirious and weakened by wounds and starvation, and he poses no threat to the PCs. He constantly mutters to himself, repeating: "Yes, all else must wait. The Black Moon rises! She shall bring glorious ruin upon the world. I can hear her—she is almost here! Ahriman, look upon our great work, and grant me a place in the House of Oblivion!" The cultist repeats this rant, ignoring other creatures.

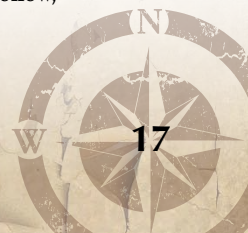
Treasure: The cultist has a key to area **B10**. The clothes in the wardrobe are worth 100 gp total. The armory contains five maces, five cold iron morningstars, three spears, and six sickles. In Subtier 4–5 it contains a +1 cold iron morningstar.

Rewards: If the PCs do not explore this room and find its treasure, reduce each PC's gold earned by 24 gp.

B9. ANCIENT PLAGUE LAB

This room contains a long table and sturdy chair, each with thick manacles dangling to the side. A smaller table in the corner hosts several surgical tools, including a deep basin, saws, scalpels, and needles. Wooden shelves support an open ledger and variety of other objects, and large, empty stone basins stand in the room's other corners.

The doors to this room have good locks (Disable Device DC 30). The cultist leader in area **B10** has the key. This room served as Tahari's lab. The ledger lists "Items Recovered" and "Items Requested"—things that the Usij have gathered which once belonged to Tahari, and things that they have gleaned that she may desire. It lists all the items that follow, with a check mark next to each.



Scaling Encounter B10

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

Subtier 1-2: Remove one Usij acolyte from the encounter.

Subtier 4-5: Remove one Usij cultist from the encounter.

Treasure: On the shelf labeled “Items Recovered,” the PCs find fragmented notes—distribute **Handout #3**. They also find Tahari’s *lesser circlet of persuasion*, which functions as a *circlet of persuasion* but only grants a +2 bonus on these checks. In Subtier 4-5, it is instead a *circlet of persuasion*.

On the shelf labeled “Items Requested,” the PCs find three flasks of alchemist’s fire and one *potion of lesser restoration*. Under “Items Requested” the ledger also lists “spellbooks—unknown quantity and whereabouts,” “Fading Light lab notes,” and “plague cloak,” but these items are not checked off.

Rewards: If the PCs do not find the treasures here, reduce each PC’s gold earned as follows.

Subtier 1-2: Reduce each PC’s gold earned by 121 gp.

Out of Subtier: Reduce each PC’s gold earned by 246 gp.

Subtier 4-5: Reduce each PC’s gold earned by 371 gp.

B10. RITUAL CHAMBER

The doors to this room are locked; the cultist leader has one key, and the other is in area B8.

Eight stone pillars stand around this room. At the center of the room, a five-foot-diameter spiral of twisted arcane glyphs is charred into the floor. Broken bones stained with blood encircle the spiral, and an onyx gem sits in the center.

Creatures: The cultists in this room desperately conduct a lengthy ritual to commune with Tahari through the *onyx sage jewel* they have placed in the middle of the ritual spiral. They are unaware of the doru Veshtahz who lingers invisibly nearby and waits to strike, though the fiend is interested in preserving the cultists until they finish their ritual. As a result, Veshtahz aids the Usij cultists when they attack the PCs on sight.

Veshtahz is already inside the cultists’ heads and has unique options during this encounter. Veshtahz can create

one of the following effects as a standard action, though he cannot repeat the same action twice in a row. Any cultist affected by one of these abilities suffers a –2 penalty to AC, representing the telepathic torment that accompanies the div’s aid.

- Grant a single cultist a +2 bonus to attack and damage rolls for one round (+4 in Subtier 4-5).
- Grant a single cultist one immediate attack with a weapon in hand, at a –2 penalty on the attack roll.
 - Allow a single cultist to make a saving throw against an ongoing effect. If the save succeeds, the cultist can act as though not affected by the effect for 1d3 rounds.
 - Grant a single cultist 2d6 temporary hit points (2d12 in Subtier 4-5) that do not stack with each other.



