



Year of the Open Road



THE SANDSTONE SECRET

By Linda Zayas-Palmer

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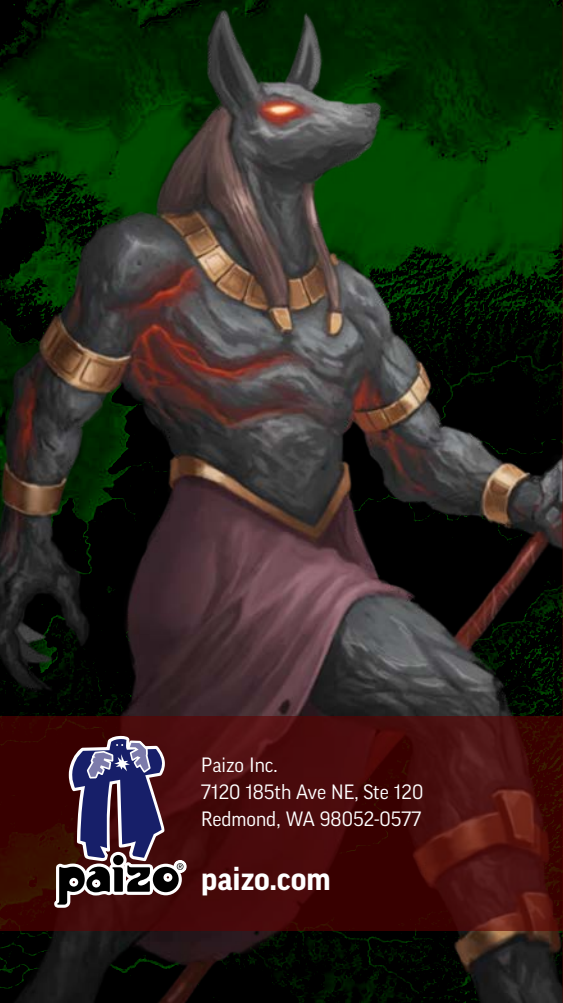


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How To Play

Pathfinder Society Quest #1A: The Sandstone Secret is a Pathfinder Society Scenario designed for 1st through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

The Sandstone Secret makes use of the second edition *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd. The relevant rules from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Pathfinder Society Guide.



Repeatable



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The Sandstone Secret

By Linda Zayas-Palmer

THE SANDSTONE SECRET

The sandswept nation of Osirion is truly ancient. Its first pharaohs arose from the warring factions along the River Sphinx, and a succession of pharaohs ruled over the land for millennia. This period came to an end in conquest, when the forces of Kelesh assassinated the pharaoh and brought Osirion under their rule. But just over a century ago, Osirion regained its independence. Under its new pharaohs, the Osiriani people have worked to preserve their cultural history and protect it from outsiders who might seek to exploit their ancient treasures. In recent years the Osiriani policies on allowing outsiders to investigate their tombs and sites have become far more strict, following several disasters originating in opened tombs. The Pathfinder Society has retained its permits for several sites where it had already begun work, which the Osiriani government has honored, albeit with additional supervision. The Society has sent agents to review one of the last sites the Society received a permit to excavate, uncovered less than a year ago by shifting desert winds. However, an unscrupulous clerk in Osirion's permit office, Nefaram Subeli, took advantage of the shifting bureaucracy to reach the site ahead of the Society's true representatives. Posing as an agent of the Pathfinder Society, he hired a team of laborers to take over clearing the sand from the location. Now that he has made it inside the ruin, he plans to engage in a bit of sham archaeology, passing his less-than-thorough report to the Osiriani government while pocketing the treasures he finds within. If all goes according to plan, by the time anyone investigates the report, he'll be long gone, leaving the Pathfinder Society to take the fall.

Adventure Synopsis

The PCs arrive in the Sandswept Hall, Osirion's Pathfinder Society Lodge. Local venture-captain Norden Balentiir informs them of the permitted site out in the desert. He sends the PCs out with enough supplies and provisions for a long excavation. When the PCs arrive, however, they find that a group has beaten them to the site. According to the guards outside the ruin, the excavators are also Pathfinders, but only one of them has stuck around to finish the project. In speaking with this lone explorer, the PCs can determine that he is not who he claims to be. Whether the PCs discover the truth or not, the explorer's presence here has stirred lost spirits that sleep within the sandswept stones. The PCs arrival is the final straw for these unhappy souls, and they soon trigger one of three possible combat encounters.

GETTING STARTED

Venture-Captain Norden Balentiir invites the PCs to join him in the lush gardens outside the Sandswept Hall. This quest assumes that the PCs have been in the Sandswept Hall for over a day, and that they have already met each other. Distribute copies of **Handout #1: Facts about the Pathfinder Society** to the players.

Give the players a chance to introduce themselves and their characters, and then read or paraphrase the following to begin the adventure once the PCs are settled.

The shaded gardens outside the Sandswept Hall provide a welcome respite from the sweltering midday sun. Venture-Captain Norden Balentiir reaches up to one of the date palms overhead, pulling down a bunch of ripe fruit to share with the table. "They're good for much more than shade, my friends. But I did not call you here to enjoy my garden. A few months ago, I finally received confirmation that we would be able to execute one of the last excavation permits issued by the Osiriani government. The site is a desert location where the dunes have shifted, revealing the beginnings of a staircase leading down beneath the sands.

