

# PATHFINDER SOCIETY

YEAR OF THE SKY KEY



# BEACON BELOW

By Matt Duval



# Beacon Below

## Pathfinder Society Scenario #6-04

**Author** • Matt Duval

**Contributing Artists** • Teresa Guido and  
Jakub Adam Witowski

**Cartographers** • Jason Engle, Rob Lazzaretti, and  
Sean Macdonald

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

**Senior Developer** • Rob McCreary  
**Developers** • John Compton, Adam Daigle,  
Mark Moreland, Patrick Renie, and Owen K.C. Stephens  
**Associate Editors** • Judy Bauer and Christopher Carey  
**Editors** • Joe Homes and Ryan Macklin  
**Lead Designer** • Jason Bulmahn  
**Designers** • Logan Bonner, Stephen Radney-MacFarland,  
and Mark Seifter

**Managing Art Director** • Sarah E. Robinson  
**Senior Art Director** • Andrew Vallas  
**Art Director** • Sonja Morris

**Graphic Designers** • Emily Crowell and Ben Mouch

**Publisher** • Erik Mona

**Paizo CEO** • Lisa Stevens

**Chief Operations Officer** • Jeffrey Alvarez

**Director of Sales** • Pierce Watters

**Sales Associate** • Cosmo Eisele

**Marketing Director** • Jenny Bendel

**Finance Manager** • Christopher Self

**Staff Accountant** • Ashley Gillaspie

**Chief Technical Officer** • Vic Wertz

**Software Development Manager** • Cort Odekirk

**Senior Software Developer** • Gary Teter

**Campaign Coordinator** • Mike Brock

**Project Manager** • Jessica Price

**Licensing Coordinator** • Michael Kenway

**Customer Service Team** • Sharaya Kemp,  
Katina Mathieson, and Sara Marie Teter

**Warehouse Team** • Will Chase, Mika Hawkins,  
Heather Payne, Jeff Strand, and Kevin Underwood

**Website Team** • Christopher Anthony, Liz Courts,  
Winston Dalpe, Lissa Guillet, Erik Keith, and  
Chris Lambertz

*Pathfinder Society Scenario #6-04: Beacon Below* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

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

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

Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

*Pathfinder Society Scenario #6-04: Beacon Below* © 2014, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Iron Gods, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.



# BEACON BELOW

By MATT DUVAL



Millennia ago, heedful of the impending decline of Ancient Osirion, a cabal of scholars vowed to record every detail possible regarding the nation's cultural, artistic, and technological achievements. Persecuted by decadent rulers, these intellectuals hid behind new identities and stored their findings in magical jewels, creating the order of the Jeweled Sages. Yet, the power of the gemstones and the vast knowledge of its bearers could not protect the sages from the wrath of the Qadiran agents of the Padishah Empire; following the fall of Osirion, the satrap hunted down the sages and killed or chased away many of them. The survivors hid the gems for posterity, leaving cryptic clues that would one day lead their successors to reclaim the lost knowledge of Osirion's Golden Age.

Several months ago, Pathfinder Society agents recovered the broken shards of a *sage jewel* and used its power and stored memories to locate the Sanctum of the Sages, an extensive underground complex that the Jeweled Sages once used as a central meeting place. Accompanied by the Sapphire Sage Amenopheus, the Pathfinders met with the current Diamond Sage Tahonikepsu (in truth a powerful dragon), and as a group they discussed the future of the Jeweled Sages and selected Tahonikepsu as the leader of the revived order. Amenopheus serves as the second-in-command and manages many of the faction's operations abroad, while Tahonikepsu busily studies the sanctum and learns what she can from what the Jeweled Sages left behind. She has made some progress, but there are branches of the sanctum that have stymied her attempts to enter and explore them. Interested in reinforcing her nascent working relationship with the Pathfinder Society, she has invited the Society to send a team of agents to explore one of these subterranean areas, hoping they'll meet with better luck.

The sages used this particular branch to create a repository for material relics and physical records of the sages' traditions—preparing for the eventuality that most of the *sage jewels* would become scattered, lost, or otherwise inaccessible. However, during the early days of the Qadiran

## WHERE ON GOLARION?

*Beacon Below* begins in the Osirion capital of Sothis, but principally occurs within one wing of the Sanctum of the Sages, a fortress retreat the Jeweled Sages constructed millennia ago. It is located in the Pillars of the Sun, Osirion's central mountain range, which lies south of the trade city of Eto. For more information about Osirion, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Osirion, Legacy of the Pharaohs*, available in bookstores and games stores everywhere, and online at [paizo.com](http://paizo.com).



takeover, the sage who was responsible for this wing became increasingly isolated from his brethren, searching desperately for a way to survive the Qadiran purge of Osirian resistance. He disappeared deep into the Pillars of the Sun for months at a time, and although he never found the actual tomb of An-Hepsu XI, the infamous Pharaoh of No Rain, he did decipher elements of the pharaoh's immortality rituals. Shortly after he completed his research and performing these rites, a group of inevitables attacked the sanctum. The sage gathered as many of the relics as he could during the assault, sealed the complex, and fled, leaving the machine-like outsiders and two of this apprentices trapped within.

## GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Ultimate Magic (UM)*, *Pathfinder RPG Bestiary 1*, *Pathfinder RPG Bestiary 2 (B2)*, *Pathfinder RPG Bestiary 4 (B4)*, and *Pathfinder RPG Mythic Adventures (MA)*. The rules referenced in this scenario can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

## SUMMARY

The adventure begins in Sothis, where Venture-Captain Norden Balentiir requests that the PCs travel to the Sanctum of the Sages. There they meet Tahonikepsu, the Diamond Sage, who asks the Pathfinders to investigate the western halls, a vast archive containing the sages' physical records and relics.

Tahonikepsu removes the spell that sealed the archive, but in doing so, she alerts the trapped inhabitants. Two acolytes of the sages have waged a millennia-long struggle for control of the archive's upper halls, and the Pathfinders quickly become entangled in their struggle. After overcoming or allying with the two rivals, the PCs discover the portal to the Jeweled Sages' library is inactive, and mythic golems guard the entrance. With the Diamond Sage absent and relics disappearing, the Pathfinders must craft a counterfeit *sage jewel* to trick the portal and reach the library in time.

The portal takes the Pathfinders deep under the mountain, where the sages kept a powerful beacon capable of tracking missing *sage jewels*. Two groups of inevitables hunting the sages patiently wait here for the sages' return or a chance to escape. The PCs may reason with the outsiders or defeat them, but either way they must act before a malfunctioning artifact tears the library apart.

## GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Norden Balentiir rubs sleep from his eyes as faint pre-dawn light filters into his office. He shuts the window as a thrush begins singing loudly in the garden below before gesturing for everyone to have a seat and addressing the matter at hand. "I've received a request from the Diamond Sage, Tahonikepsu, the leader of the Jeweled Sages. You may be familiar with her as an associate of Amenopheus, long-time friend of the Society and our trusted expert on matters of Ancient Osirion. She has asked the Pathfinder Society to send its best Osirionologists to the Pillars of the Sun to help explore a sealed-off area in the sages' stronghold there—so I have recommended you."

He searches his desk for quill and ink and scribbles out two notes, sealing one with wax imprinted with the Way of the Open Road. "I've made arrangements with a caravan to Eto and provided directions from there to the Pillars of the Sun. Once you've reached the Pillars, Tahonikepsu has promised a guide to see you the rest of the way. We have maps and sketches from the last expedition if you want to familiarize yourself with the site, and I have also withdrawn several scrolls from our reserves in case your Ancient Osiriani is rusty. Feel free to arrange alternate transport—at your own expense. Don't try using magic to reach the sanctum directly, though; there's no telling where you'd end up."

The venture-captain rises from his seat to see everyone off, and hands over the two letters. "Show the first letter to the caravan master. The sealed one is your letter of introduction to the Diamond Sage. Remember, the Jeweled Sages are invaluable allies in our exploration of Ancient Osirion, and it's a privilege to be invited into their sanctum. Treat everything there with care, and help to preserve the region's past."

The Pathfinders may have questions for Venture-Captain Balentiir. The following are likely questions and his responses.

**Who are the Jeweled Sages?** "The Diamond Sage can give you the official version. Put simply, the sages are a group of scholars who preserve Osirian history. Each possesses a potent magical jewel that contains the memories and knowledge of past sages."

**Why do we need a guide when we have a map?** "Some very dangerous beasts and ancient magic reside in those mountains. Tahonikepsu has secured a path but wants to keep the route a secret. I can understand her caginess on the matter, but if you could document your path to assist future expeditions, I would appreciate it."

**Where's Amenopheus, and who is Tahonikepsu?** "I'm not sure where Amenopheus is—Absalom, I think. When he found the Diamond Sage a few months ago, they held a vote and, with the support of certain Pathfinders, she became leader of the group."

As promised, Venture-Captain Norden Balentiir gives the PCs three *scrolls of comprehend languages*, a *scroll of tongues*, and a field primer that grants a PC a +2 bonus on Linguistics checks to decipher Ancient Osiriani. The Pathfinders have a few hours to purchase supplies and research the Jeweled Sages or the Pillars of the Sun before the caravan departs. A spellcaster who studies the reports from the last expedition automatically succeeds when using *teleport* to reach the entrance of the Pillars. Attempting to *teleport* directly to the Sanctum fails; doing so triggers a mishap (*Pathfinder RPG Core Rulebook* 359) and deposits the PCs near Eto. If the PCs open the sealed letter of introduction, provide them with **Player Handout 1**.

### Knowledge (history) or Knowledge (local)

The PCs may recall—or use the library in Sandswept Hall to research—more about the Jeweled Sages.

**15+** Several scholars in the royal library left Sothis to study with the Diamond Sage last month.

**20+** Both the ancient pharaohs and later the Qadiran satrapy outlawed the Jeweled Sages. The current dynasty seems to enjoy warm relations with the order.

**25+** Each Jeweled Sage carries a unique *sage jewel* as a badge of membership. These jewels are potent magic items that contain the history of Ancient Osirion and some of the power of the Age of Destiny.

**30+** The Qadirans mercilessly hunted the sages and employed powerful outsiders to track them down. If the PCs succeed at this check, they gain a +2 circumstance bonus on all Bluff and Diplomacy checks made to influence the inevitables in area C.

### Knowledge (geography)

The PCs may recall—or use the library in Sandswept Hall to research—more about the Pillars of the Sun.

**15+** The Pillars of the Sun is a mountainous region in central Osirion. It is a treacherous labyrinth of harsh desert and rocky terrain, full of cliffs and chasms.

**20+** The region is home to numerous monsters, ancient tombs, and lost ruins.

**25+** Some historians believe that the tomb of the Pharaoh of No Rain, An-Hepsu XI—infamous for using numerous dark rituals to extend his own life—is hidden in among the Pillars of the Sun.

**30+** Ancient wards and strange weather make some magic unreliable in the region, but a knowledgeable spellcaster can use these features to her advantage. If the PCs succeed at this check, any PC can attempt a DC 20 Knowledge (arcana or geography) check before attempting a dispel check or a caster level check to overcome spell resistance; if successful, the caster gains a +2 bonus on that check.

### To the Sanctum

The PCs encounter no noteworthy obstacles in their journey west to Eto and then south to the Pillars of the Sun. There, two sage acolytes wait for them: a handsome young Garundi man in white robes named Garai Weheliye (LN cleric of Nethys 5) and a sweating, middle-aged Taldan woman named Helena Arendall (LG magus<sup>UM</sup> 4). They greet the Pathfinders excitedly and lead the PCs to meet Tahonikepsu. They can answer basic questions about the area and the Sanctum, but they defer most other inquiries to Tahonikepsu.

The Diamond Sage personally maintains a twisting path between the many peaks of the Pillars of the Sun, chasing away monsters that would otherwise hunt along

the route. Garai and Helena lead the PCs along this trail, guided by hidden glyphs they sense with the aid of *detect magic*. A PC who succeeds at a DC 20 Knowledge (arcana), Knowledge (geography), or Survival check can copy down a map of the path or its glyphs, though unless the PC also succeeds at a second skill check to hide the work from his guides (e.g., Bluff, Sleight of Hand, or Stealth), the two notice the map, request the PCs stop, and possibly report the attempt to Tahonikepsu. The Diamond Sage does not demand the PCs destroy their map, but if she believes that the Pathfinders have such a document, she abandons that route and creates a new one, invalidating the PCs' efforts.

The Sanctum of the Sages is an extensive underground complex set into the side of a mountain. At a distance, illusions disguise the structure's features. Within about a hundred feet, however, the illusion fades, revealing a beautifully engraved facade and door carved directly into the mountain face. A dozen acolytes live outside the sanctum in a small tent community, where they meditate and debate the finer points of Nethys's holy text, the *Book of Magic*.

Tahonikepsu waits inside the entrance hall. Read or paraphrase the following text as the Pathfinders arrive.

---

Ornate rugs and a small pile of sitting pillows create a small soft space in the marble room, where a finely dressed Garundi woman sits by a fountain. She looks up from a puzzle of broken pottery fragments as the two escorts announce the Pathfinders. After thanking and dismissing Garai and Helena, she beckons her visitors forward. "Welcome, Pathfinders. You and your venture-captain have my thanks for agreeing to aid us. I am Tahonikepsu, the Diamond Sage."

