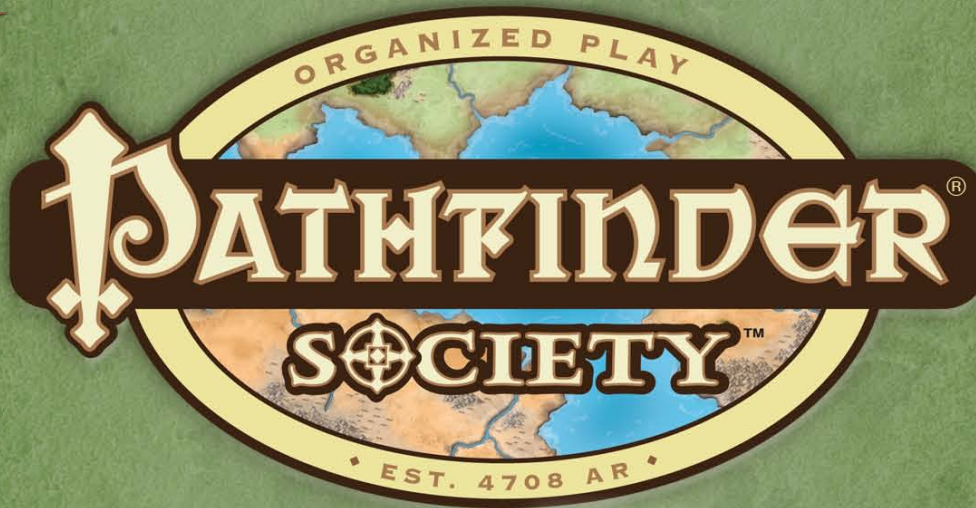


Pathfinder Society Scenario #3-12



Wonders in the Weave, Part I:

THE DOG PHARAOH'S TOMB

By Jonathan H. Keith



WONDERS IN THE WEAVE, PART I: THE DOG PHARAOH'S TOMB

PATHFINDER SOCIETY SCENARIO #3-12

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This product makes use of the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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WONDERS IN THE WEAVE, PART I: THE DOG PHARAOH'S TOMB

BY JONATHAN H. KEITH

The decennial Ruby Phoenix Tournament has once again come and gone, and this year the champions were none other than a team of Pathfinder Society agents who had assembled specifically to win the esteemed fighting championship. As a prize, the victors were granted access to the legendary treasure vaults of the Ruby Phoenix, the incomparable sorceress Hao Jin. But as agents of the Decemvirate, the Pathfinders ceded their choice to a member of the Ten, who arrived and selected the prize in their place. To the surprise of all present, the masked Decemvirate member bypassed the fabulous wealth of gold, jewels, and objects of mystical power, choosing instead a single, worn tapestry—one reputedly woven by the old arcanist herself, but worth little outside its historical value.

What the Decemvirate knew, however, is that the *Hao Jin Tapestry* has a powerful hidden ability—it acts as a representation of, and a portal into, a fabulous museum demiplane. In this pocket universe Hao Jin kept her largest, most potent, and most dangerous treasures. Entire cities exist on the plane, preserved by Hao Jin's magic at the height of their glory. Artifacts and ruins too large to contain in any building rest in the spacious confines of the demiplane's constraints. In short, a whole world exists in the tapestry, waiting for its secrets and treasures to be tapped. The Decemvirate has called together many of its strongest and most loyal Pathfinders to join exploration teams that will enter the tapestry, chart its treasures, and arrange for them to be studied or used as the Ten decree.

The exploration teams consist of Pathfinders who can be counted on to overcome any surprises the demiplane can throw at them—while the Society's diviners have used their magic to glean a lot of information about the world within the tapestry, this tells the Decemvirate little more than where the best treasures might be hidden. They have set their priority list, starting with the most promising locations and working downward. Since no one else has access to the plane, they assume that they have time to do the job methodically—a task that could easily take decades.

WHERE ON GOLARION?

The Dog Pharaoh's Tomb takes place entirely within the *Hao Jin Tapestry*, the physical copy of which is sitting in a well-guarded vault beneath of the Grand Lodge in Absalom. The tapestry contains a pocket demiplane, created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. While there is at least one other connection to Golarion in this scenario (as evidenced by the presence of the Aspis Consortium expedition), none of the action of the adventure takes place there.