"The Osiriani government is protective of its cultural history, and with recent changes in their stance on allowing foreign archaeologists to work inside their borders, I wasn't sure this permit would even stand. The bureaucracy was rather slow this time around, but it turns out we were approved before they stopped issuing permits. I've already secured your provisions, including camels, tents, food, water, tools to perform the excavation, and a map to the site. As you know, it may take many weeks to clear the site of debris. The desert can be unforgiving, so don't hesitate to return here to rest as needed.

"The government has already sent guards to oversee the site and protect against any potential thieves. Remember—keeping up a good reputation in Osirion is vital to the Pathfinder Society's continued presence here. Don't antagonize the guards."

The PCs may have questions for the venture-captain. He answers these questions to the best of his ability.

What sort of site are we traveling to? "The shifting winds revealed only the top portion of the staircase. What lies beyond it remains a mystery."

Do you have any advice for traveling in the desert? "Drink plenty of water. Travel near dawn and dusk to take shelter from the midday sun, and bundle up at night. Also, the desert heat can play tricks on your eyes. Stick to the map, use your common sense, and you'll be fine."

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The PCs may wish to purchase items before leaving for the desert. Sothis is a thriving port, and the PCs can find any items they have access to in this city.

A FLAWED DISGUISE

Nefaram has some knowledge of the Pathfinder Society, but his understanding isn't perfect. The mistakes he makes weren't enough to raise the suspicion of the Osiriani guards, but they are unlikely to escape the notice of true Pathfinders. Choose two of the mistakes below. GMs who prefer to select options randomly can roll 1d6 twice. Nefaram makes the corresponding mistakes listed below during his interactions with the PCs. Mistakes 1-3 require the PCs to succeed at checks to detect, while mistakes 5-6 are based upon factual errors related to the information in Handout 1 and the mission briefing. Mistake 4 is a hybrid of the two.

1: Nefaram Subeli isn't claiming to be just any Pathfinder agent; he's claiming to be the famous Pathfinder Durvin Kline, a pioneer of the exploration of Azlanti ruins and the discoverer of a lost serpentfolk city. A PC trained in Society or Pathfinder Society Lore who succeeds at a DC 15 check knows that there aren't any particularly famous Pathfinders with this name. However, one of the Pathfinder Society's founders was a man named Durvin Gest, and Eando Kline is a prominent Pathfinder and the founder of the Vigilant Seal faction. A PC who critically succeeds at this check knows that the two exploits that "Durvin Kline" takes credit for are the most famous accomplishments of Gest and Kline, respectively.

2: Nefaram carries a compass that he claims is a *wayfinder*. However, this compass is a cheap knock-off of the real thing. A PC who succeeds at a DC 15 Craft check notices flaking paint, rusted hinges, and other signs of the compasses' true nature. Unlike a true *wayfinder*, this compass is also non-magical, which may allow the PCs to detect the hoax through other means.

3: Nefaram is particularly fearful that the PCs might find out his secret. He accuses the PCs of being "gloryhounds here to steal the credit" and insists that they leave. If the PCs succeed at a DC 16 Deception, Diplomacy, or Intimidate check, they can either calm or stoke his fears enough that he accepts their presence. He then shares the notes he has taken about this site. A cursory examination of these notes reveals to the PCs that he lacks fundamental knowledge about how to

perform archaeology, a rather unusual characteristic for a Pathfinder trusted to excavate a site (let alone one put in the highly unusual position of excavating alone).

4: Nefaram's left his access permit with the guards. When the PCs arrive outside the ruin, a PC who succeeds at a DC 16 Perception check notices that the requester of this permit was Venture-Captain Norden Balentiir, and the date of approval is almost a year ago. With the exception of the date, this permit is almost identical to the one in the PCs' possession.

Nefaram created this permit himself, using exactly the same supplies and methods used to create legitimate government documents. As such, it does not appear to be a forgery.

5: While talking to the PCs, Nefaram says "explore, report, corroborate." This is a misstatement of the Pathfinder Society's motto.

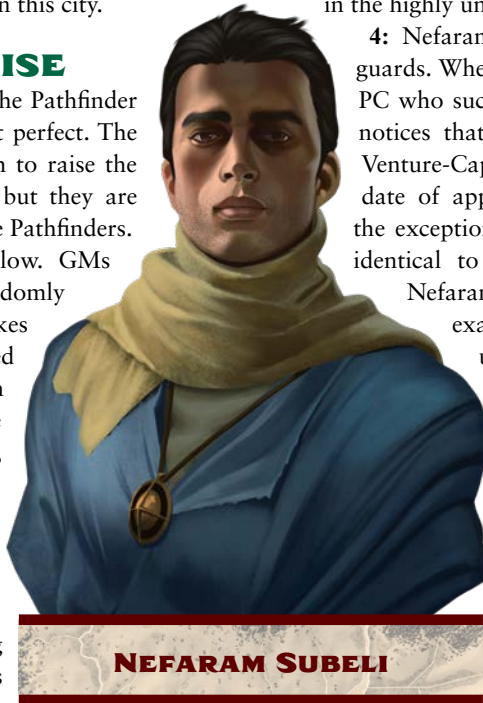
6: The only thing that Nefaram knows about the Pathfinder Society's leadership structure is that Norden Balentiir is in charge

of agents in Osirion. He does not know the name or location of the Sandswept Halls. While he vaguely knows that the Grand Lodge is in Absalom, he does not know where it is, nor does he know any information about Pathfinder training.