---

If any of the PCs have met the Diamond Sage before, Tahonikepsu greets them by name. She then requests the Pathfinders' letter of introduction, giving the PCs a questioning look if the seal is broken. She reads it carefully before again addressing the PCs.

---

"The venture-captain has great faith in you. I shall extend you the same courtesy." She gestures for everyone to sit before continuing. "My *sage jewel* grants me some knowledge of this complex, and my own research has confirmed many of those memories. That said, the site's long abandonment has made exploration difficult. I believe the next most productive step would be to reopen the archive, whose interior has defied out attempts at divinations. On the lowest floor of the library reside the written history of our order and a crystalline artifact attuned to the *sage jewels*. I would like you to explore the area, inventory the contents, and report your findings to me. Please be careful; these halls contain delicate, irreplaceable cultural treasures and writings."

---

The PCs doubtless have questions at this point; likely inquiries and responses are detailed below.

**Who are the Jeweled Sages?** “I am the Diamond Sage and my colleague Amenopheus is the Sapphire Sage. People and empires may pass away; we ensure their memories and discoveries live on. The Jeweled Sages nearly disappeared during the Qadiran satrapy. Now we are rebuilding the order and continuing their work.”

**What was in the library?** “I am not sure the extent of the collection. The sage who bore the amethyst jewel was responsible for the archive, along with several assistants. The Diamond Sage had other responsibilities. I do know the archive is divided into three levels. Librarians cataloged acquisitions on the first floor, repaired them on the next, and stored them in the library below, which is accessible only through a special gateway. The portal requires a *sage jewel* to activate, and should activate when I unseal the complex. If not, await my return.”

**Why can't you come with us?** “I have numerous responsibilities, and I hope that our partnership can alleviate some of them.” A PC who succeeds at a DC 24 Sense Motive check realizes this isn't the whole truth and notices that she becomes nervous in tight quarters. This is a result of her imperfect control over her humanoid form—she is concerned she might revert to her natural, draconic shape in a narrow hallway. She brushes off any further questions about her reluctance to join the PCs.

**How do you know what's hidden in the archive?** “I have expended considerable effort communing with the memories of my predecessor, who was so kind as to store her memories and those of her protégés in the *sage jewel* I carry. Even then, not every memory is perfect, and her knowledge is limited to what she personally knew or saw.

After ensuring the PCs are ready, Tahonikepsu leads the Pathfinders to the adjoining hall where a 5-foot-diameter crystal—the Screening Stone—hovers a short distance off the floor. The stone hums in response to her chant in Ancient Osiriani; the glyphs on the west door fade and the stone cracks open and melts into the surrounding walls. Beyond, a hallway illuminated with magical light extends 30 feet and then descends down a twisting flight of stairs.

The Diamond Sage thanks the Pathfinders again, and welcomes them to rest with the acolytes outside whenever they need. She then departs, returning to her natural form as a time dragon (*Pathfinder RPG Bestiary* 470) to investigate disturbances elsewhere in the local

solar system. Her far-ranging travel makes it unlikely that she can return in time to assist the PCs except under extraordinary circumstances.

## A. HALLS OF STUDY

After a 50-foot descent, the Pathfinders arrive at the Halls of Study, where the sages examined new acquisitions.

A dozen scholars worked alongside the sages to preserve the physical records of their nation's history. Only two remain: the mummified sphinx, Saruna, and the soulbound construct, Badru. The two have spent the past 3 millennia competing for control of the library, though they physically clash only rarely. Most of the time they brood and scheme in the respective areas they each consider home, occasionally meeting on neutral ground to rehash their same tired arguments of why one is right and the other wrong. When Tahonikepsu opened the door for the PCs, she inadvertently broke the stalemate.

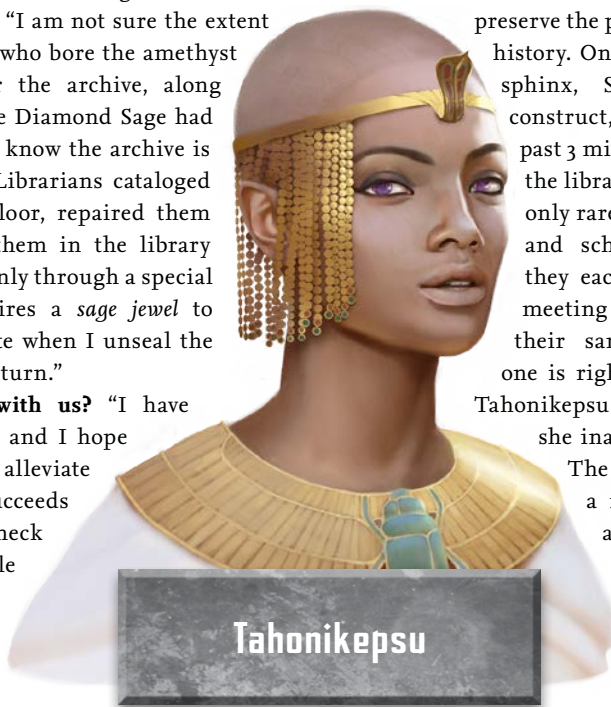
The Pathfinders' arrival provokes a new eruption of hostilities in areas **A2** and **A3** as old rivalries flare to life once more.

Unless otherwise noted, the floors and walls are smooth stone. Inanimate objects gain a +1 resistance bonus on all saving throws as a result of the

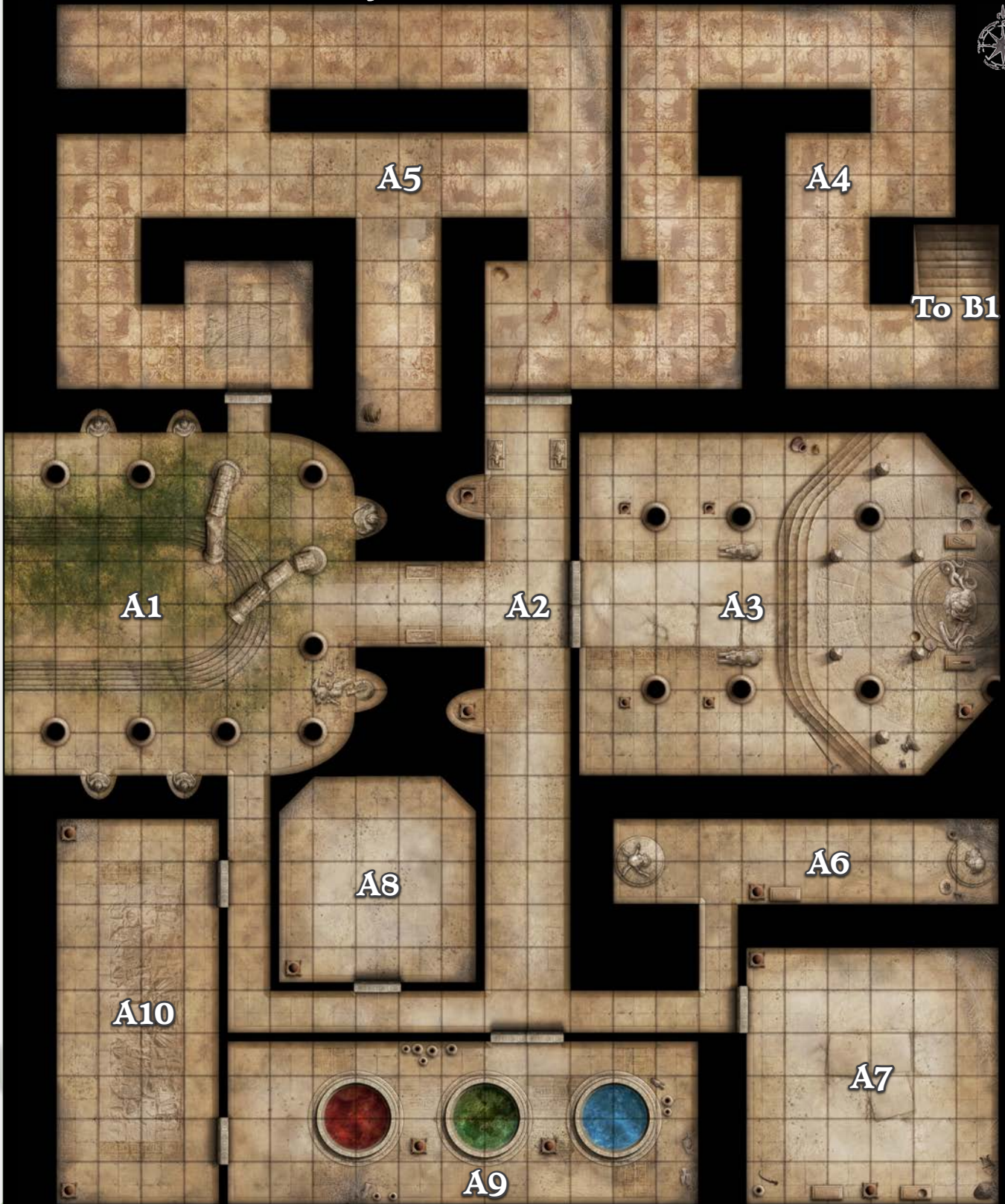
preservative enchantments (faint transmutation) that still affect the archive. The rooms and halls have 20-foot ceilings, and magical illumination provides dim light. A permanent *guards and wards* effect (CL 12th) fills the corridors in areas **A2**, **A4**, and **A5** with fog. Illusory stone walls conceal every door (Will DC 20 to disbelieve in Subtier 7–8 and DC 22 in Subtier 10–11), and *arcane locks* seal them (Disable Device DC 20 to open). Pathfinders can suppress an individual effect for 24 hours. Several other areas have additional effects. Saruna and Badru are both so familiar with the effects and attuned to the sanctum that they ignore all of the effects created by *guards and wards*. Similar effects from other sources affect them normally.

### A1. Desert Blooms

Fragrant scents float on the warm breeze that circulates around this columned chamber. Jasmine, grapevines, mandrakes, and anemones grow from pots hanging around the room, vibrant and fruitful despite the lack of sunlight. Sycamore saplings fill the alcoves, and a phosphorescent moss has overgrown



# A. Halls of Study



1 square = 5 feet

Pathfinder Flip-Mat: Ancient Dungeon

### PRESERVING HISTORY

The Pathfinders' mandate is to catalog and protect the relics here, represented by earning Preservation Points. Many individual area descriptions describe notable finds that grant 1 or more Preservation Points. In addition to the opportunities presented in specific areas, the PCs can earn up to 2 additional Preservation Points for exceptional efforts to preserve the Osirian history in the Sanctum of the Sages at the GM's discretion. The PCs' total contributes to the adventure's secondary success condition and other rewards.

A reckless action that destroys a notable find not only prevents the PCs from cataloging it but also prevents others from studying it in greater detail later. If a PC destroys or seriously damages one of the relics tied to earning a Preservation Point, the Pathfinders instead lose 1 Preservation Point. The PCs' point total cannot fall below 0. Effects with large areas are most likely to cause damage in this way, but the GM should exercise some leniency with regard to what damages a relic; a *fireball* that scorches most of the room likely damages relics and inscriptions, but a line effect (e.g. *lightning bolt*), small burst, or area effect that the caster takes reasonable steps to aim away from historic artifacts probably won't.

Finally, when Tahonikepsu opens the archive, the Amethyst Sage begins emptying the contents of area C. For every 2 hours it takes the PCs to reach that area, the PCs lose 1 Preservation Point.

some of the walls and ceiling. A great seal bearing a written inscription covers the center of the floor.

The inscription on the floor is in Ancient Osiriani and reads, "Life is fleeting; memory is eternal." As the PCs enter this area, the mummies and elementals in area A2 meet and begin fighting.

**Preservation:** The archive's magic has sustained the slow growth of these plants, several of which are subspecies that have since gone extinct. A PC who examines this area and succeeds at a DC 20 Knowledge (nature) check earns 1 Preservation Point.

### A2. Ancient Battlefield (CR 9 or CR 12)

Clashes between Saruna and Badru scarred this hallway. A *silent image* hides the doors to the north and east, but both are open when the Pathfinders first arrive. The audible combat here and in area A3 grants the PCs a +4 bonus on Will saves to disbelieve these particular illusions while combat continues.

**Creatures:** Having realized that the archive is open, Saruna and Badru have unleashed their meager remaining minions against one another in desperate bids

for dominance before strangers arrive. The mummies are ramshackle creations of Badru's own invention that are as much arcane puppets as they are proper undead. Badru observes from area A5 and awaits an opening to strike Saruna directly. If the PCs attack him, he withdraws to area B4. Saruna in turn has conjured several elemental creatures with the help of the pools in area A9. She lurks in area A3, where she has enough room to maneuver.

The mummies and elementals begin the battle in the intersection in front of the doors to area A3.

### Subtier 7–8 (CR 9)

#### MUMMIES (2) CR 5

hp 60 each (*Pathfinder RPG Bestiary* 210)

#### TACTICS

**During Combat** The mummies begin near area A5 and attempt to reach area A3 to attack Saruna. They attack any creature that stands between them and the door. They also follow any subsequent orders Badru issues.

**Morale** The mummies fight until destroyed.

#### SPECIAL ABILITIES

**Constructed (Ex)** Badru's mummies are a combination of humanoid remains and inorganic matter animated by a combination of necromancy and golemcraft. As a result, they count as both constructs and undead for the purposes of targeting creatures by type (such as a ranger's favored enemy or the *bane* weapon special ability).