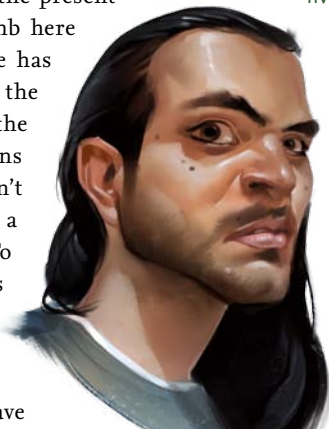
After the exploration team has surveyed a location, deemed it safe, and retrieved portable and valuable items, other teams of Pathfinders come in to do the heavy lifting of deciphering inscriptions, disabling dangerous artifacts, and other tasks requiring a specialist's touch.

Unbeknownst to the Society, they are not the only group that has found access to the plane. The Aspis Consortium has found their own way into the museum world after their plans to attain the tapestry themselves failed when they didn't win the Ruby Phoenix Tournament, and now they are now involved in a similar process. Unlike the Pathfinder Society, the Aspis Consortium hopes to loot the plane for their own benefit and their agents are much less interested in protecting knowledge or cataloging their finds—the Aspis mantra in the plane is “find, grab, and get out.”

One of the first discoveries the Society diviners made about the demiplane is that it has a dynamic environment. Whatever magical system Hao Jin put in place to protect all her treasures in their native environments failed centuries ago, and the plane has been self-regulating itself since that time. The plane has reached a new homeostasis, with its own weather patterns and natural cycles, resulting in the erosion and destruction of some treasures and making others inaccessible. One such out-of-place treasure is the Dog Pharaoh's Tomb, an ancient Osirian treasure-crypt originally housed by Hao Jin, appropriately, in a desert on the demiplane. Over the intervening centuries a major river has changed its course, turning the desert into a

dank marsh. The tomb now rests amid the stagnant water of the great bog.

Much of the truth behind the legend of the so-called Dog Pharaoh remains lost to time, and the Pathfinder Society eagerly hopes to discover who he was and why so few records of his rule have survived to the present day. Having unexpectedly found the tomb here in Hao Jin's demiplane, the Decemvirate has marked it as one of the first targets for the exploration teams. Handicapped by the extremely limited overview of conditions in the demiplane, the Decemvirate isn't yet aware that the tomb is moldering in a swamp rather than the expected desert. To further complicate the mission, the Aspis Consortium has discovered the tomb as well, aided by a local tribe of lizardfolk they have subjugated by holding their young hostage. The Aspis agents have demanded the lizardfolk help them strip the tomb of all wealth despite the natives' superstitions against the location's supposed curses.



Aram Zey

SUMMARY

The PCs are among the first exploration parties sent into the *Hao Jin Tapestry*. Their mission is to scout out the Dog Pharaoh's Tomb, springing the traps and defeating any guardians or unexpected inhabitants as well as bringing out any valuables and items of special merit.

The PCs are not the first treasure-hunters to breach the front entrance to the tomb. An ancient Osirian tomb-robber made his way in, successfully opening the front door before falling to his death through a pit trap further inside.

To reach the treasure room of the tomb, the party must pass through a gauntlet of traps, puzzles, decoys and undead minions designed to keep out intruders, as well as creatures and obstacles introduced by the encroaching swamp. When the party reaches the treasure room where the Dog Pharaoh's treasures should be, they find it already ransacked, with a number of lizardfolk hauling the last of the hoard out through an underwater tunnel into the greater swamp beyond the tomb's walls. Whether the PCs kill or befriend the lizardfolk, they can use the watery tunnel to exit the tomb and confront the Aspis Consortium agent responsible for looting the burial ground before them.

GETTING STARTED

Read the following to get the adventure underway.

Deep beneath the Pathfinder Society's headquarters in Absalom's Grand Lodge, an otherwise austere stone chamber now teems with activity, as Pathfinder scholars scamper across several levels of wooden scaffolding surrounding a large tapestry laid out in the center of the floor. Some examine the five-by-seven foot tapestry with magnifying glasses or magical lenses, while others work diligently at small work desks, consulting ancient tomes and performing complex arcane mathematics. From the crowd steps the Master of Spells, Aram Zey, who motions to a relatively clear and quiet corner of the room. Arriving in the corner, he speaks in a hushed voice.