DESERT JAUNT

The PCs' journey to the archaeological site is relatively uneventful. With the supplies provided by the venture-captain, the PCs have plenty of resources to handle the desert's most basic threats. Traveling during the hottest part of the day is exceedingly uncomfortable—if for whatever reason the PCs decide to do so, they take 1d6 fire damage per hour.

When the PCs arrive at the ruin, they find that the ruin's entrance has already been excavated. The staircase leads down to a torchlit chamber (area A1). A canvas fence secured around staircase keeps most of the sand away from the opening. Nearby, a guard named Elrekah sits under a tarp, humming to herself to stave off boredom while two additional guards nap in the shade, resting with four camels. Elrekah addresses the PCs as they approach, asking if they are "more Pathfinders" and chastising them for waiting to join the expedition until after the hard labor of clearing the entryway had already been finished. The PCs are likely to be confused by her question, since they have no reason to suspect that other



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Pathfinders may have already arrived at the site. If the PCs engage Elrekah in conversation, she reveals that this expedition began over a month ago, but much of that time was dedicated to clearing and securing the entrance. It was only in the last week that the “head Pathfinder” was able to begin cataloging the ruin’s history. The rest of the agents went home once the sand was cleared away. Before allowing the PCs in to the ruin, Elrekah asks them to show their permit to prove that they have permission to enter. If the PCs attempt to enter without showing their permit, she reminds them that access to the ruin is only by the permission of the government and wakes the other guards.

Infamy: PCs who attack Elrekah or push past her to enter the ruin without her permission earn 1 point of Infamy. Believing themselves to be outnumbered by hostile Pathfinder agents, the guards flee to report the Society’s betrayal to Sothis.

THE NECROMANCER’S SANCTUM

A 10-foot-wide staircase leads from the surface into this ruin. Sandy dust covers the floors of the underground complex. Each of the rooms is dimly lit. In area **A1**, this illumination comes from outside, trickling down from the above. In the rest of the rooms, it comes from braziers, which are indicated on the map as circular objects surrounded by squares. The height of all ceilings is 10 feet unless otherwise stated, and each stair is 9 inches tall.

This building once belonged to the necromancer Akmajet. As a devoted follower of the often-reviled god Set, Akmajet kept his practices secret. In time, however, loneliness began to crush his spirit. He sought apprentices to tutor in his vile crafts, and he found several promising students among other devotees of his god. Unfortunately for Akmajet, Set’s followers are not the most trustworthy group. He learned one day that one of his students planned to betray him, and Akmajet’s response was ruthless. He commanded his undead minions to slaughter all of his students, before departing into the desert with the majority of his minions. He never returned.

Creatures: The PCs face only one of the possible combat encounters within the necromancer’s sanctum. Select one of the following areas, either by choosing one or rolling 1d6. There are no encounters in the other areas. When the PCs arrive, Nefaram is also in whichever room has the encounter, but the creatures have not yet

arrived. As soon as the encounter begins, Nefaram flees to the surface to call for help from the guards. In general, the guards stay on the surface to fight anything that comes out of the sanctum. However, if the PCs run into serious trouble with the encounter, the guards can come in to help cover their retreat. PCs who require rescue from the guards do not complete the scenario’s Primary Objective. See Special below for more information on what triggers the combat encounter.

1-2: Area **A2**

3-4: Area **A4**

5-6: Area **A5**

Special: After the PCs have had a chance to speak with Nefaram, all lights in the sanctum fail for a moment, both the braziers and any lights the PCs may have brought with them. An eerie moaning sound fills the sanctum. After this flicker, the encounter appears as described in the corresponding section.

If the PCs discover at least two flaws in Nefaram’s disguise before they finish speaking with him, he attempts to deflect their queries by warning the PCs that something corrupt still lurks within this place. He tells them that when he first arrived, it was pitch-black, and there was an eerie moaning sound in the walls. He suggests that they keep the braziers lit at all times. If the PCs receive this warning, they all gain a +2 circumstance bonus on their initiative checks against the encounter. GMs can feel free to introduce their selected encounter by having Nefaram as the first victim of an attacking monster or other creature; for example if the encounter is in Area **A2**, Nefaram could accidentally bump one of the statues and cause it to attack him. Any attack by any of the creatures in the tomb kills Nefaram instantly (though be aware of your audience when describing such a scene.) You can also simply have Nefaram flee from the site when the encounter begins.