#### LARGE FIRE ELEMENTAL CR 5

hp 60 (*Pathfinder RPG Bestiary* 124)

#### TACTICS

**During Combat** The fire elemental begins outside the door to area A3. It defends itself and attacks any creature that moves past it. It follows orders from Saruna.

**Morale** The elemental fights until destroyed. The summoning spell expires 5 rounds after combat begins.

#### FIRE MEPHITS (3) CR 3

hp 19 each (*Pathfinder RPG Bestiary* 202)

#### TACTICS

**During Combat** The mephits begin combat slightly north of area A1. They use *scorching ray* and then flank the mummies with the fire elemental. An injured mephit crowds into a fire elemental's square to activate its fast healing.

**Morale** The mephits fight to the death against the mummies but tend to flee from other attackers. The summoning spell expires 5 rounds after combat begins.

### Subtier 10–11 (CR 12)

#### ADVANCED MUMMIES (4) CR 6

hp 76 each (*Pathfinder RPG Bestiary* 210, 294)



**TACTICS**

Use the tactics in Subtier 7–8.

**SPECIAL ABILITIES**

**Constructed (Ex)** See Subtier 7–8.

**ADVANCED LARGE FIRE ELEMENTALS (2) CR 6**

**hp** 76 (*Pathfinder RPG Bestiary* 124, 294)

**TACTICS**

Use the tactics in Subtier 7–8.

**ADVANCED FIRE MEPHITS (4) CR 3**

**hp** 25 each (*Pathfinder RPG Bestiary* 202, 294)

**TACTICS**

Use the tactics in Subtier 7–8.

**Treasure:** Dozens of amethyst fragments are integrated into the mummies’ wrappings, and several likely fall out over the course of combat. Recovering the rest involves several minutes of searching.

**Development:** If the PCs clearly seem to favor attacking one side’s minions over the other, the respective apprentice admits temporary defeat and withdraws from the fight. The “winning” apprentice cautiously parleys with the PCs and invites them to speak further where the rival apprentice cannot eavesdrop. There, the apprentice introduces himself or herself, inquires about the PCs’ motives, and makes further plans. For more information about Saruna and Badru, see areas **A3** and **B4** respectively.

**Preservation:** Alcoves along the walls hold racks filled with scrolls filled with ancient poetry, but the cracked scroll cases are unable to resist the heat created by the elementals. If the PCs do not destroy the elementals or draw them out of the hallway within 4 rounds, the scrolls are reduced to ash, and the PCs lose 1 Preservation Point. If the PCs recover the intact scrolls, they gain 1 Preservation Point. One particularly valuable scroll resides in a fireproof case hidden in one of the alcoves along the west wall. If a PC succeeds at a DC 24 Perception check (DC 28 in Subtier 10–11), she finds this additional scroll. The text records the deathbed account of a wizard who witnessed the Pharaoh of Forgotten Plagues binding the daemonic harbinger Zelishkar of the Bitter Flame. The Pathfinders gain 1 Preservation Point for locating this document.

**Rewards:** If the PCs defeat neither the mummies nor the elementals, reduce each PC’s gold earned as follows.

*Subtier 7–8:* Reduce the gold earned by 333 gp.

*Out of Subtier:* Reduce the gold earned by 458 gp.

*Subtier 10–11:* Reduce the gold earned by 583 gp.

**A3. Chapel of Thoth (CR 10 or CR 13)**

This air in this chapel carries the scent of incense and old parchment. A simple altar occupies the east wall. An ibis

**SCALING ENCOUNTER A2**

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

*Subtier 7–8:* Reduce the current hit points of the mummies and fire elemental to 40 each.

*Subtier 10–11:* Reduce the current hit points of the mummies and fire elemental to 50 each.

statue sits behind it, silently gazing over any visitors. Pale light shines on the altar from a painting of the moon on the ceiling, illuminating stray motes of dust.

Although battle-damaged, the sanctuary is otherwise well maintained thanks to Saruna’s regular sweeping, dusting, and polishing of every surface. An ancient sitting pillow, repaired countless times and sized for a large creature, rests before the altar. A PC who succeeds at a DC 20 Knowledge (history or religion) check identifies the statue as Thoth, Osirian god of magic, writing, and the moon, and patron of archivists and libraries. Any PC who prays to Thoth or leaves an offering befitting Thoth’s portfolio (for example, a scroll, book, or piece of silver) gains a +1 sacred bonus on all Knowledge skill checks for 24 hours.

**Creatures:** The Pathfinders likely first meet Saruna following the battle in area **A2**, after which she either approaches the PCs to talk or hides in the chapel to observe their interactions with Badru, depending on whose minions the PCs seemed to target more often.

In life, Saruna studied alongside the sages and considered the bearer of the amethyst *sage jewel* her favored colleague and mentor. When Keleshite forces conquered Osirion and began their campaign against the Jeweled Sages, the sphinx stood at her allies’ side to aid as best she could in preserving the nation’s history. At the sages’ request, she guarded the sanctum for several months while the Amethyst Sage sought some secret that might preserve the scholarly order. When he returned, he asked for her aid in a ritual he had found deeper in the Pillars of the Sun. She accepted, not knowing that the ritual required the removal of a sphinx’s heart—her own. Before leaving the sanctum forever, the Amethyst Sage revived his favored student as a mummy. As part of the process, he replaced her heart with a fist-sized amethyst that also strengthens her natural magic; she can cast *analyze dweomer* as a spell-like ability three times per day in addition to her other spell-like abilities.

The sphinx loathes her undead existence and the sage who transformed her, but her philosophical nature has steered her away from self-destruction on multiple occasions. Nonetheless, necromantic reanimation has

gradually darkened her views of the universe and shifted her alignment to evil. She now favors speaking in riddles and rhymes in her ragged, dusty voice even more than other sphinxes. She is sympathetic to others' revulsion at her undeath, but she feels it is not yet her time to be destroyed. Before she accepts destruction, she seeks to accomplish two goals. First, she must ensure that the knowledge she has accumulated is not lost to the world. Second, she wishes an opportunity to seek vengeance against the sage who betrayed her trust. Saruna has little reason to conceal her motives, especially if she feels her goals and those of the PCs align.

As the head librarian and the Amethyst Sage's former apprentice, she has extensive experience cataloging tomes and relics, knows all the background information for the site mentioned in the adventure's introduction, and is familiar with the functions of the *Crystal Beacon* in area C4. She does not know about the hazards in area C or the marut in area C3, but she is aware that items have begun disappearing from the library below. She also knows that near the time of her reanimation, machine-bodied invaders attacked the sanctum, broke into the library, and somehow bypassed or overcame the defenses intended to keep out anyone but the true sages.

Saruna spends her time here praying to Thoth for guidance and vengeance. Otherwise she studies in area A7 or uses the elemental pools in area A9 to summon more allies like the wispy mihstu that currently lingers in the room, consuming its moisture.

In Subtier 7–8, Saruna is cautiously optimistic that the PCs can help her escape the archive, and her starting attitude is indifferent. In Subtier 10–11 she is more suspicious and has a starting attitude of unfriendly. Admitting that they are agents of the Jeweled Sages imposes a –4 penalty on Diplomacy checks made to influence Saruna but does grant a +2 bonus on Intimidate checks thanks to a special *geas* that compels her obedience. Returning her heart to her immediately improves her attitude two steps; it's stored in the *canopic jar* in area B4.

If the PCs question Saruna, the following detail her likely responses.

**Who are you?** "Answers to such a simple riddle lie in the deathless thoughts of one such as I. Saruna now speaks, despite having long since died."

**What happened here?** "A tale of blood and gems these walls would tell. The sage asked for commitment of heart and soul; he left cold stone and a ragged hole."

**Are there any Jeweled Sages or sage jewels here?** "Here above we're left alone, left to fight over forgotten tomes. Fled or dead? One way to know: seek out the library and the beacon below."

### Subtier 7–8 (CR 10)



Saruna

#### SARUNA CR 9

Mummified gynosphinx (*Pathfinder RPG Bestiary 4 196*)

hp 114

**Weaknesses** vulnerable to acid

#### TACTICS

**Before Combat** Saruna used the *wand of displacement* during the fight with the mummies. The spell has 2 rounds remaining before it ends.

**During Combat** Saruna pounces, hoping to flank with any of her allies. Her desiccated paws are just dexterous enough to allow her to activate a wand, and she refreshes her *displacement* spell when possible.

**Morale** Saruna flees if reduced to 30 or fewer hit points, using her *wand of dimension door* to travel to area A7. Without the blessing of a true Jeweled Sage, she cannot travel outside of this wing of the sanctum, and she fights until destroyed if cornered.

#### STATISTICS

**Languages** Ancient Osiriani, Draconic, Sphinx; *comprehend languages*

**Combat Gear** *wand of dimension door* (5 charges), *wand of displacement* (10 charges); **Other Gear** *pendant of vast intelligence* +2 (Use Magic Device)

#### YOUNG MIHSTU CR 7

hp 76 (*Pathfinder RPG Bestiary 2 190, 293*)

#### TACTICS

**Before Combat** The mihstu lurks over the door near the ceiling and strikes from above and behind.

**During Combat** The mihstu focuses on spellcasters first and saves ranged attackers for last, relying on its windy defense. The cracks in the pillars and other obstacles in the room are large enough for it to use its gaseous ability to ignore them. The elemental follows Saruna's orders for 24 hours, but rankles at the situation. It subverts any complicated instructions.

**Morale** The elemental fights to the death.

## Subtier 10–11 (CR 13)

**SARUNA****CR 10**

Advanced mummified gynosphinx (*Pathfinder RPG Bestiary 4* 196, 288)

**hp** 138**Weaknesses** vulnerable to acid**TACTICS**

**Before Combat** Saruna used the *wand of displacement* during the fight with the mummies. The spell has 4 rounds remaining before it ends.

**During Combat** Saruna pounces, hoping to flank with any of her allies. Her desiccated paws are just dexterous enough to allow her to activate a wand, and she refreshes her *displacement* spell when possible.

**Morale** Saruna flees if reduced to 40 or fewer hit points, using her *wand of dimension door* to travel to area **A7**. Without the blessing of a true Jeweled Sage, she cannot travel outside of this wing of the sanctum, and she fights until destroyed if cornered.

**STATISTICS**

**Languages** Ancient Osirion, Draconic, Sphinx; *comprehend languages*

**Combat Gear** *wand of dimension door* (5 charges), *wand of displacement* (10 charges); **Other Gear** *pendant of vast intelligence* +4 (Knowledge (arcana), Use Magic Device)

**MIHSTUS (3)****CR 8**

**hp** 92 each (*Pathfinder RPG Bestiary 2* 190)

**TACTICS**

Use the tactics from Subtier 7–8.

**Treasure:** The altar holds three vials of powdered diamond, each worth 1,000 gp, intended for binding outsiders with the air subtype. There are four such vials in Subtier 10–11.

**Development:** If the PCs improve Saruna's attitude to friendly or helpful, she requests their aid in defeating Badru and escaping the archive. She knows the Amethyst Sage sealed the library and only a *sage jewel* can reopen it, but she offers her scheme to create a *flawed sage jewel*. See the Activating the Portal sidebar on page 13. The sphinx knows that a *geas* effect prevents her from leaving, but she suspects that a true Jeweled Sage could remove the enchantment. Saruna is also willing to assist the PCs in the recovery of important historical objects if she's made friendly; her help grants the PCs a +2 bonus on skill checks to earn Preservation Points. The sphinx is a powerful fighter but should neither upstage the PCs nor be a burden for the GM to run alongside other combatants. As a result, Saruna's role in a fight is typically fairly light, taking the occasional swipe at a foe but otherwise allowing the PCs to handle the heavy lifting.

**SCALING ENCOUNTER A3**

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

*Subtier 7–8:* Remove the young mihstu from the encounter.

*Subtier 10–11:* Remove one mihstu from the encounter.

**Faction Notes:** Dark Archive faction PCs are on the lookout for knowledgeable curators, librarians, and archivists to assist Zarta Draldeen in establishing the faction's credentials and polishing its members' skills. Recruiting Saruna's assistance as a consultant would be invaluable. The sphinx is open to such proposals, but she agrees to meet with Zarta only if a faction PC improves her attitude to friendly or helpful, succeeds at a second Diplomacy check to request complicated aid, destroys Badru (see area **B4**), and returns Saruna's heart to her in its *canopic jar*.

**Preservation:** If the PCs identify the statue of Thoth, they gain 1 Preservation Point.

**Rewards:** If the PCs fail to defeat or recruit Saruna, reduce each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 1,250 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,712 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 2,175 gp.

**A4. Hidden Staircase**

Webs fill this hallway and the stairs, as the spell *web*. Saruna and Badru are able to move through this area unimpaired. The stairs lead to area **B1**.

**A5. Catalog**

This hallway twists and turns in the fog. The minor *confusion* effect of *guards and wards* misleads any PCs who enter this area.

**Preservation:** Intricate glowing hieroglyphics line the corridors. They catalog the contents stored in the library in area C, even changing to reflect new relics that enter or leave the site. If a Pathfinder who understands Ancient Osiriani studies the hieroglyphics and succeeds at a DC 20 Linguistics or Profession (librarian) check, he can identify the vast range of information stored below—tomes, furniture, scrolls, art, and more. The character also realizes that pieces of the collection are missing and more are disappearing. Succeeding at this check also earns the PCs 1 Preservation Point.