Veshtahz

Subtier 1-2 (CR 4)

USIJ ACOLYTES (2)

CR 1/2

Human cleric of Ahriman 1

NE Medium humanoid (human)

Init +5; **Senses** Perception +3

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 10 each (1d8+2)

Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee morningstar +2 (1d8+2) or whip +2 (1d3+2 nonlethal)

Special Attacks channel negative energy 3/day (DC 10, 1d6), destructive smite (+1, 6/day)

Domain Spell-Like Abilities (CL 1st; concentration +4) 6/day—touch of evil (1 round)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bane* (DC 14), *divine favor*, *true strike*⁰

0 (at will)—*create water*, *guidance*, *light*

D Domain spell; **Domains** Destruction, Evil

TACTICS

During Combat One acolyte casts *bane* on the PCs while the other casts *divine favor* and move into melee. The acolytes close into melee, using their morningstars to crush skulls and their whips to trip or disarm difficult targets.

Morale The acolytes fight to the death.

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 13

Feats Improved Initiative, Lightning Reflexes

Skills Knowledge (religion) +3, Sense Motive +7

Languages Common, Osiriani

Gear studded leather, morningstar, whip

USIJ CULTIST

CR 2

Human cleric of Ahirman 3

NE Medium humanoid (human)

Init +5; **Senses** Perception +3

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 20 (3d8+3)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk morningstar +5 (1d8+1) or

whip +3 (1d3+1 nonlethal)

Special Attacks channel negative energy 5/day (DC 13, 2d6), destructive smite (+1, 6/day)

Domain Spell-Like Abilities (CL 3rd; concentration +6) 6/day—touch of evil (1 round)

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

2nd—*bull's strength*, *shatter*^o (DC 15), *sound burst* (DC 15)

1st—*bane* (DC 14), *divine favor*, *ray of sickening*^{um} (DC 14), *true strike*^o

0 (at will)—*create water*, *detect magic*, *guidance*, *light*

D Domain spell; **Domains** Destruction, Evil

TACTICS

Before Combat If the cultist hears someone attempting to break into this area, she casts *bull's strength* and *resist energy (fire)* on herself.

During Combat The cultist uses her spells to damage, slow, and debilitate the PCs. If the acolytes are faring poorly or have fallen, she channels negative energy and begins attacking in melee.

Morale The cultist fights to the death.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 14

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (morningstar)

Skills Knowledge (religion) +4, Sense Motive +8, Spellcraft +4

Languages Common, Osiriani

Combat Gear *scroll of eagle's splendor*, *wand of resist energy* (6 charges); **Other Gear** mwk chain shirt, mwk morningstar, whip, 31 gp

VESHTAHZ

CR 2

Doru div (*Pathfinder RPG Bestiary* 3 86; see page 24)

hp 16

TACTICS

During Combat Veshtahz uses the abilities described above.

Morale Veshtahz attempts to flee if either reduced to half his maximum hit points or if two of the Usij are defeated. If restrained, Veshtahz thrashes, bites, and attempts to magically compel his captor to release him. If that fails after a few rounds, he surrenders and hopes to strike a deal (see Development).

Subtier 4–5 (CR 7)

USIJ CULTISTS (2)

CR 2

hp 20 each (Use the statistics in Subtier 1–2)

TACTICS

Before Combat If the cultists hear someone attempting to break into this area, they cast *bull's strength* and *resist energy (fire)* on themselves.

During Combat One cultist uses her spells to damage, slow, and debilitate the PCs. The other moves to intercept melee threats. If the cultists are faring poorly, they begin channeling negative energy, taking only basic precautions to avoid damaging their allies.

Morale The cultists fight to the death.

USIJ CABALIST

CR 4

hp 31 (*Pathfinder Campaign Setting Inner Sea NPC Codex* 59; see page 25)

TACTICS

During Combat The cabalist uses his spells to damage, slow, and debilitate the PCs, employing melee attacks and channeling negative energy as a last resort.

Morale The cabalist fights to the death.

VESHTAHZ

CR 2

Doru div (*Pathfinder RPG Bestiary* 3 86; see page 24)