A1. Entryway

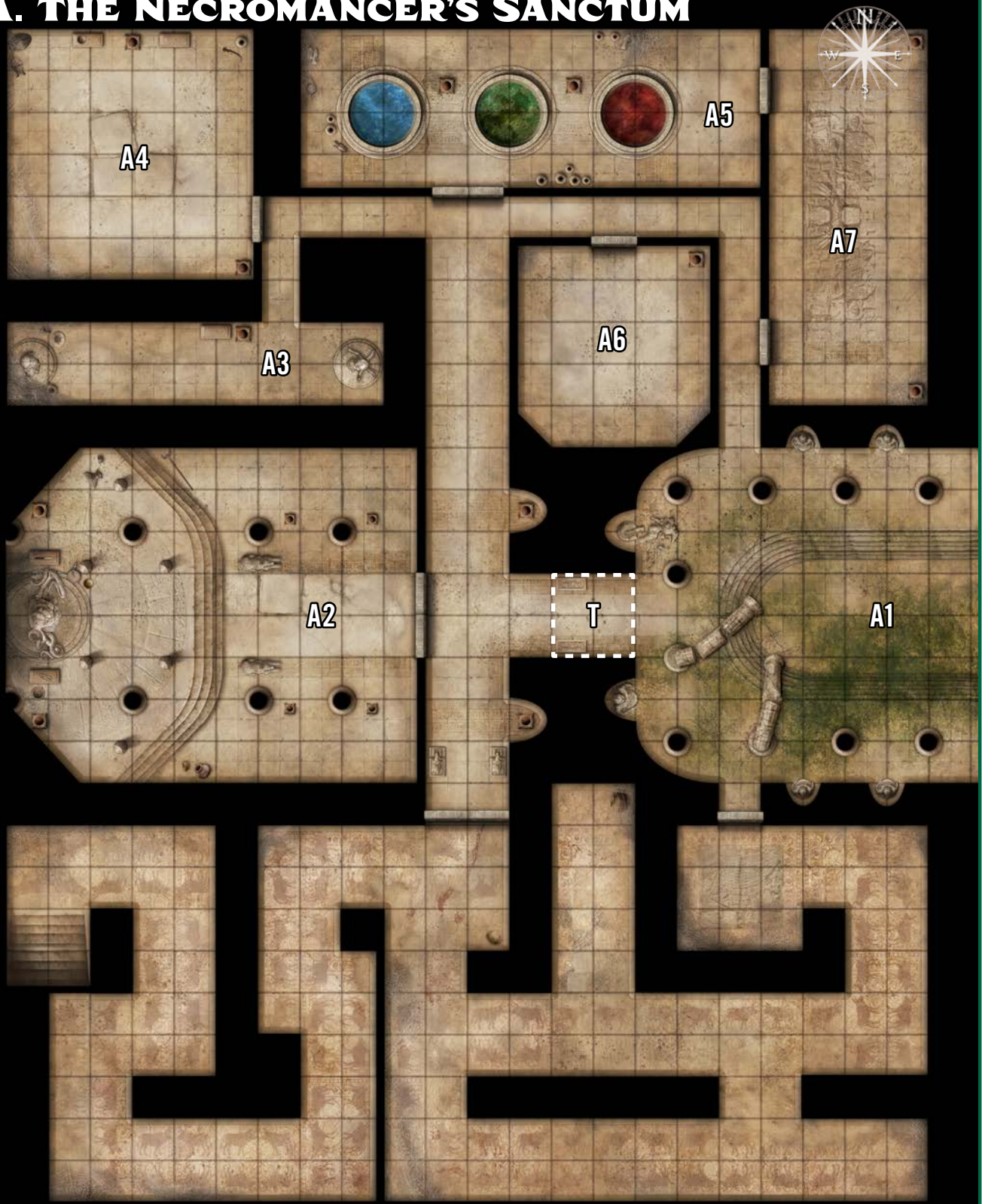
Several of the pillars in this once-grand entryway have collapsed. The statues around its edges depict scarab beetles. A PC who is from Osirion or who succeeds at a DC 15 Society check knows that in Osirion, scarab beetle iconography is commonplace in tombs and other places associated with death.

Hazard: A deadly trap lurks within the marked area on the map. PCs who notice the trap can disable it with the listed method or walk around it using the north path and then disable the trap using the statues in area **A3**.



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A. THE NECROMANCER'S SANCTUM



1 square = 5 feet

Pathfinder Flip-Mat: Ancient Dungeon

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Scaling the Encounters

To accommodate a group of more than four PCs, make the following adjustments.

Encounter A2

Subtier 1-2: For each additional PC present beyond four, add one mummy shambler to the encounter (see page 12), appearing near the room's entrance.

Subtier 3-4: For each additional PC present beyond four, add one slamming door trap to the encounter (see page 12) as the room's entryway is animated.

Encounter A4

Subtier 1-2: For each additional PC present beyond four, add one mummy shambler to the encounter.

Subtier 3-4: For each additional PC present beyond four, add one mummy brute to the encounter (see page 13).

Encounter A5

Subtier 1-2: For each additional PC present beyond four, add one hidden pit in a corner of the room (page 13).

Subtier 3-4: For each additional PC present beyond four, add one mummy brute to the encounter, appearing at the room's entryway.

Nefaram located, disabled, and re-armed a trap in this corridor. Roll 1d6 to determine the hazard. If the PCs are relatively low level for their tier, consider rolling 1d4 instead, and if they are relatively high level, consider rolling 1d4+2.