**A6. Shrines of Nethys and Ptah**

A marble statue stands at each end of this corridor. Purple *faerie fire* illuminates the east statue, which depicts a Garundi man who is healthy and vital on one side and cracked and burned on the other. The other

statue depicts a Garundi man wrapped in linen like a mummy and wielding a staff. A PC who succeeds at a DC 10 Knowledge (religion) check recognizes the first as Nethys, god of magic. A PC who exceeding this DC by 10 or more also identifies the other statue as Ptah, Osirian god of creation and invention.

Any PC who prays to Nethys or leaves an offering befitting his portfolio (for example, a magic item or scroll) gains a +1 sacred bonus on concentration checks for 24 hours. A PC who makes a similar prayer or offering to Ptah gains a +2 sacred bonus on Craft and Knowledge (arcana) checks made to identify constructs for 24 hours.

**Preservation:** Identifying both statues earns the PCs 1 Preservation Point.

### A7. Saruna's Sanctum

Saruna rests and studies in this spacious chamber. A large divan sits in the southeast corner. A bookshelf dominates the north wall, while tapestries and maps cover the others.

Saruna's etched riddles and rambling notes cover the floor. Pathfinders who study the writing for 2 hours or succeed at a DC 25 Linguistics check can decipher it. A PC gains a +5 bonus on this check if she understands Ancient Osiriani or Sphinx, and the bonus increases to +10 if she understands both. The notes describe how to create a *flawed sage jewel* using Badru's soul focus, and how to use it to activate the portal in area B4. See the Activating the Portal sidebar on page 13.

**Traps:** Saruna placed a *symbol of persuasion* (DC 20 in Subtier 7–8, DC 22 in Subtier 10–11) on the eastern map in case Badru were able to slip past her. It has 2 days of duration remaining.

**Preservation:** The ancient maps depict Osirion during the Age of Destiny, ranging west into Thuvia and south into Geb. If a PC studies the maps and succeeds at a DC 25 Knowledge (geography) check, the PCs gain 1 Preservation Point. In addition, the maps indicate several dozen unlabeled locations, including numerous points throughout the deserts of northern Garund, half a dozen scattered throughout the Barrier Wall mountain range, two in northern Geb, another four in Katapesh, one each in Nex and the Mana Wastes, and one coastal site now submerged just north of Osirion. Saruna is not certain of the relevance of these sites, but she speculates these are sites of importance to the Jeweled Sages.

### A8. Librarian's Office

This neatly kept office once doubled as living quarters. A basin in the northwest corner continuously refills with water as a *decanter of endless water*, and an ancient cot stands nearby. Magical illumination provides bright light. A tidy desk and workbench hold ancient quills and dried-up ink.

**Preservation:** The desk's drawers are locked and contain library acquisition records. A PC who succeeds at a DC 25 Disable Device check can open the drawers and earns 1 Preservation Point for recovering the records. Particularly destructive methods of opening the drawers might destroy the documents at the GM's discretion. The document is written in Common and lists numerous statues throughout the archives as well as their powers. If the PCs open the drawer without destroying the records, provide them with **Player Handout 2**.

A PC who succeeds at a DC 25 Perception check locates a loose stone under the cot. Prying it up reveals a cache of tools and a journal, earning the PCs 1 Preservation Point. With a successful DC 20 Heal or Knowledge (arcana or religion) check, a PC identifies most of the supplies as well-preserved mummification paraphernalia from a past age. The journal, written in Ancient Osiriani, records 20 years of the Amethyst Sage's work in archiving and recording lost treasures while wrestling to maintain his own identity when exposed to his *sage jewel's* memories. Several letters sandwiched between later pages describe, in brutal detail, multiple Qadiran raids in which the invaders killed or captured sages or sympathizers. The final year of entries is encoded; a successful DC 30 Linguistics check and at least 2 hours of study are needed to decipher it. It describes some of the sage's investigation of An-Hepsu XI's rituals of immortality, including one that involved a *canopic jar* recovered from an undisclosed location in the Pillars of the Sun. With increasing bitterness, the sage expresses a fervent desire to survive the Keleshite attacks to ensure that the order of Jeweled Sages survives.

Identifying the mummification tools and deciphering the journal each earn the PCs 1 Preservation Point.

### A9. Elemental Pools

Pools of pure elemental water, earth, and fire occupy this chamber. These date back to the Pharaoh of Forgotten Plagues, whose forces captured them in a war with Jistka. The elemental presence has warped the stone in the room, giving the surface immediately surrounding the water pool a spongy texture, growing strange crystals near the earth pool, and sending veins of pulsing magma rippling through the flagstones near the fire pool. Several metal scoops and flasks stored at narrow workstations between the pools allow a creature to extract and mix elements, and one can use the pools to cast *summon monster V* or *planar binding* (CL 11th) up to three times per day in any combination to conjure an outsider with the elemental subtype associated with the pool or pools used. Each pool counts as a diagram *magic circle* for the purpose of trapping a called creature. Saruna has already used the pools twice today.

A PC who studies the pools and succeeds at a DC 25 Knowledge (planes) check identifies combinations of elements that might conjure elementals of other types, such as air (fire mixed with water, then filtered through earth), ice (water mixed with air), lightning (fire mixed with air), magma (earth mixed with fire), and mud (earth mixed with water). Combining the raw elements in other ways typically results in an angry elemental that is not bound to the pool being summoned.

The raw elemental fire is harmful and enough can be harvested to create a single splash weapon that deals 3d10 points of fire damage on a direct hit and 1d10 points of fire damage to those it splashes. The material is volatile, and evaporates and destabilizes if not used within 1 hour. Creating such a splash weapon requires a successful DC 15 Craft (alchemy) or Knowledge (arcana) check and expends one of the daily uses of the pools' conjuration ability.

### A10. Ritual Chamber

This is the room the Amethyst Sage used to perform several of the rituals he researched, and the architecture still bears the scars of his experimentation. The smell of burnt flesh still permeates the chamber, and now-indecipherable runes drawn in blood long since reduced to powder line the floor. The walls are slightly cracked and in several places even seem to bow outward as though pushed apart by a powerful force. There is little left to learn from this room, though a PC who succeeds at a DC 20 Knowledge (arcana) check can determine that someone performed potent ritual magic here.

## B. HALLS OF PRESERVATION

Reaching the Halls of Preservation involves a 30-foot descent down the stairs from area A4. The *guards and wards* spell in location A ends at the bottom of the stairs. Archivists restored damaged artifacts and writing in these workshops.

The zelehuts in area C3 breached the sanctum here, and the Pathfinders can see signs of that attack in the broken walls and floors. Unless otherwise noted, the ceilings are 20 feet high, the rooms are carved from the surrounding granite, and the original magical illumination has failed, leaving this area in complete darkness.

### B1. Apprentices' Workshop

New archivists would train here, using the replaceable finds. The tools and workplaces are broken, and the inevitables breached the south wall millennia ago. A haphazard barricade now blocks the last 10 feet of the stairs. A PC can easily clamber over the obstacle with a successful DC 15 Acrobatics or Climb check. Otherwise it takes 4 squares of movement to move through 1 square of the barricade.

## ACTIVATING THE PORTAL

Only a Jeweled Sage can open the portal leading from area B3 to area A1, but with someone stealing from the library, the Pathfinders can't wait for Tahonikepsu to return. The Amethyst Sage copied the design of her own gem when crafting Badru's soul focus and Saruna's gem heart. The Pathfinders can purify and empower one of these gems to create a *flawed sage jewel*. Although the replica cannot store memories as a true *sage jewel* can, it is sufficiently convincing to fool the portal and other devices and guardians here. Both Saruna and Badru are fairly certain how to make such a jewel. The PCs can also research their own recipe by studying the hieroglyphs in area A7. Each method has several steps in common: harvesting a gem from one of the apprentices, purifying the gem, and then using it to absorb a hint of mythic power.

The two suitable gems are Badru's soul focus and Saruna's gem heart, and removing either one effectively destroys that apprentice. Both stones are cursed, and a character carrying one takes a -1 penalty on attacks, skill checks, and saving throws. The PCs can cast *remove curse*, perform a 1-hour ritual using the moonlight in Thoth's chapel in area A3 (Saruna's preference), or immerse the gem in the raw elements from area A9 for 1 hour (Badru's preference) to purify it.

Once the gem has been purified, a PC can use the gem to absorb the blessing of Isis from the glass golems in area B3. Doing so requires the PC stand within 20 feet of a glass golem and present the gem as a full-round action that provokes attacks of opportunity; it causes the golems to lose the invulnerable mythic template, eliminates the golems' mark of Isis special ability, and transforms the gem into a *flawed sage jewel*. This gem functions as a *stone of good luck* (*Pathfinder RPG Core Rulebook* 530). It fits into a *wayfinder* like an *ioun stone*, granting a +1 bonus on Knowledge checks as a resonant effect.

The gem functions only in this scenario.

**Trap:** An *alarm* spell mentally warns Badru if anyone descends the stairs.

## All Subtiers

### ALARM SPELL

Type magic; Perception 26; Disable Device 26

#### EFFECTS

Trigger location; Reset none

Effect mental alarm (Badru only)

### B2. Badru's Room

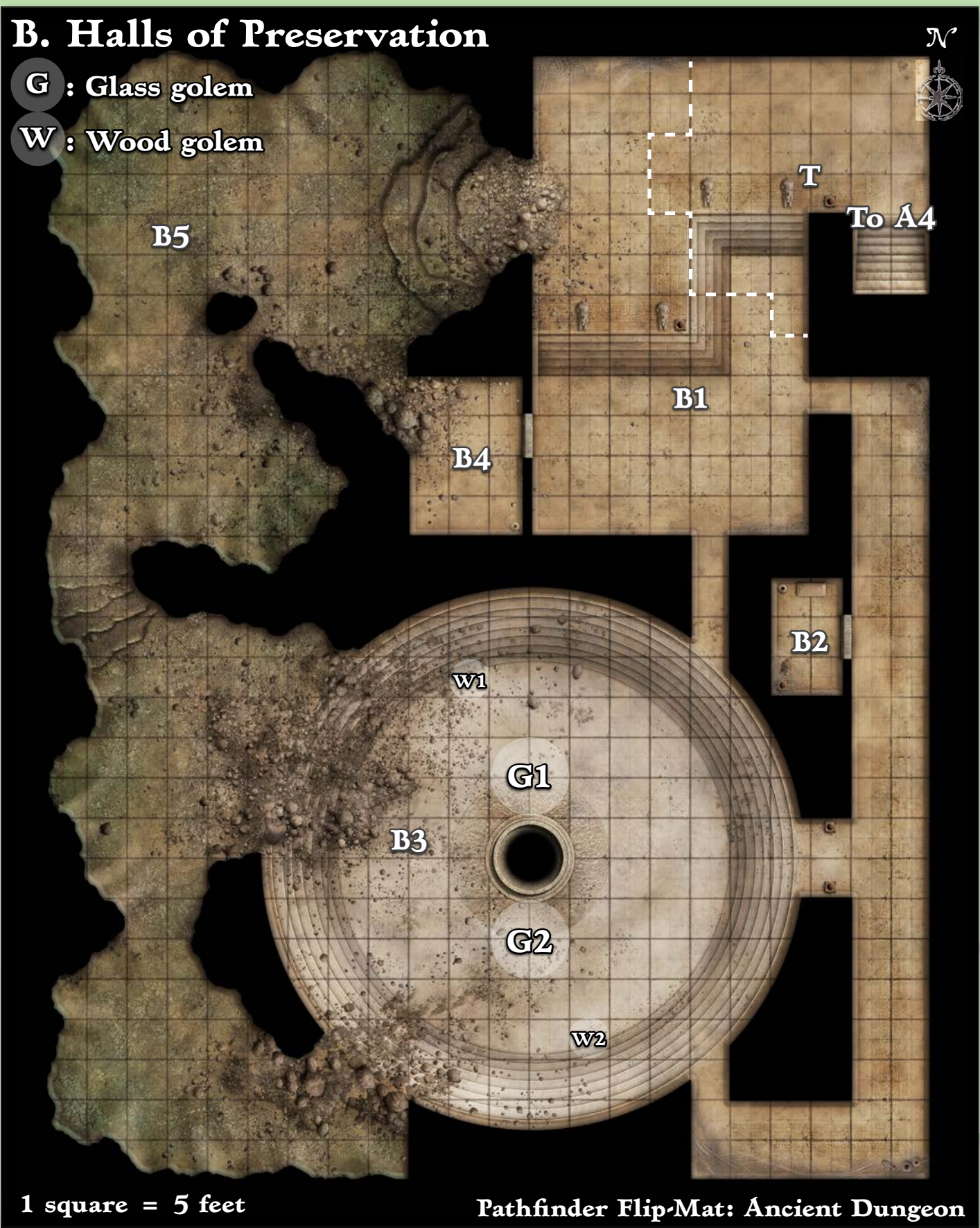
A small bed, a workbench, and several hanging blueprints occupy this room. Badru slept here while alive, but long ago moved almost everything of value to area B4.

# B. Halls of Preservation



**G** : Glass golem

**W** : Wood golem



1 square = 5 feet

Pathfinder Flip-Mat: Ancient Dungeon

**Preservation:** If a PC succeeds at a DC 20 Knowledge (engineering or history) check, he recognizes a framed blueprint on the wall as the original plan for the royal palace inside the shell of Ulunat, the Spawn of Rovagug destroyed by Azghaad I, and earns 1 Preservation Point.