"I am very busy, Pathfinders, so I'll keep this short. Before you lies the mythical *Hao Jin Tapestry*, the result of all our efforts to win the Ruby Phoenix Tournament in Goka this year. I know it looks like a ragged piece of abstractly woven cloth, but Pathfinders of your experience should know that looks can be deceiving. Within that rag lies an entire world, a demiplane created by the sorceress

Hao Jin to hold the most massive and dangerous exhibits in her world-renowned collection of wonders. In addition to housing the extraplanar museum, the tapestry also acts as the sole portal into that wondrous world. And now it is ours to explore and research as much as we want with no risk of interference.

"My scholars have been hard at work analyzing the tapestry itself, and the Society's diviners have located a number of treasures within the demiplane that we want investigated firsthand. Among them is the long-lost Dog Pharaoh's Tomb, for which we've been searching for decades. It turns out the deserts of Osirion were the wrong place to look. Hao Jin moved it into the tapestry a thousand years ago!

"Your mission is to explore the tomb and recover any treasures you might find particularly valuable from the Dog Pharaoh's doubtlessly substantial horde. Along the way, keep an eye out for any information on the Dog Pharaoh's life, as details on him beyond his name are scarce. If you are successful, this could be among the most significant finds in recent Pathfinder history, so don't disappoint me.

"Any questions before you go into the tapestry?"

Before heading into the *Hao Jin Tapestry*, allow the PCs an opportunity to ask any questions they wish of Aram Zey and the other scholars working on the project. If they ask about the tapestry itself, you may share the information in the *Hao Jin Tapestry* sidebar on page 5.

Who was the Dog Pharaoh? "Little is known of the Dog Pharaoh, aside from his epithet and rumors of a tomb complex in the Sahure Waste. We now know that tomb wasn't lost to the sands, but taken whole cloth by Hao Jin to add to her collection. The Dog Pharaoh was involved

in a power struggle with a rival pharaoh, who eventually prevailed, and erased all records of his foe from the annals of history, replacing his chosen name with that of the "Dog Pharaoh." Hopefully his tomb will present you more information about him than his victor's slander."

How do we get back from the tapestry demiplane when we're done exploring? "Our analysis indicates that a creature entering the tapestry leaves a planar eddy in its wake, which should be visible and usable only by that creature as long as it remains alive. So return to the location of your arrival and you should know what to do."

Can you tell us anything more about the demiplane? "Only that it was created by the Ruby Phoenix Hao Jin hundreds of years ago to store her most treasured artifacts and those too large to keep in her vaults here on the Material Plane. It should feel just like Golarion in all ways, save that you won't actually be on Golarion at all. But it was intended to keep her wonders in their natural habitats, so that should say something about the environments within."

When the party is ready to proceed, Aram Zey escorts them one by one onto the scaffold and instructs them to place their finger just to the left of a beige chevron design in the tapestry's weave. Upon uttering a trigger word provided by the Master of Spells, each PC disappears from the Material Plane, whisked into the tapestry, and Aram Zey turns to the next PC to repeat the process.

Each PC arrives in Hao Jin's demiplane instantaneously upon uttering the command word while touching the tapestry, and finds himself in a foot of cold, brackish, standing water. The air is oppressively humid and smells of decay and death. Behind each arriving creature floats a 2-foot-diameter sphere of pulsing blue light, each visible only by the creature whose journey to the tapestry created it. A creature stepping into its own extraplanar eddy is shifted back to the Material Plane, to the same place it traveled from. If that space is occupied by another creature, the teleported creature appears in the nearest unoccupied square. Should a PC return to the Grand Lodge, Aram Zey gives him a stern look and emphasizes that this is a serious mission, and shuttling back and forth between the Material Plane and the tapestry is wasting everyone's time.

THE DOG PHARAOH'S TOMB

The PCs arrive in Hao Jin's realm a quarter-mile south of their target, the Dog Pharaoh's Tomb, which they can see rising from the mire without the need for Perception checks. As they approach, read the following to set the scene.

A grimy sandstone building rises from the swampy water, hemmed in by mossy, drooping trees whose roots look to

THE HAO JIN TAPESTRY

The *Hao Jin Tapestry* is a centuries-old tapestry, measuring 5 feet by 7 feet. It is dirty and quite worn around the edges, though careful examination shows the wear to be structurally stable—the tapestry is in no danger of unraveling, and may have been woven that way on purpose to deter potential thieves. The patterns of the tapestry are highly abstract with lines, shapes, and patterns in a variety of colors, none of which are attractive on their own or in conjunction with each other.