SUBTIER 1-2

1-2: Hidden Pit

3-4: Slamming Door

5-6: Spear Launcher

SUBTIER 3-4

1-2: Electricity Latch Rune

3-4: Scythe Blades

5-6: Fireball Rune

SUBTIER 1-2

HIDDEN PIT

MECHANICAL TRAP

Pathfinder Core Rulebook 522 (see page 12)

Stealth DC 18

HAZARD 0

SLAMMING DOOR

HAZARD 1

MECHANICAL TRAP

Pathfinder Core Rulebook 523 (see page 12)

Stealth DC 17 (trained)

SPEAR LAUNCHER

HAZARD 2

MECHANICAL TRAP

Pathfinder Core Rulebook 523 (see page 12)

Stealth DC 20 (trained)



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SUBTIER 3-4

ELECTRICITY LATCH RUNE

HAZARD 3

ELECTRICITY EVOCATION MAGICAL TRAP

Pathfinder Core Rulebook 523 (see page 14)

SCYTHE BLADES

HAZARD 4

MECHANICAL TRAP

Pathfinder Core Rulebook 523 (see page 14)

FIREBALL RUNE

HAZARD 5

EVOCATION FIRE MAGICAL TRAP

Pathfinder Core Rulebook 523 (see page 14)

A2. Shrine of Set Low 2 or Moderate 4

Akmajet made frequent prayers to Set in this elaborate shrine. The centerpiece of the shrine is a 10-foot-tall statue of the god himself, holding a brazier of lit coals. A PC who succeeds at a DC 15 Religion check knows that Set is an Osiriani god of darkness, deserts, and murder.

Creatures: After all light in the sanctum flickers, one or more of the statues and other objects in this room animate to attack the PCs.

SUBTIER 1-2

ANIMATED STATUE

CREATURE 3

N MEDIUM CONSTRUCT EARTH MINDLESS

Initiative Perception +9 (*Pathfinder Bestiary* 21, see page 12)

SUBTIER 3-4

STATUE OF SET

CREATURE 6

N MEDIUM CONSTRUCT EARTH MINDLESS

Initiative Perception +13 (*Pathfinder Bestiary* 21, see page 14)

Rewards: A *dull gray aeon stone* rests in an offering bowl in front of the largest statue.

A3. Judgment of the Dead

The two statues in this room depict a pair of robed skeletons each of which is pointing at the other. A PC who examines the statues and succeeds at a DC 14 Perception check discovers that the skeleton's arms can be rotated in their sockets. If the PCs rotate the arms to rest at the skeletons' sides, the trap in area **A1** disarms with an audible click. If the PCs already disarmed the trap, lowering and then raising the skeleton's arms re-activates the trap with an audible click.

A4. Hall of the Dead Low 2 or Moderate 4

This room is a mockery of a traditional burial chamber.

The weapon, armor, and shield in the corner of the room were of poor quality even when they were placed here, and they are now rusted beyond any hope of repairing them. Three stone slabs in the center of the room are slightly loose. If the PCs attempt to pull these slabs loose, lights flicker and the encounter begins, even if they had not finished speaking with Nefaram (see Special in area A).

Creatures: When the lights flicker, stone slabs in the center of this room slide to the side, displacing any PCs on them to adjacent squares and revealing a group of mummies. The slabs that move include the three loose ones visible on the map, plus additional slabs as needed to make room for the mummies in this encounter. These mummies begin the encounter prone.

SUBTIER 1-2

MUMMY SHAMBLERS (2)

CREATURE -1

NE MEDIUM MUMMY MINDLESS UNDEAD

(See page 12)

Initiative Perception +3

HP 15

Weaknesses: fire 5, positive 5

MUMMY BRUTE

CREATURE 2

NE LARGE MUMMY MINDLESS UNDEAD

(See page 13)

Initiative Perception +4

HP 60

Weaknesses: fire 10, positive 10

SUBTIER 3-4

MUMMY GUARDIAN

CREATURE 6

NE MEDIUM MUMMY UNDEAD

Initiative Perception +16 (*Pathfinder Bestiary* 240, see page 14)

Reward: The sarcophagus below contains an *onyx panther talisman*.

A5. Embalming Pools Low 2 or Moderate 4

The colorful pits in this room are each 5 feet deep. They were once filled with embalming fluids, but the liquid within has evaporated over the centuries, leaving a powdery residue.

Creatures: The piles of rubble on the eastern edge of the room are entrances to an arthropod's burrow. When using this encounter, the dark presence in the walls spooked the verminous creatures thoroughly, driving them out of their dens and into this room.

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SUBTIER 1-2

CENTIPEDE SWARM

CREATURE 3

N LARGE ANIMAL SWARM

Initiative Perception +9 (*Pathfinder Bestiary* 61, see page 13)

SUBTIER 3-4

SCORPION SWARMS (2)

CREATURE 4

N LARGE ANIMAL SWARM

Initiative Perception +11 (*Pathfinder Bestiary* 285, page 15)

Reward: By adding the residue in the pools to water and succeeding at a DC 15 Craft check, the PCs can make 3 lesser acid flasks.

A6. Camp

When he is not combing the ruin for treasures, Nefaram rests here.

Reward: Most of the objects in this room are mundane pieces of gear, which together form an adventurer's kit. Nefaram has a satchel filled various objects that he has looted from this room. These include an ominous curved dagger with a small onyx gem in its hilt and a mirror decorated with a serpent motif. In total, the contents of Nefaram's satchel are worth 3 gp.

A7. Inscribed Chamber

The carvings in the floor glorify Akmajet, showing him leading an army of undead against a city. The carvings represent a grandiose fantasy rather than a historical event. A PC who succeeds at a DC 15 Society check recognizes that the city is Sothis, from almost 1,000

years in the past. Behind Akmajet, several other figures lead their own lesser armies of undead. However, their faces have been chiseled out, with text written across their bodies. Written in Osiriani, the text calls the figures “ungrateful leeches” and “treacherous scum” and “unworthy of unlife.”