### B3. Portal Chamber (CR 10 or CR 13)

This large chamber houses a permanent *ring gate* connecting to the Jeweled Sages' library, though it is inactive and the central pillar hides it when the PCs first arrive. The inevitables breached the west wall when they attacked. PCs who examine the chamber find the broken remains of half a dozen zelekhts, identifiable with a successful DC 19 Knowledge (planes) check.

Luminous glyphs cover the central pillar, providing dim illumination. A Pathfinder who studies the column for 1 hour or succeeds at a DC 20 Knowledge (arcana) or Spellcraft check learns how to activate it with a *sage jewel*. Doing so causes the pillar to fracture and spiral open, revealing a 10-foot-wide *ring gate*, which connects to the portal platform in area C1. The act of opening the portal places more strain on the library below, triggering the hazard detailed in area C and instigating a timed threat. As a result, a PC using a *fake sage jewel* to open the portal at first experiences slight resistance, and only after she consciously confirms that she wants to open the portal by trying again does the gateway actually activate.

**Creatures:** An invincible glass golem and wood golems guard the portal. The golems were holy guardians who watched over the temple of Isis in Tumen. The sages later recovered them from the abandoned city and repurposed them through prayer and magic. A PC who succeeds at a DC 25 Knowledge (religion) check recognizes the ankh-like tyet icon emblazoned on the golems as the knot of Isis. A *magic mouth* spell activates when any creature unaccompanied by a Jeweled Sage enters the room, shouting a warning in Ancient Osiriani to leave immediately. This causes the glyphs to emit bright light as *daylight*. After 1 round, the golems attack anyone still in the room. The golems cease fighting if presented with a *sage jewel*, even a flawed one that the PCs create.

### Subtier 7–8 (CR 10)

#### GUARDIAN OF ISIS CR 9

Invincible glass golem (*Pathfinder RPG Mythic Adventures* 224, *Pathfinder RPG Bestiary* 2 138)

hp 116

#### TACTICS

**During Combat** The golem defends itself and attacks anyone in area B4. It pursues attackers as far as area B1 and activates its reflect spells ability when possible.

**Morale** The golem fights until destroyed.

#### SPECIAL ABILITIES

**Mark of Isis (Su)** Isis's power restores the golem to full hit points 1 minute after it is destroyed. It loses this ability if it loses the invincible template.

#### ADVANCED WOOD GOLEM CR 7

hp 64 (*Pathfinder RPG Bestiary* 164, 294)

#### TACTICS

**During Combat** The golem defends itself and attacks anyone in area B4. Although it is mindless, it does make rudimentary attempts to maximize the number of targets it can hit with its splinter ability. It pursues attackers as far as area B1.

**Morale** The golem fights until destroyed.

### Subtier 10–11 (CR 13)

#### GUARDIANS OF ISIS (2) CR 10

Invincible glass golems (*Pathfinder RPG Mythic Adventures* 224, *Pathfinder RPG Bestiary* 2 138)

hp 116

#### TACTICS

Use the tactics from Subtier 7–8.

#### SPECIAL ABILITIES

**Rune-Carved Mark of Isis (Su)** Isis's power restores the golem to full hit points 1 minute after it is destroyed. The mark also provides the Rune of Shielding and Rune of Terror abilities (*Pathfinder RPG Ultimate Magic* 116). It loses these abilities if it loses the invincible template. These modifications increase the golem's total CR by 1.

#### ADVANCED WOOD GOLEMS (2) CR 7

hp 64 (*Pathfinder RPG Bestiary* 164, 294)

#### TACTICS

Use the tactics from Subtier 7–8.

**Treasure:** A Pathfinder searching the column who succeeds at a DC 25 Perception check (DC 30 in Subtier 10–11) discovers a hidden compartment containing a small cedar chest just north of the portal ring. The chest contains a *golembane scarab* and a *scroll of malfunction* (*Pathfinder RPG Ultimate Magic* 228). In Subtier 10–11, it also contains *boots of levitation* and a *scroll of soothe construct* (*Ultimate Magic* 239).

**Development:** If the Pathfinders complete the *flawed sage jewel*, the golems cease attacking, recognizing the gem-holder as a Jeweled Sage.

**Preservation:** The Pathfinders gain 1 Preservation Point for each golem that survives intact by the end of the scenario (maximum 2 points).

**Rewards:** If the PCs fail to discover the hidden cache, adjust each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 316 gp.

*Out of Subtier:* Reduce each PC's gold earned by 633 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 950 gp.

**SCALING ENCOUNTER B3**

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

*Subtier 7-8:* The golems are stiff after centuries of inactivity. They begin the combat with the staggered condition for 1 round, and they have the entangled condition for 2 rounds after that.

*Subtier 10-11:* Remove the wood golems from the encounter.

**B4. Master's Workshop (CR 10 or CR 13)**

Here master artisans repaired rare and unique relics under Badru's supervision. Narrow workbenches crowded with partially constructed porcelain and wood mannequins ring most of the room's perimeter, and one table holds an inanimate mummy. The western wall fell when the zelekhts invaded millennia ago, and Badru has left it open as an escape route rather than repairing the damage. One of the zelekhts lies disassembled and lifeless under a table.

**Creatures:** The Pathfinders likely first meet Badru following the battle in area **A2**, after which he either approaches the PCs to talk or skulks back to his workshop, depending on whose minions the PCs seemed to target more often.

As a mortal apprentice, Badru served the Amethyst Sage with zealous devotion, hoping that his contributions might allow him to climb the order's hierarchy and be honored with stewardship of a *sage jewel*. At the outbreak of Keleshite aggression, Badru watched his mentor with awe as the sage undertook dangerous missions to preserve Osirion's history and the sages' work. This apparent sacrifice in the name of the greater good inspired Badru to volunteer when the Amethyst Sage first asked for assistance in his immortality rites. The experiments in transferring a soul from one vessel to another was a success, so to speak, resulting in Badru's transformation into a soulbound construct.

He was not appalled by his new condition. In fact, he has gradually come to see his state as a blessing that ensures his survival until the day his mentor returns. He has cobbled together numerous mannequins and mummies since then, in the hope of sharing his flesh-to-construct metamorphosis with others. Because he possesses little of his former spellcasting abilities and lacks proper materials, the pace of his research has slowed considerably, yet thousands of years left to his own devices have allowed him to accomplish much.

That Saruna chafes under her own transformation at the Amethyst Sage's hands is only further proof that she is disloyal, untrustworthy, and deserving punishment.

A sceanduinar that he recent conscripted has reinforced this notion, hoping to impel Badru to destroy the loathsome undead rival. The sceanduinar hates living creatures just as much, and if Badru allies with the PCs, the outsider betrays them at its earliest convenience.

Badru's voice is flat and affectless, and his immobile funeral mask gives him a somber appearance. An amethyst gem embedded in his chest, partly concealed by his ancient formal robes, sends animating energy through his frame. Badru spends his time plotting against Saruna and planning to convert humanity into constructs, granting all immortality. He is open about both pursuits and hopes to rejoin the Amethyst Sage, who he believes sealed himself in the library below.

Badru spent most of his time serving as the master archivist, and he retains extensive knowledge of the library's relics. As a result, he is familiar with all of the background information for the site mentioned in the adventure's introduction, and he has well-supported theories about the functions of the *Crystal Beacon* in area **C4**. He is able to describe the zelekht invaders in detail, punctuating particular observations by using the disassembled inevitable as a prop. He also knows that a powerful, armored golem (actually the marut) appeared in the portal chamber and disappeared into the library shortly before the inevitables attacked. Finally, he is aware that someone is removing relics from the library, yet nobody has used the gateway in many centuries; clearly Saruna is responsible for this atrocity.

The soulbound construct has a starting attitude of indifferent, though he initially assumes that the PCs are Jeweled Sages—who else could have unsealed the archive? A PC who succeeds at a DC 15 Bluff check (DC 19 in Subtier 10–11) can maintain this facade and improve his attitude to helpful. Each time Badru notices a significant discrepancy in the story, however, the Bluff DC increases by 5. If he discovers the deception, his attitude becomes Unfriendly. He is fiercely loyal to the Jeweled Sages, and so long as he believes they are working for the Jeweled Sages, the PCs gain a +4 bonus on Diplomacy checks to influence him. If the PCs improve his attitude to friendly or helpful, he asks for their assistance in destroying Saruna and reopening the library. He can assist the Pathfinders with locating important historical objects, granting them a +2 bonus on skill checks made to earn Preservation Points.

If Badru suspects the PCs have allied with Saruna, he at first attempts to convert them to his side. If that fails, he assumes the worst and defends himself.

If the PCs question Badru, the following are likely questions and responses.

**Who are you?** "Master of the Archives, Badru. I am a loyal servant of the great Jeweled Sages."



**What happened here?** “Servants of the Padishah invaded. My master fled. I was left alone with the traitor, the great work unfinished.”

**Are there any Jeweled Sages or sage jewels here?** “My master sealed himself in the library below. With your help and the destruction of the traitor, we can reach him.”

**Subtier 7–8 (CR 10)**

**BADRU IBIDAU** CR 7

NE soulbound mannequin (*Pathfinder RPG Bestiary 4 248*)

hp 85

**TACTICS**

**Before Combat** Badru uses the *wand of mirror image* on himself and orders the sceaдуinar to circle through area B5 to attack the PCs from behind.

**During Combat** Badru lures the PCs into the room to trigger the haunt. He uses *glitterdust* and *enervation* to hinder enemies and reveal any invisible PCs.

**Morale** Badru flees to area B3 through area B5 when reduced to 30 or fewer hit points, running through the room to area B2 and taunting the PCs, hoping to delay them in area B3 until the constructs attack. Badru avoids destruction as long as he can, but he cannot leave this wing of the sanctum and fights until destroyed if cornered.

**STATISTICS**

**Languages** Ancient Osiriani

**Gear** *scroll of glitterdust*, *wand of make whole* (5 charges), *wand of mirror image* (5 charges)

**SPECIAL ABILITIES**

**Master Archivist (Ex)** Badru gains a +10 bonus on Use Magic Device checks and can always take 10 on those checks. When attempting a saving throw against the effect of a cursed item, he rolls twice and takes the higher result.

**SCEADUINAR** CR 7

hp 85 (*Pathfinder RPG Bestiary 2 239*)

**TACTICS**

**Before Combat** The sceaдуinar uses *antilife shell* to protect itself and hides using *deeper darkness*.

**During Combat** The sceaдуinar waits until the PCs are engaged with Badru then uses *silence*, *slay living*, and *harm* to eliminate backline spellcasters.

**Morale** The sceaдуinar fights to the death unless Badru is destroyed. If Badru is destroyed and the sceaдуinar is reduced to 30 or fewer hit points, it flees and hides until its contract expires and enables it to go home.

**Haunt:** The Amethyst Sage’s transference of Badru’s soul from body to construct was imperfect, and slivers of the apprentice’s essence have infused the mannequins that he makes. These jealous fragments are eager to capture enough of another’s soul to animate properly. As the haunt is an extension of himself, Badru has rudimentary control over when it manifests—typically when combat begins, causing the haunt to act during the first round.

**SPLINTERED SOUL** CR 7

CE Haunt (area B4)

Caster Level 9th

**Notice** Perception DC 15 (to see the mannequins in the room begin to twitch and move)

hp 14; **Trigger** mental command (responds to Badru’s commands); **Reset** 1 hour

**Weaknesses** tricked by *hide from undead*

**Effect** A cold void shimmers around one mannequin and the closest living creature within 10 feet of area B4.

A mannequin traps that creature’s soul, while a fragment of Badru’s spirit possesses the body, as the spell *magic jar* (Will DC 17 negates). The trapped creature can move its head and speak, but otherwise cannot take actions. The possessed body follows Badru’s direction or attacks the nearest living creature. Destroying the mannequin holding the creature’s soul ends the effect (hardness 5, hit points 10, break DC 13).