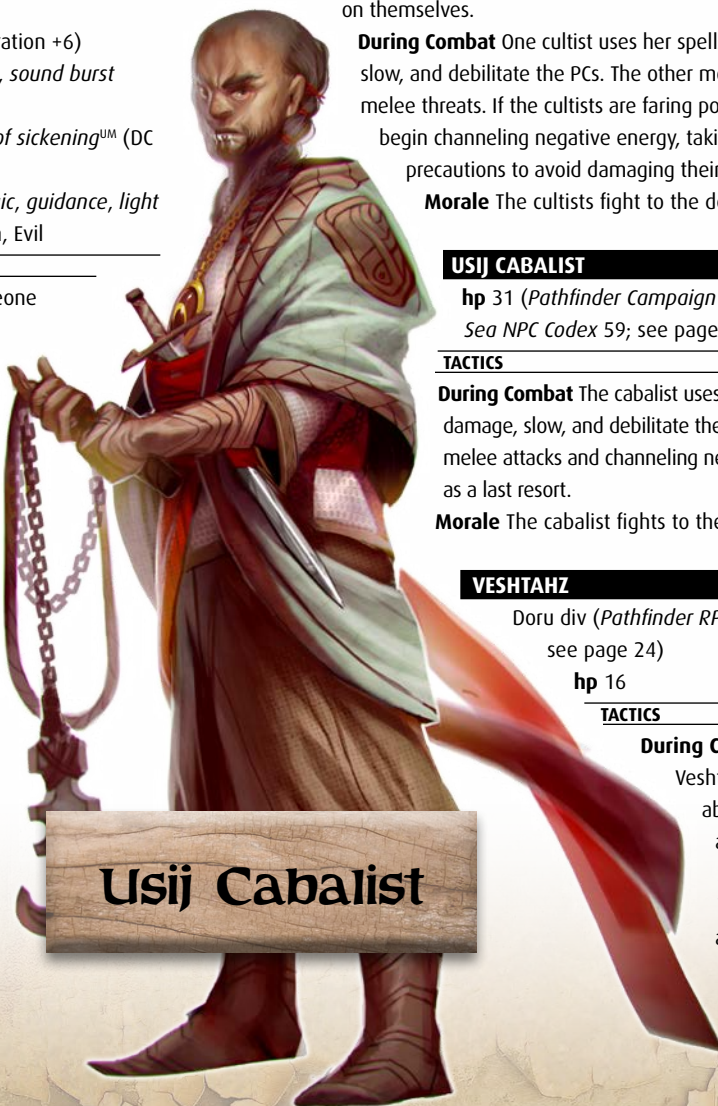
hp 16

TACTICS

During Combat

Veshtahz uses the abilities described above.

Morale Veshtahz attempts to flee



if either reduced to half his maximum hit points or if two of the Usij are defeated. If restrained, Veshtahz thrashes, bites, and attempts to magically compel his captor to release him. If that fails after a few rounds, he surrenders and hopes to strike a deal (see Development).

Treasure: The onyx gemstone is the *onyx sage jewel*, a minor artifact and one of the foundational relics of the Jeweled Sages organization. Like other such jewels, it contains the memories and knowledge of generations of scholars, though the relic seems unresponsive to any of the PCs' inquiries or attempts to use it.

There is also a folded, faded, and threadbare banner that bears a charging leopard on a background of tan and black—the crest of one of the Tekritanin League city-states that occupied this region long before Thuvia's unification. It is a *knight's pennon of battle* (*Pathfinder RPG Advanced Player's Guide* 307), and once activated for the first time in ages, its magic restores its appearance and repairs its damage from age.

Development: With the cultists defeated, the ritual ends abruptly. A crescendo of frantic telepathic whispering spews from the gem: "I am awake! I see you—all of you! My strength grows. Do not forget..." before fading away.

If Veshtahz escapes, he flees the city for a day before slinking back to spy on the Society and sniff for any further clues about his former master. He causes ongoing trouble for the Society before ultimately being chased off for good.

If the PCs capture the div, he snarls, aggressively postures, and finally adopts a bestial grin to offer a bargain.

"The master! She trapped me when the last pharaoh seemed not long for the world, stealing from me! Now she's trapped like I was, stirring and dreaming, living and not living. You are servants of the new pharaohs, yes? Servants of servants? We are alike, you and I, and we can help each other. What is it you want? What can Veshtahz offer, and what can you provide in return?"

Veshtahz is in a poor position to bargain, but he tenaciously seeks some deal that helps him seek out the necromancer Tahari. To this end, he's willing to assist the Pathfinder Society in tracking down her other experimental sites and sharing what fragmented information he remembers—all for a chance at revenge against her. As a *doru*, he's also obsessed with secrets, and a PC who can successfully demonstrate both a command of esoteric information (Knowledge [any] DC 20) and can present that information in a way that convinces Veshtahz that the PC has one or more greater secrets to offer (Bluff or Diplomacy DC 20) can tempt the div into serving as a familiar or assistant. The *doru* is willing to work with multiple brokers, and multiple PCs can attempt these checks; this contributes to a boon that only these PCs can earn on the Chronicle sheet.