CONCLUSION

After defeating the dangerous creature within the ruins, the PCs can finish exploring at their own pace and return to the surface when they are ready. The guards are relieved to hear that the PCs have dealt with this unexpected danger, as is Venture-Captain Norden Balentiir. If the PCs report that other Pathfinders were at the site first, Balentiir is deeply concerned, particularly if the PCs also tell him that Nefaram has been feigning membership in the Pathfinder Society. Balentiir reassures the PCs that he will work with government officials to root out the source of the problem. For now, though, the PCs have earned a rest in the gardens of the Sandswep Halls.

Reporting Notes

If the PCs confronted Nefaram on his lies with enough evidence to back up their accusations, check box A on the reporting sheet.

Primary Objectives

The PCs fulfill their primary objective if they defeat the combat encounter, making this site safe for future Pathfinder expeditions. PCs who complete this mission also gain the Sand Slide boon on their Chronicle sheet as well as 1 XP, 1 Fame, and 1 Reputation for any faction associated with their currently slotted faction boon.

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Handout #1: Facts about the Pathfinder Society

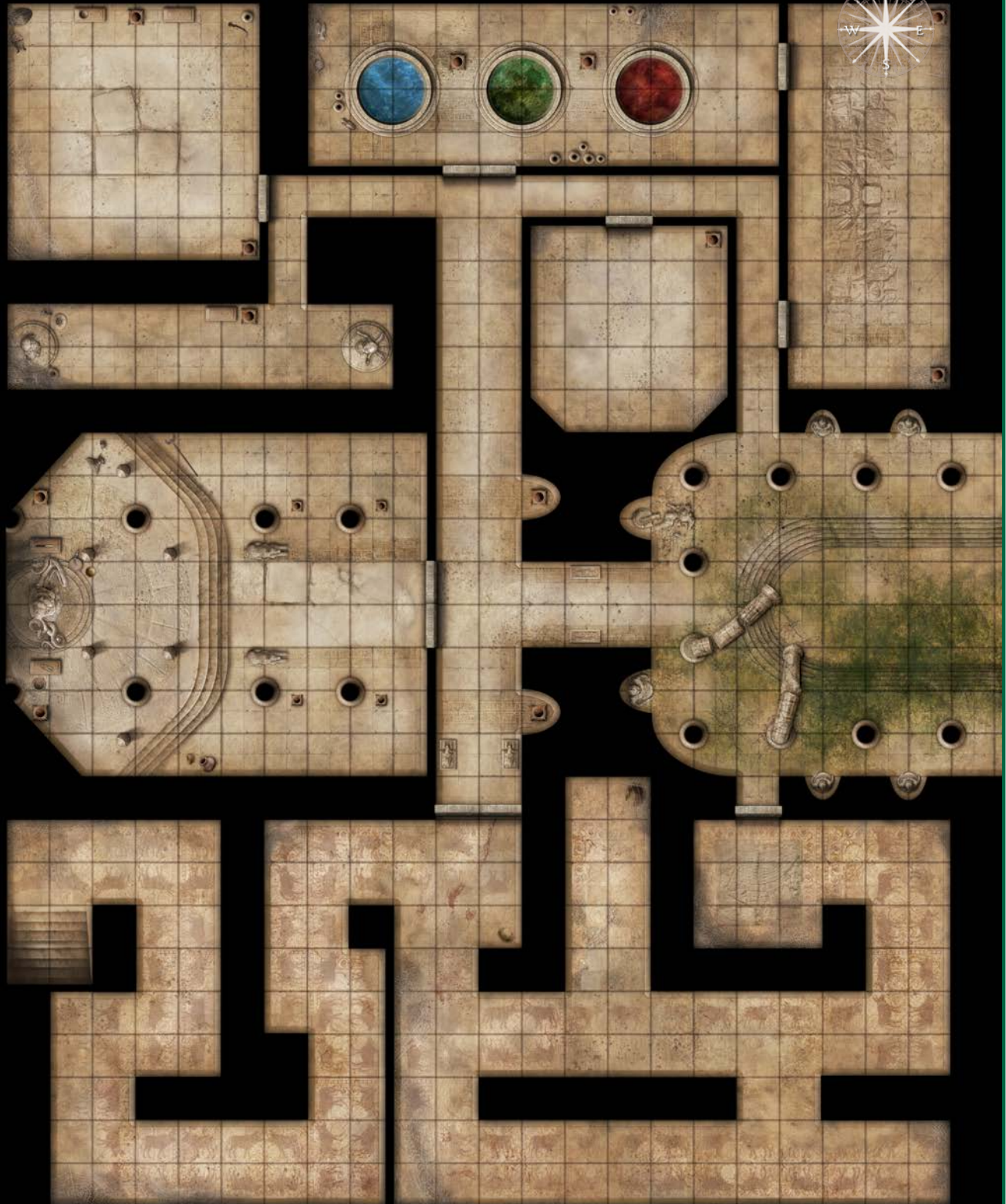
Your character is a member of an in-world organization known as the Pathfinder Society. The following facts are common knowledge for Pathfinder agents.