**Destruction** Destroying Badru and purifying his soul focus destroys the haunt.

**Subtier 10–11 (CR 13)**

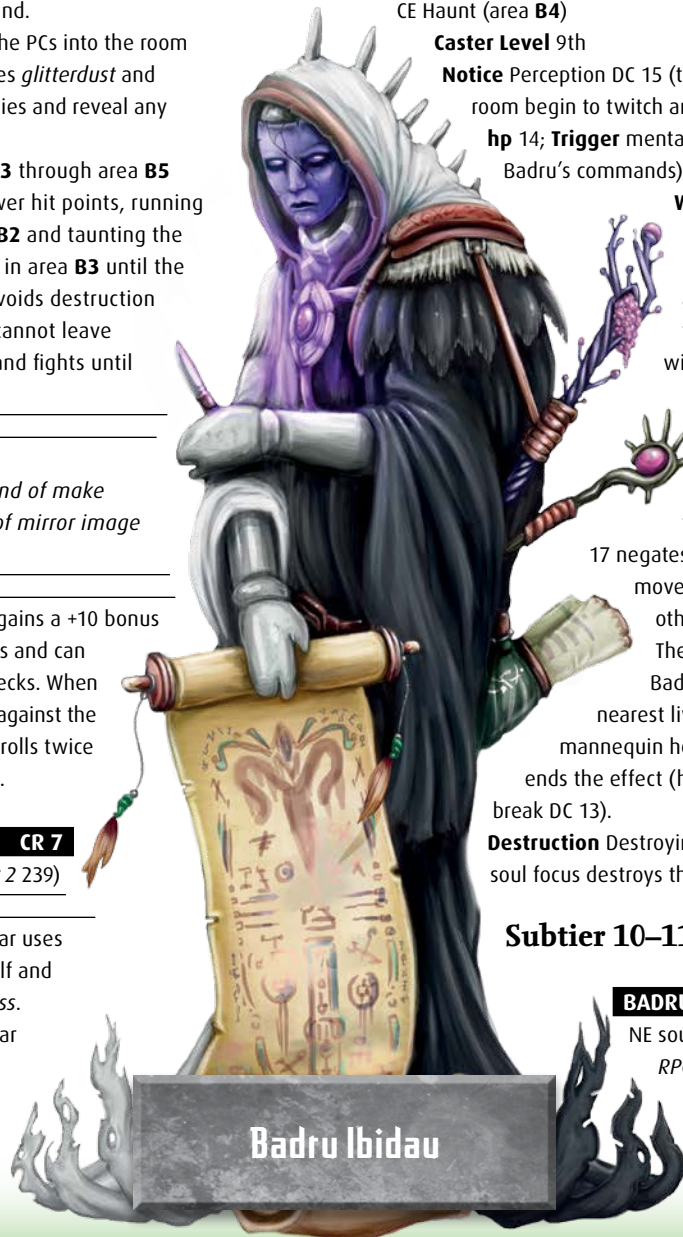
**BADRU IBIDAU** CR 12

NE soulbound shell (*Pathfinder RPG Bestiary 4 249*)

hp 132

**TACTICS**

**Before Combat** If Badru expects combat, he casts



Badru Ibidau

**SCALING ENCOUNTER B4**

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

*Subtier 7–8:* Remove the sceaдуinar from the encounter.

*Subtier 10–11:* Badru has expended his 6th-level spells for the day and has misplaced his *scroll of disintegrate* beneath one of the workbenches. Also, remove the sceaдуinar from the encounter.

*expeditious retreat*, *grease*, and *mirror image* on himself. He orders the sceaдуinar to circle through area **B5** to attack the PCs from behind.

**During Combat** Badru attempts to lure the PCs into range of the haunt before casting *cloudkill* to grant himself poisonous concealment. He uses his spells to disable or dominate strong melee threats and prefers to use spells like *lightning bolt* and *disintegrate* against spellcasters.

**Morale** Badru uses *black tentacles* to delay the PCs and flees to area **B4** through area **B5** when reduced to 55 or fewer hit points. He runs through the room to area **B2** and uses *stinking cloud* and *black tentacles*, hoping to stall the PCs in area **B3** until the constructs attack. Badru avoids destruction as long as he can, but he cannot leave this wing of the sanctum and fights until destroyed if cornered.

**STATISTICS**

**Languages** Aklo, Ancient Osiriani, Draconic

**Gear** mwk dagger, *scroll of glitterdust*, *scroll of disintegrate*, *wand of make whole* (5 charges), *wand of mirror image* (5 charges)

**SPECIAL ABILITIES**

**Master Archivist (Ex)** Badru gains a +10 bonus on Use Magic Device checks and can always take 10 on those checks. When attempting a saving throw against the effect of a cursed item, he rolls twice and takes the higher result.

**SCEADUINAR**

**CR 7**

**hp** 85 (*Pathfinder RPG Bestiary 2* 239)

**TACTICS**

Use the tactics in Subtier 7–8.

**SPLINTERED SOUL**

**CR 7**

Use the statistics in Subtier 7–8.

**Treasure:** A small urn capped with the head of a sha (a jackal-like creature) sits on the table with the mummy. The Amethyst Sage acquired this *canopic jar* (*Pathfinder RPG Mythic Adventures* 148) from somewhere in the Pillars of the Sun. The jar contains Saruna’s heart.

**Development:** Should the PCs improve Badru’s attitude to helpful, he is amenable to following them and providing further assistance. However, he is a powerful

NPC and should neither upstage the PCs nor be a burden for the GM to run alongside other combatants. As a result, Badru’s role in a fight is typically fairly light, casting the occasional spell at a foe but otherwise allowing the PCs to handle the heavy lifting.

**Faction Notes:** Dark Archive faction PCs are on the lookout for knowledgeable curators, librarians, and archivists to assist Zarta Dralneen in establishing the faction’s credentials and polishing its skills. Recruiting Badru’s assistance as a consultant would be invaluable. The soulbound construct willing to consider such a proposal, but he agrees to meet with Zarta only if a faction PC improves his attitude to friendly or helpful, succeeds at a second Diplomacy check to request aid that might result in punishment (Badru suspects the Amethyst Sage might not approve of Badru’s abandoning his post), and destroys Saruna (see area **B4**).

**Rewards:** If the PCs fail to defeat or recruit Badru adjust each PC’s gold earned as follows.

*Subtier 7–8:* Reduce each PC’s gold earned by 1,420 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 1,903 gp.

*Subtier 10–11:* Reduce each PC’s gold earned by 2,387 gp.

**B5. The Breach**

Prior to their assault, the zelekhts commandeered the services of several earth elementals by using *lesser geas*, using the elementals to burrow into the side of the Sanctum of the Sages. The tunnels here gradually ascend west to the surface and desert outside, though exploring the exterior is beyond the scope of the adventure. Until Tahonikepsu unsealed the archives, the tunnels were warded against intrusion, but they are now accessible to virtually any creature that can fit through them.

**Preservation:** Simply reporting the breach to Tahonikepsu or one of her assistants is enough to earn the PCs 1 Preservation Point. Making a considerable effort to seal the tunnel—whether with a relevant DC 20 skill check, *stone shape*, *wall of stone*, or a similar effect—earns the PCs 1 additional Preservation Point.

**C. LIBRARY OF THE SAGES**

Hundreds of feet below the archive and many hundreds of feet above the major thoroughfares of Sekamina lies a cavern where the Jeweled Sages hid some of their most valuable relics and records. Even were the sanctum to be lost, the library would survive, awaiting the return of sages to recover their lost treasures. Normally the library would be accessible only by teleportation magic or a sage using the *ring gate* portals, yet when the Amethyst Sage sealed the sanctum before fleeing, he prevented even teleportation from functioning properly.

The library is an artificial island in a vast underground lake. Its floor consists of thick marble tiles, and the

structure is ringed by a low iron railing that minimizes accidental falls. The water surrounding the library is 20 feet deep, though it gets deeper the farther from the island one travels. The cavern's ceiling rises from 100 feet in height at its edges to over 300 feet over the library.

Although the texts resting on conventional shelves are valuable, two arcane devices greatly expand the library's capacity and preservation of stored materials: the *Sky Vault of Ra* and the *Crystal Beacon*. The *Sky Vault* is a 30-foot-diameter solar disk that gradually migrates across the cavern's ceiling, shedding light much like the sun. It powers many of the permanent spells that maintain the structural integrity of the cave and ward off moisture and rot from the scrolls found here. In addition, the *Sky Vault* acts as an extradimensional space similar to a *bag of holding*, though its contents are accessible only through the careful manipulation of the *Crystal Beacon*.

The *Crystal Beacon* is a large crystal capable of manipulating the *Sky Vault* and its contents. One can command the beacon through a combination of light, words, and mental signals. The beacon is also capable of sensing the *sage jewels*, their locations, and their general conditions. More details about the *Crystal Beacon* appear in the description for area C4.

**Hazard:** Before fleeing, the Amethyst Sage adjusted the beacon so that he would be able to access the contents of the *Sky Vault* remotely—a calculated risk that would allow him a way to salvage more of the contents in an emergency at the cost of destabilizing the two magic items. When Tahonikepsu first unsealed this branch of the sanctum, the Amethyst Sage noticed that his wards had failed. He activated his back door and immediately began siphoning out choice relics to prevent looters from stealing them. Ten minutes later, he ceased his efforts and cuts his arcane connection to the library. In activating his back door, however, he put significant stress on the site—stress that instigates a catastrophic failure when the PCs activate and step through the portal.

At first slight tremors ripple through the cavern, then the *Sky Vault* begins to travel toward beacon, like a meteor hurtling toward a planet in slow motion. The movement of such an immense extradimensional space while in use causes spatial distortions that grow with each passing second. If the *Sky Vault* and the beacon come in direct contact with one another, the release of energy can sunder the library and all its contents. Unless the PCs are able to delay or stop the vault's descent, it collides with the library and the *Crystal Beacon* only 2 minutes after the PCs arrive.

There are only two means of arresting the collision (though extraordinarily creative methods supported by extraordinarily potent resources might also work at the GM's discretion): destroying the *Crystal Beacon* or successfully commanding the *Sky Vault* to stop falling.

### THE SKY IS FALLING!

The PCs have only a short time before the *Sky Vault of Ra* collides with the *Crystal Beacon*, and it may be tempting to use a stopwatch to carefully track how long the PCs spend discussing tactics or negotiating with inevitables. Instead, err on the side of generosity in tracking the passage of time. If the players can agree on a strategy without spending a lot of time out-of-game, treat the time spent planning as 1 or 2 rounds. If the PCs negotiate with the inevitables fairly quickly, consider treating the time spent as the 1-minute minimum normally recommended for attempting a Diplomacy check. If the PCs decide to split up, sending someone to activate a statue, another to parley with outsiders, and another to disable the beacon, this is a great time to accommodate that kind of tactic. The players should be sweating about the catastrophic countdown timer, but they should also have a good shot at completing their objective before the clock runs out, because the consequences of failure are ugly indeed.

As part of the Amethyst Sage's modification of the beacon, a 15-foot-diameter, semi-transparent sphere of force similar to a *resilient sphere* surrounds the beacon. One can destroy this barrier by dealing enough damage to it (hardness 15, 100 hit points), dispel it (CL 10th in Subtier 7–8 or CL 13th in Subtier 10–11), or disable it as if it were a magic trap with a successful DC 25 Disable Device check (DC 30 in Subtier 10–11). Once the barrier is disabled, one can break the crystal (hardness 15, 100 hit points), causing the *Sky Vault* to cease moving toward the library.

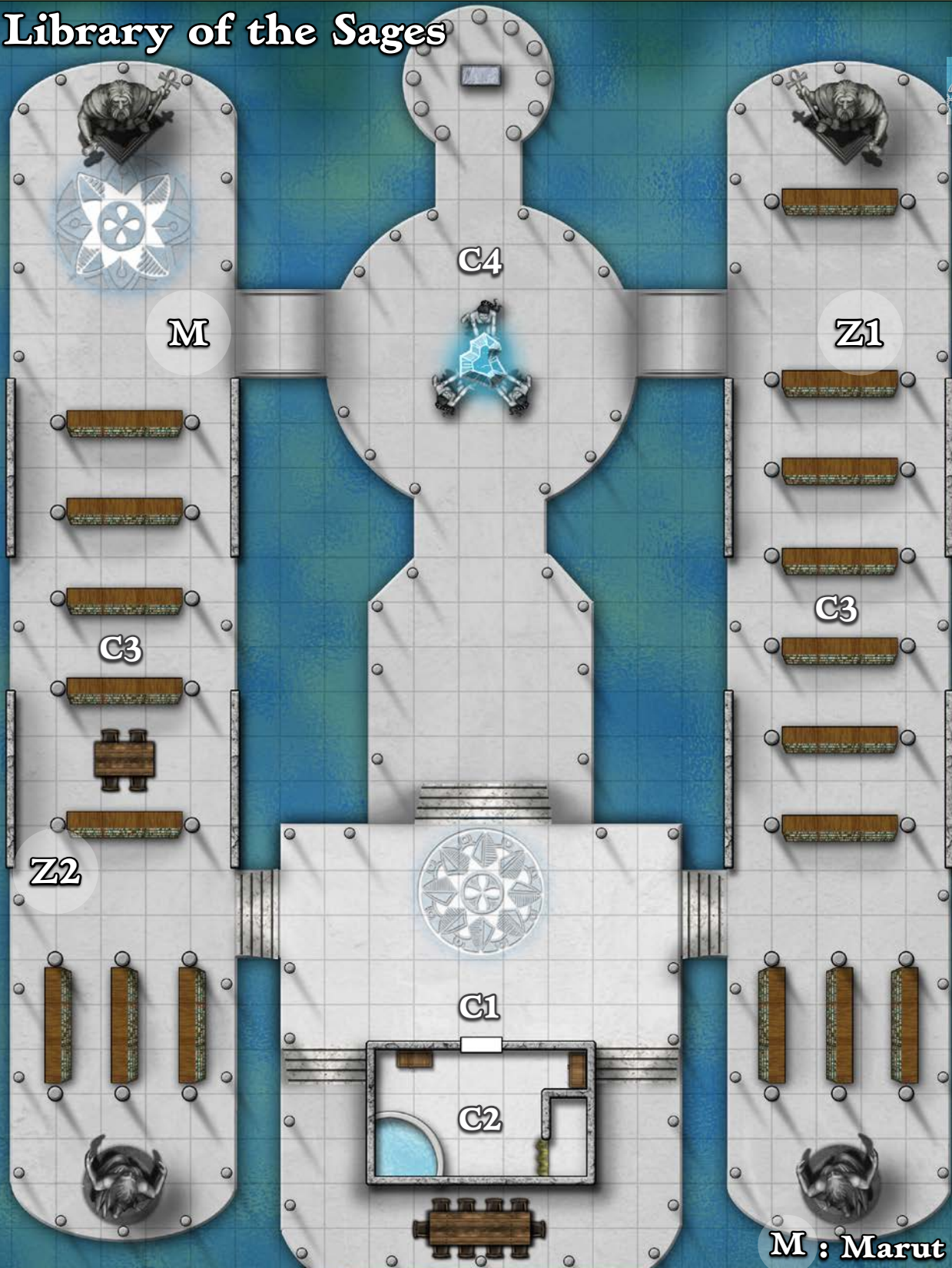
Alternatively, a PC in possession of a *sage jewel*—even a flawed one—can command the *Sky Vault* to cease moving as a full-round action while within 5 feet of the beacon. The falling solar disk takes 5 rounds to come to a halt when commanded in this way.