Veshtahz does not have many specifics to share at this

time, though the more he can study the PCs' notes, the more insights he can offer. In effect, several of his revelations come to light after the end of the adventure.

Rewards: If the PCs do not find the treasures here, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 101 gp.

Out of Subtier: Reduce each PC's gold earned by 246 gp.

Subtier 4–5: Reduce each PC's gold earned by 835 gp.

CONCLUSION

Amenopheus, sensing the fiendish presence no longer seeks him, is present in Merab for the PCs' final report. He and Diya commend the PCs for recovering the jewel, explaining this discovery is beyond what they had hoped. When Amenopheus attempts to communicate with his ancient colleague's memories within the *sage jewel*, it flares angrily, and he casts it across the room instinctively.

Amenopheus catches his breath before walking over to wrap the thrown jewel in a thick cloth. "Unfortunately, this confirms my earlier theory: the sages' memories are not alone within these gems. The records you recovered and observations you made suggest that the first Jeweled Sages might not have create the sage jewels on their own, but rather modeled them off someone else's design. Now it seems that prototype was the soul receptacle for an utterly depraved servant of the Pharaoh of Forgotten Plagues who inflicted countless atrocities upon northern Garund. If she is awakening, the whole order is at risk unless we can use your findings to deduce some way to purge this evil."

He massages his forehead for a moment before noting, "Whatever lies ahead will be difficult, and the future of the Jeweled Sages relies on what we can do about this threat. Once we have a plan, you shall be the first to know."

Amenopheus is fairly unimpressed by Veshtahz, if the PCs recruited the div's aid. The Sapphire Sage and Diya are much more interested in hearing about the PCs' interactions with Zurnzal, who openly serves Grandmaster Torch. Diya once shared a professional camaraderie with Torch but has become rather bitterly disenchanted by the man following his dodgy antics over the past several years. She takes some grim satisfaction if the PCs turned down Zurnzal's offer. Amenopheus is more restrained, and if the PCs accepted the half-orc's deal, Amenopheus notes that he is obliged to uphold the Pathfinders' verbal contract. Although he expresses his concern about Torch's past actions, the Sapphire Sage notes that Torch is a capable individual whose aid might ultimately play a key role in cleansing the *sage jewels*.

If the PCs made the deal with Zurnzal, each PC earns the Debt to the Scarred Sage boon on their Chronicle sheets. Each PC who successfully convinced Veshtahz to serve them earns the Veshtahz's Service boon.

Reporting Notes

If the PCs accepted Zurnzal's offer, check Box A on the reporting sheet. If the PCs captured Veshtahz, check Box B.

Primary Success Conditions

The PCs fulfill their primary mission if they recover the *onyx sage jewel* and defeat the cultists in area **B10**. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs successfully complete their secondary mission if they accomplish at least three of the following conditions:

- Make at least three discoveries in area **A**.
- Make at least six discoveries in area **A**.
- Provide aid to Obahar after he is attacked, such as by bringing him to the Pathfinder lodge.

- Kill Veshtahz (counts as one condition) or capture him (counts as two).
- Successfully secure at least three clues during the investigation without having to rely on the optional encounter.

Faction Notes

The Scarab Sages have multiple goals, tied both to examining the archaeological ruin and securing key information about the necromancer who inhabits the *sage jewels*. To earn the Secrets Beyond Sight boon, PCs belonging to the faction must fulfill the following:

- As a group, make at least five discoveries in area **A**.
- Document the "senses" associated with at least three discoveries in area **A**, as per Obahar's request.
- Recover the necromancer's journal from the alchemist and the scraps from **B9**.



PLAYER HANDOUT 1: Letter from Amenopheus

What should have been a routine survey expedition in Merab recently unleashed an evil being of unknown nature upon the city. I have since felt the creature pulling at me and my sapphire jewel, as if yearning—nay, hungering—for its powers. I believe that this creature can sense relics of great import to the Jeweled Sages, and it is searching for something with great intensity. I dare not approach the city myself lest it turn its search on me. I entrust you with the task of tracing its path, determining its destination, and acquiring whatever objects it seeks.

Amenopheus, the Sapphire Sage

PLAYER HANDOUT 2: Suspicious Leads

—A woman under the care of Sarenites at the Temple of the Redeeming Sun started raving in Ancient Osiriani, and no one can cure her. The creature could be responsible. See what she has to say.