1. Pathfinder agents are adventurers who travel throughout the world, exploring new places and chronicling both history and modern lore.
2. The motto of the Pathfinder Society is Explore, Report, Cooperate.
3. The Pathfinder Society publishes the records of its most exciting and significant missions in a series of journals called the Pathfinder Chronicles. Most of these Chronicles are available to the public.
4. The Pathfinder Society's bases of operation are called lodges. The largest and most prominent of these lodges is the Grand Lodge in Absalom.
5. The symbol of the Pathfinder Society is the Glyph of the Open Road, which appears at the bottom of this handout.
6. Most Pathfinders carry a type of magical compass called a *wayfinder*. Because *wayfinders* are rarely seen outside of the Pathfinder Society, they often serve as symbols of membership in the organization.
7. The Pathfinder Society leaders agents are most likely to interact with are called venture-captains. Venture-captains organize missions for other agents, and they typically manage their own lodges. At the top of the Pathfinder Society's hierarchy are the Decemvirate, also known as "The Ten."



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A. THE NECROMANCER'S SANCTUM



1 square = 5 feet

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APPENDIX 1: SUBTIER 1-2 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Encounter A1 (Subtier 1-2)

A deadly trap is set within the entryway of this sanctum. PCs who notice the trap can disable it with the listed method or walk around it using the north path and then disable the trap using the statues in area A3.

HIDDEN PIT

HAZARD 0

MECHANICAL TRAP

Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable Thievery DC 12 to remove the trapdoor

AC 10; **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall **Trigger** A creature walks onto the trapdoor. **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

SLAMMING DOOR

HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description Pressure-sensitive panels in the floor connect to a stone slab hidden in a hallway's ceiling.

Disable Thievery DC 15 (trained) on the floor panels before the slab falls

AC 16; **Fort** +10, **Ref** +2

Hardness 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Slam Shut **Trigger** Pressure is placed on any floor tile. **Effect**

The door falls, closing off the hallway. The stone slab deals 3d8 bludgeoning damage to anyone beneath or adjacent to the slab when it drops and pushes them out of its space in a random direction. A creature that succeeds at a DC 17 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, they can choose the direction.

Lifting the fallen slab requires a successful DC 25 Athletics check. Hitting the floor panels triggers the trap. The slab uses the same AC and saves as the trap, but it has Hardness 12, HP 48 (BT 24).

SPEAR LAUNCHER

HAZARD 2

MECHANICAL TRAP

Stealth DC 20 (trained)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

Disable Thievery DC 18 (trained) on the floor tile or wall socket **AC** 18; **Fort** +11, **Ref** +3

Hardness 8, **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Spear **Trigger** (attack); **Trigger** Pressure is applied to the floor tile.

Effect The trap shoots a spear, making an attack against the creature or object on the floor tile.

Ranged spear +14, **Damage** 2d6+6 piercing

Encounter A2 (Subtier 1-2)

A deadly construct guardian protects this shrine to Set.

ANIMATED STATUE

CREATURE 3

N MEDIUM CONSTRUCT EARTH MINDLESS

Perception +9; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

AC 19 (15 when broken); **construct armor**; **Fort** +12, **Ref** +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor As animated broom, but reduced to AC 15 when broken.

Speed 20 feet

Melee **Trigger** fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

Encounter A4 (Subtier 1-2)

Horrific mummies stalk these halls of the dead.

MUMMY SHAMBLERS

CREATURE 1

NE MEDIUM MUMMY MINDLESS UNDEAD

Perception +3; darkvision

Skills Athletics +5

Str +3, **Dex** -2, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

Slow A mummy is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +4, **Ref** +0, **Will** +3

HP 15, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses:** fire 5, positive 5

Speed 25 feet

Melee **Trigger** fist +7, **Damage** 1d6+3 bludgeoning plus Grab

jaws **Trigger** (attack); **Requirement** The mummy has a creature grabbed or restrained.

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Effect The mummy makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

MUMMY BRUTE CREATURE 2

NE LARGE MUMMY MINDLESS UNDEAD

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** -3, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow As zombie shambler.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses:** fire 10, positive 10

Speed 25 feet

Melee ✦ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Encounter A5 (Subtier 1-2)

A vicious swarm of centipedes lurks beneath the rubble in the eastern corner of the room.

CENTIPEDE SWARM

CREATURE 3

N LARGE ANIMAL SWARM

Perception +9; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +9, Athletics +7, Stealth +9

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -4

AC 18; **Fort** +8, **Ref** +11, **Will** +5

HP 30; **Immunities** precision, swarm mind; **Weaknesses**

area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 30 feet, climb 30 feet

Centipede Swarm Venom (poison); **Saving Throw** DC 20 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d6 poison damage and flat-footed

(1 round); **Stage 2** 1d8 poison damage, clumsy 1, and flat-footed (1 round)

Swarming Bites ✦ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus centipede swarm venom.

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APPENDIX 2: SUBTIER 3-4 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Encounter A1 (Subtier 3-4)

ELECTRICITY LATCH RUNE

HAZARD 3

ELECTRICITY EVOCATION MAGICAL TRAP

Pathfinder Core Rulebook 523

Stealth DC 20 (trained)

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable Thievery DC 20 (expert) to scratch out the rune without allowing electricity to flow, or *dispel magic* (2nd level; counteract DC 18) to counteract the rune

Electrocution ⤴ (arcane, electricity, evocation); **Trigger** A creature grasps the door latch directly or with a tool. **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

SCYTHE BLADES

HAZARD 4

MECHANICAL TRAP

Pathfinder Core Rulebook 523

Stealth DC 23 (trained)

Description Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire.