It is also possible to slow the *Sky Vault's* descent in multiple ways. Powerful force effects such as the *wall of force* created by the Ptah statue in area C3 holds the vault back for 2 rounds before shattering. Any spell that arrests extraplanar movement, such as *dimensional anchor*, also disrupts the attractive force and causes the *Sky Vault* to come to a halt for 2 rounds.

Regardless of the PCs' approach, keep in mind that the inevitables in area C3 are likely to waylay the PCs and might delay their attempts to access the beacon.

When the vault and beacon collide, they release an immense amount of energy in a fiery explosion that deals 20d6 points of fire damage to all creatures in area C (Reflex DC 20 half). In Subtier 10–11, this damage increases to 30d6 points of fire damage (Reflex DC 22 half). This collision fractures the *Sky Vault of Ra*, casting its remaining contents into the Astral Plane.

# C. Library of the Sages



1 square = 5 feet

M : Marut  
Z : Zelekhut

**Creatures:** Every 3d4+3 rounds in which the *Sky Vault* is falling, the spatial distortions attract the attention of one or more hounds of Tindalos that arrive at random locations in the library to investigate and hunt. These do not attack if the PCs are already fighting the inevitables in area C3. The hounds pay the inevitables little mind, and the construct-like outsiders return the favor, even going so far as to continue negotiating with the PCs if the Pathfinders pause their negotiations to begin fighting off this new threat.

## Subtier 7–8 (CR 7)

### HOUND OF TINDALOS

CR 7

hp 85 (*Pathfinder RPG Bestiary 2* 158)

## Subtier 10–11 (CR 10)

### ADVANCED HOUNDS OF TINDALOS (2)

CR 8

hp 105 each (*Pathfinder RPG Bestiary 2* 158, 292)

**Development:** Once the PCs halt the *Sky Vault's* descent, it returns to the chamber ceiling. However, the distortions have thrown the *Crystal Beacon* out of alignment, and its abilities are limited until repaired. The description for area C4 details what the beacon is capable of within the scope of this adventure.

The fireball created by any collision incinerates effectively all but the library's most durable features; this includes the beacon and the *Sky Vault*, both of which are ruined. The portal to area B3 remains intact and serviceable for any survivors to use.

**Preservation:** Destroying the *Crystal Beacon* causes the PCs to lose 3 Preservation Points.

## C1. Reception Area

A cool breeze swirls off the water of a vast underground lake surrounding this location, carrying the scent of old parchment from the vast library. To the north, three statues appear to support an immense crystal. Constellations shine in the darkness above, while a luminous solar disk drifts slowly north to south, brightening the library with golden light. A door to the south leads into a small building.

The portal to and from area B3 is found here. A 5-foot ladder to the south leads down to a dock and a small boat, yet there are no other visible sites that one might reach using the boat.

## C2. Bath

This rest area provides water and bathing facilities for sages and their acolytes. Cabinets hold incense and soap

## SCALING ENCOUNTER C

To accommodate a group of four PCs, increase the time it takes for the *Sky Vault of Ra* to fall increases by 30 seconds (5 rounds).

## OPTIONAL ENCOUNTER

The hounds of Tindalos are an optional element of this encounter. If fewer than 75 minutes remain in which to finish the scenario, no hounds of Tindalos arrive as a result of the spatial distortions.

for ritual cleansing before handling any of the materials in the library. A metal mirror frame depicts men and women in erotic and tortured poses.

**Preservation:** If a PC succeeds at a DC 25 Knowledge (history or nobility) check, she can trace the work to the reign of Ahabaris I, the Pharaoh of Long Shadows, earning 1 Preservation Point.

## C3. The Tumbling Stacks (CR 11 or 14)

The Sages stored frequently requested tomes and relics here. The shelves are 20 feet tall with ladders on each side and are interspersed with benches, tables, and chairs. A roof covers the central shelves. The shelves are almost bare, for the Amethyst Sage has stolen most of the contents. A casual inspection reveals that someone carefully emptied the shelves, rather than hastily ransacking them.

A tall statue stands in each of the library's four corners. With a successful DC 20 Knowledge (religion) check, a PC can identify the northwest statue as Ptah, the southwest statue as Thoth, the northeast statue as Ra, and the southeast statue as Isis. A PC within 30 feet of a statue can activate it with the proper command as a standard action, activating one of the library's defenses. Badru and Saruna both know these commands, and the PCs can also learn them from the records in area A8. Each effect is cast at caster level 9th (CL 12th in Subtier 10–11), has a save DC of 19 (DC 22 in Subtier 10–11), and can be invoked once per day. The Ptah statue can create a *wall of force* at a range of 60 feet. The Thoth statue allows the character to cast *dismissal* at a range of 60 feet. The Ra statue allows a character to cast *flame strike* at a range of 60 feet. Finally, the Isis statue allows a character to cast *breath of life* on a creature anywhere in the library.

A creature that succeeds at a DC 20 Strength check can tumble a bookshelf over as a standard action or, if the creature is size Large or bigger, as part of a move action. Creatures that are size Large or smaller caught in the path of a falling shelf must succeed at a DC 18 Reflex

**SCALING ENCOUNTER C3**

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

*Subtier 7–8:* Reduce the zelekhts' damage reduction to 5/chaotic and their spell resistance to 18. In addition, they suffer all the penalties of the sickened condition.

*Subtier 10–11:* Reduce the marut's damage reduction to 10/chaotic, its spell resistance to 23, and the save DC of its fists of lightning and thunder ability to 22. In addition, it suffers all the penalties of the sickened condition.

save or take 6d6 points of damage and become pinned. A creature must succeed at a DC 10 Strength check or DC 15 Escape Artist check to free itself. If another shelf is caught in the path, it falls as well.

**Creatures:** Three millennia ago, the triumphant Qadirans convinced a cohort of zelekhts that the Jeweled Sages were criminals rebelling against the legitimate Keleshite authorities. Twelve of these inevitables tracked the Jeweled Sages to their sanctum, conscripted elementals to help break into the archive through area **B5**, and chased the Amethyst Sage through the portal and into the library. Only two survived to confront the sage. Operating on separate orders to halt the Amethyst Sage's attempts to prolong his life, a marut had also assaulted the sanctum and used *dimension door* to follow the sage into the library. Confronted by foes he could not defeat with his available resources, the sage was able to waylay the outsiders before sealing the entire site and fleeing.

In the intervening years, the inevitables have debated which party has jurisdiction, for both marut and zelekhts clearly were operating under legitimate orders resulting in similar but not identical outcomes. In Subtier 7–8, the zelekhts have convinced the marut that their mandate to bring the entire organization to justice provides them priority and the judicial right to lead any further investigations. When the PCs arrive, the centaur-like constructs confront the PCs, but the marut takes no actions to intervene. The zelekhts' initial attitude is unfriendly, and they demand answers from the PCs. The zelekhts become hostile if the PCs reveal they work with the Jeweled Sages, and the presence of Badru or Saruna is also likely to shift the inevitables' attitude for the worse unless the PCs have a convincing excuse. The Pathfinders take a –5 penalty on Diplomacy checks if the zelekhts see the *flawed sage jewel*. If the PCs make legalistic arguments or have proof that the pharaonic dynasty is restored and the Keleshites are no longer in power in Osirion (such as a PC being a member of the Risen Guard), the PCs gain a +5 bonus on Diplomacy checks.

The following are likely questions and responses.

**Why are you here?** “This land’s lawful authority has marked the criminals self-designated as the ‘Jeweled Sages’ for execution.”

**Where is the Amethyst Sage?** “The fugitive escaped. We will accept cooperation in her apprehension.”

In Subtier 10–11, the marut has convinced the zelekhts that breaking the laws of life and death trumps regional edicts. The zelekhts depart through the *ring gate* while the marut confronts the PCs. The marut's initial attitude is unfriendly, and it maintains an intimidating silence, speaking only when necessary. Spotting Badru or Saruna—mortals who have extended their own existences—with the PCs is almost certain to make the marut hostile unless the PCs offer a quick and convincing explanation. The PCs also take a –5 penalty on Diplomacy checks if they openly carry the *canopic jar* or command undead.

The following are likely questions and responses.

**Why are you here?** “A criminal has broken a universal law. The judgment is death.”

**Where is the Amethyst Sage?** “He is gone, but I will find him.”

The marut or the zelekhts prevent the PCs from disabling the hazard in area **C** until they are satisfied the Pathfinders aren't criminals.

**Subtier 7–8 (CR 11)**

**ZELEKHUTS (2) CR 9**

hp 115 each (*Pathfinder RPG Bestiary 2* 167)

**TACTICS**

**During Combat** The zelekhts first try to disable the PCs with spells like *hold monster* before engaging the PCs in melee combat. They cooperate closely, flanking with each other and providing other support.

**Morale** Once combat begins, the zelekhts consider the PCs criminals and fight to the death to destroy them.

**Subtier 10–11 (CR 14)**

**MARUT CR 14**

hp 214 (*Pathfinder RPG Bestiary 2* 166)

**TACTICS**

**During Combat** The marut opens combat with *chain lightning* and moves directly toward the closest PC to attack, using collapsing shelves to herd and trap PCs.

**Morale** The Amethyst Sage is the marut's primary target. If reduced to 90 or fewer hit points or if the *Sky Vault* is 5 rounds away from impact, it uses *dimension door* or *plane shift* to withdraw to Axis.

**SPECIAL ABILITIES**

**Malfunctioning (Ex)** The Amethyst Sage dealt damage to the marut that it can't repair on its own. The marut is unable to

use its *circle of death* and *earthquake* spell-like abilities. In addition, it takes 10 points of damage (treated as a chaotic weapon) whenever it activates another spell-like ability. These modifications reduce the marut's effective CR by 1.

**Treasure:** Several spellbooks remain on the shelves near the statue of Isis. A Pathfinder who searches through them finds the *Journeyman Book of Rul Thaven* (*Pathfinder RPG Ultimate Magic* 123), complete with its preparation ritual. In the higher subtier, the PC also finds *Insights of Far-Seeing Taernis* (*Ultimate Magic* 124) with its preparation ritual. Scattered throughout the library, there are also seven tins of *unguent of timelessness* used to further preserve valuable relics as well as numerous valuable scrolls and historical records.

**Development:** In Subtier 7–8, the marut uses *plane shift* to depart and report to its superiors following the PCs' confrontation with the zelekhts. In Subtier 10–11, the zelekhts leave through the tunnels in area B5 or, if the PCs sealed the way out, through the sanctum's main entrance, where the Screening Stone waylays them. If the PCs improve the inevitables' attitudes to friendly or helpful, they assist in preventing the collision of the *Sky Vault* and the beacon.

**Rewards:** If the PCs fail to recover the spellbooks and unguents, reduce each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 839 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,019 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 1,199 gp.

## C4. The Beacon

Three statues with outstretched arms surround a giant crystal shard, seeming to hold it aloft without actually touching it. Below the softly glowing crystal swirls a pool of sand, whose particles coalesce to form tiny, short-lived images of people and cities. A set of wide, tinted lenses are mounted on adjustable arms around the luminous gem, reminiscent of an armillary, each lens focusing the crystal's light in a faint beam toward one of the eleven columns arrayed to the north. Each column contains niches sized for scrolls, though most are empty. A shimmering sphere of dark purple energy surrounds the statues, sand, and floating gem.

The *Crystal Beacon* is the focal point of the library. The statues surrounding it depict the first two mortal pharaohs, Azghaad I and the Naga Pharaoh, and Nethys, who guided them. As noted in the description for area C, the spherical barrier surrounding the beacon seals it much like a *resilient sphere*.

The crystal possesses a rudimentary intelligence that enables it to communicate its functions empathically to anyone carrying a *sage jewel*. By adjusting the lenses around

the crystal and focusing their light on different columns, one can access the *Sky Vault*, either storing an object in the immediate area within the vault or withdrawing a known, stored object. The scrolls stored within the columns cataloged the *Sky Vault's* contents as well as the precise lens configurations needed to withdraw each relic, but when the Amethyst Sage fled, he took most of these with him. It is possible to pull objects from the vault through extensive trial and error, but the array of lenses and their sensitivity make most attempts fruitless.

The beacon has a second use triggered only by the command of a *Jeweled Sage*: it can sense the general location and condition of other *sage jewels*. The beacon illustrates their geographic location by dimming the *Sky Vault's* light slightly, causing stars and constellations to begin glowing across the cavern's ceiling, and sweeping the sand below into a coarse image of the gem's immediate surroundings. The orientations and positions of these stars reflects those visible from the named *sage jewel's* location, and a PC who succeeds at a DC 25 Knowledge (geography or nature) check can calculate the approximate location of the jewel named. Any tool or effect that grants a bonus on any skill check related to tracking the stars also grants its bonus on this check. This effect functions in many ways like a divination (scrying) spell, and methods that block such magic also stymie the beacon.