The Society scholars laboring to understand the tapestry have determined that the seemingly abstract features of the tapestry correspond with the actual features of the demiplane held within it. Those who enter the plane determine where they appear inside by which point on the tapestry they are touching when they speak the command words that activate it. The tapestry was meant to hang on a wall, but the scholars have it laid out on a low table just off the floor in the room for reasons having to do with preservation and stability. Exploration teams have set an elaborate scaffold over the table so that they can reach down and touch the tapestry in the correct place without accidentally brushing up against the edges.

have been grinding away at its foundations for centuries. What must have been an impressive wooden door has rotted away to the point of nonexistence. Only giant rusted hinges show that it once covered the dark entrance to the tomb. Mere hints of intricately carved pillars and false arcades are barely visible underneath the moss, creepers, and mildew that now cover the structure. Two fetishes flank the tomb's entrance, each the skin of a fox or small wolf stretched over the flayed fork of lashed bones and painted in strange pigments, topped off with reptilian skulls carved with illegible writing.

The tomb is in the ancient Osirian style but falls far short of a great pyramid in terms of size. The tomb is fairly small—merely 40 feet tall, 100 feet wide, and 200 feet long. It is ornately carved on the outside and highly decorated on the inside, all in a style a PC could pinpoint as being from approximately –2800 AR with a DC 20 Knowledge (engineering) check. The centuries spent in the swampy damp have been unkind to the tomb. Most of the external carvings have been worn away by the elements or covered by the local plant life. The interior decorations are in better shape, though often covered by mildew or water-stains. Friezes and frescos that were brightly colored are now quite faded, and PCs must stand within 5 feet of them to make out their contents. Interior stonework hasn't suffered the erosion of the outside and is still as sharp as when it was carved. Throughout the

tomb, ceilings are 30 feet tall, with square doorways 10 feet tall and 10 feet wide. Where they aren't covered in water, floors in the tomb are scummy and slick.

A DC 15 Knowledge (local) check allows a PC to recognize the bone fetishes as lizardfolk wards meant to warn of a curse and keep evil restrained within. The fetishes are the result of mere superstition and have no magical powers or effects other than psychological ones.

Mission Notes: Taldor faction PCs may complete their faction mission at any time while inside the Dog Pharaoh's Tomb, by placing the note given to them by their faction leader in a safe, dry place without being detected. As long as no PCs of another faction see the Taldor faction member place the note, even if such a PC locates it later while exploring the tomb, Taldor faction PCs earn 1 Prestige Point.

A1. The Entry Hall (CR 6 or CR 9)

This cubic chamber is full of stagnant swamp water to a height of a foot and a half. The walls are shallowly carved with a complex Osirian motif, with hundreds of ancient pictograms overlapping in an intricate pattern, the outlines of which can barely be made out under the grime. A door in the north wall is decorated with a scene in bas-relief: a jackal-headed man holding two matching kukris, around whom a throng of bestial warriors bow. There is no obvious mechanism to open the door, but there is a gap between it and the wall as if it is being held partially open. Water sluggishly trickles through the gap, flowing deeper into the tomb. Empty doorways open into two rooms to the east and west.

The standing water and algae-covered stone floor make all squares in this room slippery, requiring 2 squares of movement to move through unless a creature succeeds at a DC 15 Acrobatics check to keep its balance as it moves at full speed. A creature failing its save by 5 or more falls prone; otherwise, a failed check simply restricts a creature to half movement. A search of the water where the door is held open reveals a small statue of a humanoid resembling the jackal-headed man on the bas-relief, in the same pose and holding two similar kukris.

With a successful DC 15 Perception check, a PC notices that a portion of the bas-relief is strangely indented, in a way that does not fit the rest of the sculpture. The indentation is a lock that matches the bottom of the statue propping open the door as well as the bases of the statues in A2. Inserting any of the incorrect statues (any in area A2) has no effect, as the door has already been unlocked and the trap here bypassed.

The correct statue is the very one holding the door open, left there by an ancient tomb robber who had already used it to get through. The door can be fully

opened by inserting that statue into the lock, but it stays open for only 1 minute before slowly closing over the course of 3 rounds. The door can be propped open with a strong bone or stick, or any of the statues, including the one used to open it. Without using the key statue, a PC can open the door fully with a DC 20 Strength check. There is no handle or opening mechanism on the other side of the door; the tomb was designed to be entered but not exited.

Creatures: While there are no creatures in this room when the PCs arrive, the shambling mound in area A3 may move here and attack if the PCs attract its attention. Note that the shocker lizards in area A3 do not move from their nest, and only the shambling mound may be encountered here.