—A young alchemist is suspected of poisoning his customers. Official reports state he blubbered about a “demonic face.” Insufficient evidence for an arrest, so they closed his shop. Talk to him—get more details. Could be related.



Player Handout 3: Journal Scraps

...screams are so beautiful, as I hear them with my mind as well as my ears. Why would the doru wish to abandon our mission? Was its suffering too great a price to pay to perfect the gem? Did it mourn the deaths of its kin? It is a vile creature. Even now, it stares at me with hate. Killing it would be too kind a way to repay its treachery. Oh! I shall entomb it in the Halls of the Forgotten! Delightful. If it is to live, though, I must strip its memories — it knows too many of my methods. I shall use its own fiendish essence, as I did in the gems, to hold its memories. How beautifully vile of me.

The first operation was a success. The doru's screams are louder now, if possible, and...

...this latest discovery, and more subjects, I can create the gemstone. My body may die, but my mind — my power — will be eternal. My beautiful diseases will be the ultimate weapon, unable to harm their creator. All my enemies — upstart generals, traitorous dux, jealous pharaohs — all of them will perish, and I will remain.

The gem must be flawless. The essence must be pure. My convictions must remain true. I shall prevail, and then I shall possess knowledge surpassing any...



APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

Caryatid Column

With its feet planted firmly together, this marble statue of a female warrior holding a stone sword rises up to support the ceiling.

CARYATID COLUMN CR 3

Pathfinder RPG Bestiary 3 46

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 36 (3d10+20)

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

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+4/19–20)

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Doru Div

This disembodied and bestial head covered in lashing hair and curling horns flies through the air.

DORU CR 2

Pathfinder RPG Bestiary 3 86

NE Tiny outsider (div, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 16 (3d10)

Fort +3, **Ref** +4, **Will** +4

DR 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 13

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee bite +9 (1d4–1 plus poison)

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

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*charm person* (DC 13), *minor image* (DC 14)

1/day—*suggestion* (DC 15)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Bluff +8, Fly +15, Knowledge (arcana) +6, Knowledge (planes) +6, Perception +7, Spellcraft +6, Stealth +17

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves.

Skeleton Champion

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

SKELETON CHAMPION CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3, **Ref** +1, **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative[®], Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth -1
Gear breastplate, heavy steel shield, mwk longsword

Usij Cabalist

USIJ CABALIST

CR 4

Pathfinder Campaign Setting: Inner Sea NPC Codex 59

Human cleric of Ahriman 5

NE Medium humanoid (human)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 31 (5d8+5)

Fort +6, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk scorpion whip +4 (1d4-1) or
 dagger +4 (1d4-1/19-20)

Special Attacks channel negative energy 5/day (DC 16, 3d6),
 destructive smite (+2, 6/day)

Domain Spell-Like Abilities (CL 5th; concentration +8)
 6/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*bestow curse* (DC 16), *call lightning*^o (DC 16), *dispel magic*
 2nd—*gust of wind*^o (DC 15), *shatter*, *silence* (DC 15),
undetected alignment

1st—*command* (DC 14), *cure light wounds*, *doom* (DC 14),
forbid action^{um} (DC 15), *true strike*^o

0 (at will)—*create water*, *detect magic*, *read magic*,
resistance

D Domain spell; **Domains** Catastrophe^{APG}, Evil

STATISTICS

Str 8, **Dex** 12, **Con** 12, **Int** 13, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +2 (+4 trip); **CMD** 15 (17 vs. trip)

Feats Combat Expertise, Improved Channel, Improved Trip,
 Weapon Finesse

Skills Bluff +5, Craft (alchemy) +5, Diplomacy +6, Disguise +5,
 Knowledge (local) +3, Linguistics +6, Perception +4, Spellcraft
 +6, Stealth +5, Use Magic Device +7

Languages Abyssal, Common, Infernal, Osiriani

SQ aura

Combat Gear *potion of invisibility*, *scroll of owl's wisdom*, *wand*
of cure light wounds (50 charges); **Other Gear** +1 *chain shirt*,
 mwk scorpion whip^{UE}, dagger, *cloak of resistance* +1



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-04: The Unseen Inclusion

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____

Prestige Points

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Character # _____

Prestige Points

Character Name _____

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|---------------------------------------|---|--|---|
| <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 | |

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Pathfinder Society Scenario #9-04: The Unseen Inclusion

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Debt to the Scarred Sage: As a representative of the Jeweled Sages, you promised that Grandmaster Torch would be welcome to participate in confronting any threat to the organization. Whether this is ultimately to your benefit or not remains to be seen.