Activating this second ability draws heavily upon one's *sage jewel*, and unless the creature has a genuine jewel, the beacon sustains the sand image only briefly and then is unable to track other such gems. If the PC tracks the sapphire *sage jewel*, the sand shows Amenopheus poring over a scroll before noticing the scrying sensor, and the stars indicate that he's in Absalom. Tracking the diamond shows Tahonikepsu in soaring dragon form, and the stars gradually shift as though she were traveling at great speed. Tracking the emerald shows a deciduous tree growing in a garden, and the stars point to a location in western Andoran or eastern Cheliax. Finally, if the PCs track the amethyst, the sand shows the *sage jewel* set in a strange device next to a humanoid figure with no discernible facial features. The person startles and stares at the scrying sensor before the gritty tableau collapses. The alignment of the stars suggests the amethyst *sage jewel* is somewhere in Katapesh or northern Nex.

The locations of any other *sage jewels* are beyond the scope of this adventure. Such commands return no information at this time, but the PC is still able to track one of the other jewels listed above.

**Treasure:** Reading glasses on the altar function as *goggles of minute seeing*. *Beads of force* set in the floor power the barrier around the beacon, and in Subtier 10–11, one remains intact even if the barrier falls. A PC can pry this *bead of force* out of the ground as a standard action. If the

barrier is still up and the PCs attempt to extract the *beads of force*, only one bead survives extraction.

**Rewards:** If the PCs recover neither the goggles nor the bead, reduce each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 208 gp.

*Out of Subtier:* Reduce each PC's gold earned by 333 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 458 gp.

## CONCLUSION

Rediscovering the hidden library, the *Crystal Beacon*, and the *Sky Vault of Ra* not only secures a significant repository of ancient knowledge but also prevents the Amethyst Sage from spiriting away more relics. Tahonikepsu returns several hours after the PCs emerge from the library, and reports that with time and care, she might be able to repair the beacon and use it to locate the other wayward *sage jewels*. She also compliments the PCs on their resourcefulness, particularly with regards to the *flawed sage jewel*.

The actions of the Amethyst Sage trouble her greatly, and she muses aloud whether other sages might have also survived the Qadiran attacks and either passed their knowledge on to proteges or secured exceptional longevity. Either way, she notes the PCs efforts may have drawn the attention of the current bearer of the amethyst, and that sage might contact her and return to the order.

The fate of the archive's long-imprisoned inhabitants depends on the Pathfinders' actions. If the PCs allied with Saruna, she demands Tahonikepsu lift her *geas* and grant her freedom. Tahonikepsu allows the sphinx to depart, albeit with some reservations about losing an ally from a past age. Saruna thanks the PCs while plotting revenge against the Amethyst Sage.

If the PCs allied with Badru but did not recruit him to aid the Dark Archive, the construct declares his loyalty to the sages and offers his eternal service to Tahonikepsu. The Diamond Sage welcomes him but quickly quashes his notions of mechanically "improving" her or her acolytes. Hardly put off, Badru thanks the PCs and offers them immortality when they tire of their mortal flesh. If Badru agreed to assist the Dark Archive, he instead offers his assistance to Tahonikepsu at a future date—particularly in finding his lost mentor—but insists on seeing how the world has changed since he last saw the sun.

If the PCs allied with the inevitables, Tahonikepsu greets the outsiders as unexpected foreign dignitaries trespassing in her home. She politely agrees to collaborate in finding the Amethyst Sage, but insists on revisiting the sage's alleged

crimes in light of more recent events. The inevitables acknowledge her request, but they make no promises.

Venture-Captain Norden Balentiir is pleased to hear of the PCs' success, and he is delighted to receive any maps of the Pillars of the Sun that the PCs may have made. He spends several days comparing the PCs' notes to other records before drawing out a more accurate map of the region, promising the PCs that he can create a copy for them the next time they explore the region. If the PCs weren't caught mapping the route, give each PC the Charted Pillars boon on his Chronicle sheet.

## Reporting Notes

If Saruna survives until the end of the scenario, check box A on the reporting sheet. If Badru survives until the end of the scenario, check box B. If members of the Dark Archive faction successfully recruit the surviving apprentice to assist Zarta Dralneen, check box C. Finally, if the PCs successfully map out Tahonikepsu's route through the Pillars of the Sun without her or her acolytes noticing, check box D.

## Primary Success Conditions

If the PCs reach the library, discover the *Crystal Beacon*, and prevent its destruction, award each PC 1 Prestige Point.

## Secondary Success Conditions

If the PCs earn at least 4 Preservation Points by cataloging and saving relics within the archive, award each PC 1 additional Prestige Point. If the Pathfinders earn 8 or more Preservation Points, award them the Relic Guardian boon.

## Faction Notes

Dark Archive and Scarab Sage faction members can earn additional rewards for accomplishing the following goals.

**Dark Archive Faction:** If the party allied with Badru or Saruna and a faction member recruited either character to join or train the faction's curators, award each Dark Archive faction PC the appropriate Recruiter boon on her Chronicle sheet.

**Scarab Sages Faction:** Completing the scenario realizes a major Scarab Sage faction goal, and Scarab Sage faction PCs have no additional conditions to fulfill. Give each Scarab Sage faction PC who completes the primary and secondary success conditions the Honored Acolyte boon on her Chronicle sheet.



## PLAYER HANDOUT 1

Esteemed Tahonikpsu,

Greetings from Sothis. I received your request for agents to investigate a recently opened portion of your order's sanctum and I am happy to offer the Pathfinder Society's assistance. I've assembled a team of our best; these individuals have proven their acumen, fortitude, and quick thinking on numerous occasions. I have instructed them to provide any aid you require.

I am pleased we can continue the partnership that began with Amenopheus, and look forward to further collaboration.

With highest regards,  
Venture-Captain Norden Balentiir

## PLAYER HANDOUT 2

The sages pay homage to the old gods of Osirion who aided the kingdom in its rise to power, wept at its gradual decline, and will rejoice once more when the prosperity of a new golden age returns. In the library below stand four statues honoring patrons of our order, and even a brief prayer delivered in earnest before such a god's image can evoke powerful effects.

Ptah's insight has guided our hands in the construction of this sanctum, and so too can a petitioner create walls of magic by proclaiming "Glory to the Architect!"

Isis's magic preserves us in times of trouble, and she can reverse death as she did for her husband Osiris, for one who cries, "Isis, grant the blessing of the pharaoh reborn!"

Ra rules from the sky, where his solar barge burns away Apep's darkness. Invoke him, shouting, "Praise Ra, for the heavens banish the night," and divine fire shall cleanse the world of evil.

Toth preserves our knowledge for a future age, granting us the wisdom to serve future generations and the magic to ward off threats. His will can banish unwelcome visitors from beyond the mortal world. "Toth, preserve this, your sacred ground."

## Pathfinder Society Scenario #6-04: Beacon Below

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

### OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Golem, Wood from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Patrick Lawinger.

**Mihstu from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Pathfinder Society Scenario #6-04: Beacon Below** © 2014, Paizo Inc.; Author: Matt Duval.

# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME™

Stay Classy,  
Pathfinders!

# ADVANCED CLASS GUIDE

*Pathfinder Roleplaying Game: Advanced Class Guide* is an invaluable addition to the *Pathfinder Roleplaying Game Core Rulebook*, introducing 10 brand new classes, including the arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, and warpriest.

*Pathfinder Roleplaying Game: Advanced Class Guide* also includes:

- Archetypes, feats, and spells for all of the new classes, as well as a wealth of options for every existing character class in the Pathfinder RPG
- Gear to kit out your character and plenty of new magic items to fill up the GM's treasure chest
- Plenty of advice on how to construct a new character class, archetype, or prestige class, giving the GM powerful tools to make the rules they need for their game



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc., and Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Player Companion, and Pathfinder Roleplaying Game are trademarks of Paizo Inc. © 2014 Paizo Inc.

paizo.com

# IRON GODS

# PATHFINDER

ADVENTURE PATH™

# Hokey Religions, Ancient Weapons, AND a Blaster at Your Side!

Thousands of years ago, the fragmented remnants of a ship from beyond the stars fell from the sky, scattering strange technological ruins and deadly perils across the barbarian kingdom of Numeria. From small towns to robotic ruins to the region's infamous capital of Starfall, the *Iron Gods Adventure Path* will take your heroes into places unlike any seen before in the *Pathfinder RPG*!



Pathfinder Adventure Path #85: Fires of Creation  
Pathfinder Adventure Path #86: Lords of Rust  
Pathfinder Adventure Path #87: The Choking Tower  
Pathfinder Adventure Path #88: Valley of the Brain Collectors  
Pathfinder Adventure Path #89: Palace of Fallen Stars  
Pathfinder Adventure Path #90: The Divinity Drive  
Pathfinder Player Companion: People of the River  
Pathfinder Campaign Setting: Technology Guide  
Pathfinder Campaign Setting: Numeria, Land of Fallen Stars  
Pathfinder Cards: Iron Gods Adventure Path Item Cards Deck

# AVAILABLE NOW!

Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc., and Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Player Companion, and Pathfinder Roleplaying Game are trademarks of Paizo Inc. © 2014 Paizo Inc.

paizo.com





# Pathfinder Society Scenario #6-04: Beacon Below

Character Chronicle #

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

**This Chronicle sheet grants access to the following:**

**Charted Pillars:** You can borrow a copy of Venture-Captain Norden Balentiir's map of the Pillars of the Sun while traveling to that region. The map is imperfect, but it provides enough sufficient information about safe routes through the mountains that you gain a +2 bonus on Knowledge (geography) and Survival checks made when navigating the area.

**Honored Acolyte (Scarab Sages faction):** The *flawed sage jewel* that you created did not have lasting power, but Tahonikepsu believes it still has the capacity to store memories, focus thoughts, and serve as a model by which the order might one day create a new *sage jewel*. Choose one Knowledge skill and record it below. While this jewel is in your possession, you treat the chosen skill as though it were a class skill. If it is already a class skill, you can use this boon once per scenario to roll two dice and take the better result when attempting a check with that Knowledge skill. This boon may have other uses in future scenarios.

**Recruiter of Badru (Dark Archive faction):** You have convinced the soulbound construct Badru to contact Zarta Dralneen and consult for her Dark Archive. When you use Prestige Points to purchase *make whole* as a spellcasting service, Badru himself casts it at CL 12th. This boon may have other uses in future scenarios.

**Recruiter of Saruna (Dark Archive faction):** You have convinced the mummified sphinx Saruna to contact Zarta Dralneen and consult for the Dark Archive. When you use Prestige Points to purchase *remove curse* as a spellcasting service, Saruna herself casts it at CL 12th. This boon may have other uses in future scenarios.

**Relic Guardian:** Your stewardship of historical treasures inspires you to act quickly to save such relics from destruction. Once per scenario, when an unattended object within your reach is targeted by an offensive spell, attack, or effect, you can treat that object as though it were in your possession for the purpose of attempting saving throws and resisting sunder attempts. If an opponent succeeds at a combat maneuver check to sunder an object in your possession, you can cross this boon off your Chronicle sheet to force the creature to reroll the attack with a -5 penalty.

**All Subtiers**

- canopic jar* (24,000 gp; contains the heart of a gynopshinx, granting darkvision 60 ft., low-light vision, or fly 60 ft. [poor], and replacing the heart with any other creature's organ lasts only until the end of the scenario; *Pathfinder RPG Mythic Adventures* 148)
- goggles of minute seeing* (2,500 gp)
- golembane scarab* (2,500 gp)
- Journeyman Book of Rul Thaven* (3,320 gp; contains the preparation ritual; *Pathfinder RPG Ultimate Magic* 123)
- pendant of vast intelligence +2* (6,000 gp; Use Magic Device; functions as a *headband of vast intelligence +2*, occupying the neck slot; can be upgraded into the *pendant of vast intelligence +4* only if the character played through this scenario in Subtier 10-11)
- wand of dimension door* (5 charges; 2,100 gp, limit 1)
- wand of displacement* (10 charges; 2,250 gp, limit 1)
- wand of make whole* (5 charges; 450 gp, limit 1)
- wand of mirror image* (5 charges; 450 gp, limit 1)

**Subtier 10-11**

- Insights into Far-Seeing Taernis* (6,355 gp; contains the preparation ritual; *Pathfinder RPG Ultimate Magic* 124)
- pendant of vast intelligence +4* (24,000 gp; Knowledge (arcana), Use Magic Device; functions as a *headband of vast intelligence +4*, occupying the neck slot; cannot be upgraded)

<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	7-8	2,183	4,366
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	Out of Subtier	3,030	6,059
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	10-11	3,876	7,752
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—

<b>EXPERIENCE</b>	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	Final XP Total

<b>FAME</b>	Initial Prestige	Initial Fame
	+	GM's Initials
	Prestige Gained (GM ONLY)	
	-	Prestige Spent
	Current Prestige	Final Fame

<b>GOLD</b>	Starting GP	
	+	GM's Initials
	GP Gained (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	-	Gold Spent
	=	Total

**For GM Only**

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