Disable Thievery DC 21 (trained) to disable each blade

AC 21; **Fort** +12, **Ref** +8

Hardness 11, **HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

Falling Scythes ⤴ (attack); **Trigger** The trip wire is pulled or severed. **Effect** Both blades swing down, each one attacking all creatures under the ceiling grooves.

Melee scythe +17 (deadly 1d12), **Damage** 2d12+4 slashing; no multiple attack penalty.

Reset The trap resets after 15 minutes.

FIREBALL RUNE

HAZARD 5

EVOCATION FIRE MAGICAL TRAP

Pathfinder Core Rulebook 523

Stealth DC 24 (expert)

Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

Disable Thievery DC 22 (expert) to erase the rune without triggering the sensor, or *dispel magic* (3rd level; counteract DC 20) to counteract the rune

Fireball ⤴ (arcane, evocation, fire); **Trigger** A living creature enters the sensor area. **Effect** A fireball detonates centered on the triggering creature's square. This is a 3rd-level *fireball* spell that deals 6d6 fire damage (DC 22 basic Reflex save).

Encounter A2 (Subtier 3-4)

A deadly construct guardian protects this shrine to Set.

STATUE OF SET

CREATURE 6

N LARGE CONSTRUCT EARTH MINDLESS

Perception +13; darkvision

Skills Athletics +15

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 24 (20 when broken); construct armor; **Fort** +15, **Ref** +8, **Will** +7

HP 80; **Hardness** 10; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Construct Armor Like normal objects, the statue of Set has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once the statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 20.

Speed 30 feet

Melee ⤴ stone fist +17 (magical), **Damage** 2d12+4 bludgeoning plus Grab

Ranged ⤴ flaming coal +17 (fire, magical, range increment 80 feet), **Damage** 2d6+4 bludgeoning and 2d8 fire

Brazier The statue carries a wide brazier full of hot coals. To make flaming coal Strikes or use Burn Alive, the statue must have the brazier held in one hand or otherwise have it within reach. Instead of targeting the statue with an attack, a creature can target the brazier directly. The brazier has the same AC and saves as the statue. Dealing 15 cold damage to the brazier or dousing it with at least 2 gallons of water extinguishes the coals. This prevents the statue from using Burn Alive and causes its ranged attacks to no longer deal 2d8 fire damage.

Burn Alive ⤴ (fire) The statue grinds a creature it has grabbed into the red-hot coals of its brazier. The target takes 3d6 fire damage and 1d8 persistent fire damage.

Encounter A4 (Subtier 3-4)

Horrific mummies stalk these halls of the dead.

MUMMY GUARDIAN

CREATURE 6

LE MEDIUM MUMMY UNDEAD

Perception +16; darkvision

Languages Necril, plus any one ancient language

Skills Athletics +15, Stealth +11

Str +4, **Dex** +0, **Con** +2, **Int** -2, **Wis** +4, **Cha** +2

AC 23; **Fort** +14, **Ref** +10, **Will** +16

HP 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5

Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are

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frightened 1 while in a mummy guardian's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 22 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.

Speed 20 feet

Melee ♦ fist +16, **Damage** 2d6+7 bludgeoning plus mummy rot

Mummy Rot (curse, disease, divine, necromancy, negative)

This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level resurrect ritual or similar magic. **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 4d6 negative damage and stupefied 1 (1 day)

Encounter A5 (Subtier 3–4)

A vicious swarm of scorpions lurks beneath the rubble in the eastern corner of the room.

SCORPION SWARMS (2)

CREATURE 4

N **LARGE** **ANIMAL** **SWARM**

Perception +11; darkvision

Skills Acrobatics +11, Athletics +6, Stealth +11

Str +0, **Dex** +5, **Con** +2, **Int** –5, **Wis** +0, **Cha** –4

AC 21; **Fort** +10, **Ref** +13, **Will** +8

HP 55; **Immunities** precision, swarm mind; **Weaknesses**

area damage 5, splash damage 5; **Resistances**

bludgeoning 3, piercing 7, slashing 7

Speed 25 feet

Scorpion Venom (poison); **Saving Throw** DC 18 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Swarming Stings ♦ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) and is exposed to scorpion venom.

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APPENDIX 3: MONSTER AND NPC ART



NEFARAM SUBELI

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OFFICER ELREKAH

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ANIMATED STATUE

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GIANT CENTIPEDE

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GIANT SCORPION

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GM RESOURCES

Treasure Table

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who successfully complete the combat encounter for this quest receive the Sand Slide boon on their Chronicle sheet and a small payment from Venture-Captain Balentiir (value noted above) for their efforts.



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

Player Name:		Class	Faction:		Status	
Character Name:	Org Play #:	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

Player Name:		Class	Faction:		Status	
Character Name:	Org Play #:	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

Player Name:		Class	Faction:		Status	
Character Name:	Org Play #:	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

Player Name:		Class	Faction:		Status	
Character Name:	Org Play #:	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

Player Name:		Class	Faction:		Status	
Character Name:	Org Play #:	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

Player Name:		Class	Faction:		Status	
Character Name:	Org Play #:	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy	

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