Secrets Beyond Sight (Scarab Sages Faction): You know that there's more to understanding history and your surroundings than sight alone. You can cross this boon off your Chronicle sheet to gain one of the following benefits.

- As a standard action, you cast *object reading*^{OA} as a spell-like ability (CL 5th).
- As a swift action, you gain the scent universal monster ability for 10 minutes.
- As a swift action, you gain blindsense to a range of 10 feet for 1 round per character level.
- As a swift action, you gain tremorsense to a range of 20 feet for 1 round per character level.

Veshtahz's Favors: You have convinced the doru Veshtahz to serve you in exchange for the tempting secrets he craves. A neutral spellcaster of at least 7th level may take Veshtahz as a familiar with the Improved Familiar feat. If you make this bond with Veshtahz, you must provide a copy of the *Pathfinder RPG Bestiary 3* as if the improved familiar were available as an Additional Resource. Furthermore, you must spend at least 3 skill points each level on Knowledge skills to maintain the doru's attention. If you do not, he abandons you; cross this boon off your Chronicle sheet.

If you do not take Veshtahz as a familiar, you can call upon him to seek out secrets for you. In place of attempting a Diplomacy check to gather information, you can cross this boon off your Chronicle sheet to receive information as though your result were a 30.

| | | |
|----------------|-------------------------------|---------------------------------|
| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| 1-2 | 255 | 509 |
| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| Out of Subtier | 595 | 1,190 |
| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| 4-5 | 936 | 1,871 |
| SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| - | - | - |

| | |
|---------------------|---------------|
| Starting XP | GM's Initials |
| XP Gained (GM ONLY) | |
| Final XP Total | |

| | |
|---------------------------|--------------|
| Initial Prestige | Initial Fame |
| GM's Initials | |
| Prestige Gained (GM ONLY) | |
| Prestige Spent | |
| Current Prestige | Final Fame |

| | |
|---------------------|---------------|
| Starting GP | GM's Initials |
| GP Gained (GM ONLY) | |
| Day Job (GM ONLY) | GM's Initials |
| Gold Spent | |
| Total | |

| Subtier 1-2 | Subtier 4-5 |
|--|--|
| <p><i>circlet of persuasion, lesser</i> (2,000 gp; acts as a <i>circlet of persuasion</i> but only grants a +2 bonus on related skill checks, and a PC can upgrade this to a standard <i>circlet of persuasion</i> by spending an additional 2,500 gp)</p> <p><i>dagger of venom, lesser</i> (2,602, limit 1; acts as a <i>dagger of venom</i> but each activation of the <i>poison</i> ability expends one of the dagger's 5 charges [maximum 1/day], and a PC can upgrade this to a standard <i>dagger of venom</i> by spending an additional 5,700 gp)</p> <p><i>potion of lesser restoration</i> (300 gp)</p> <p><i>scroll of eagle's splendor</i> (150 gp)</p> <p><i>wand of resist energy</i> (6 charges; 540 gp, limit 1)</p> | <p><i>circlet of persuasion</i> (4,500 gp)</p> <p><i>circlet of persuasion, lesser</i> (2,000 gp; acts as a <i>circlet of persuasion</i> but only grants a +2 bonus on related skill checks, and a PC can upgrade this to a standard <i>circlet of persuasion</i> by spending an additional 2,500 gp)</p> <p><i>dagger of venom</i> (8,302 gp)</p> <p><i>dagger of venom, lesser</i> (2,602, limit 1; acts as a <i>dagger of venom</i> but each activation of the <i>poison</i> ability expends one of the dagger's 5 charges [maximum 1/day], and a PC can upgrade this to a standard <i>dagger of venom</i> by spending an additional 5,700 gp)</p> <p><i>knight's pennon of battle</i> (4,500 gp; <i>Pathfinder RPG Advanced Player's Guide</i> 307)</p> <p><i>potion of lesser restoration</i> (300 gp)</p> <p>scorpion whip (5 gp; <i>Pathfinder RPG Ultimate Equipment</i> 36)</p> <p><i>scroll of eagle's splendor</i> (150 gp)</p> <p><i>wand of cure light wounds</i> (750 gp)</p> <p><i>wand of resist energy</i> (6 charges; 540 gp, limit 1)</p> |

For GM Only

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