Trap: In the middle of the room, hidden by the water, is a pit trap that drops into area A6. The tile collapses when the first creature steps onto one of the affected squares.

Subtier 5–6 (CR 6)

POISONED PIT TRAP CR 6

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

EFFECTS

Trigger location; **Reset** none

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus poison [large scorpion venom]); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Subtier 8–9 (CR 9)

POISONED PIT TRAP CR 9

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

EFFECTS

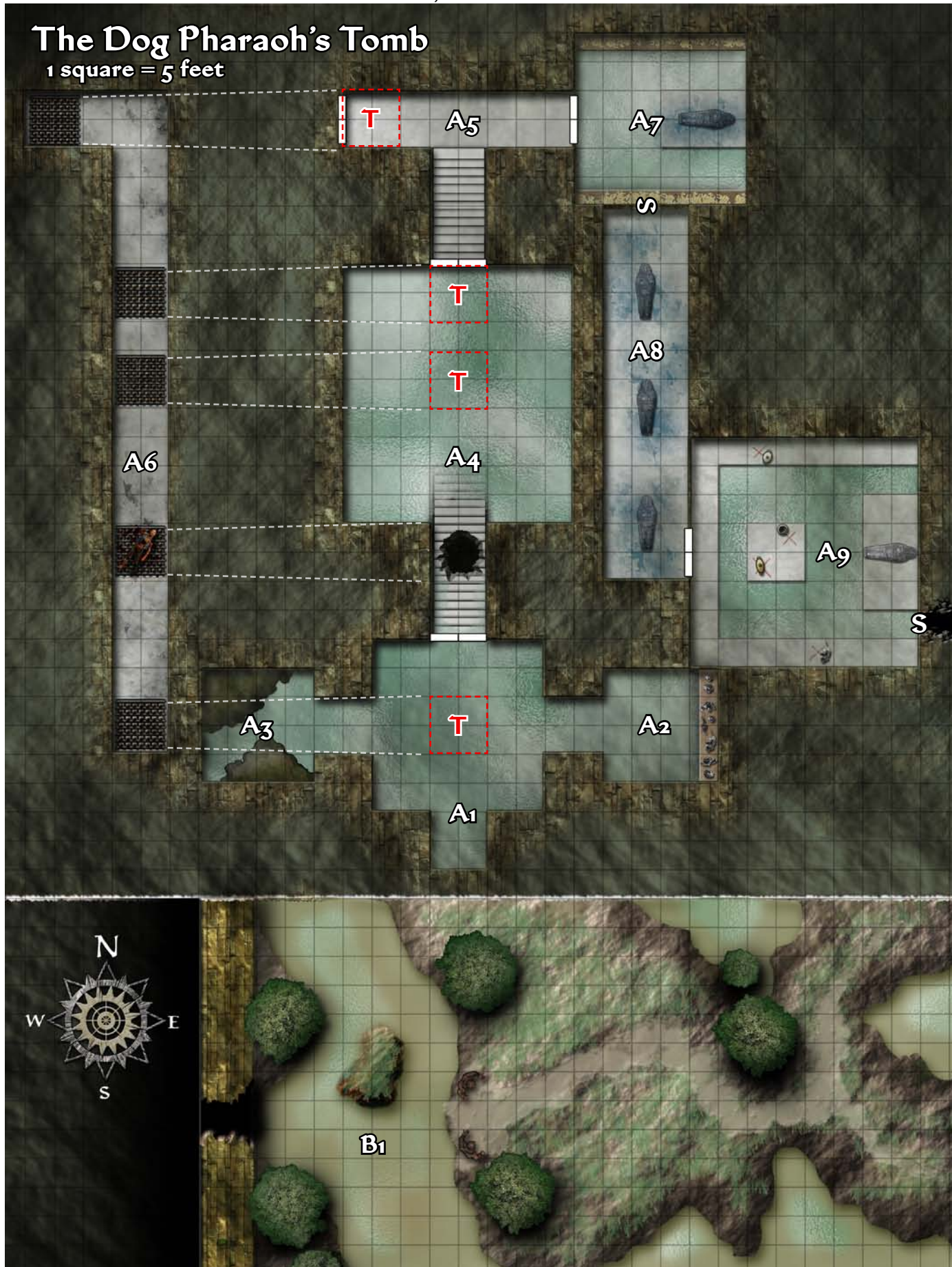
Trigger location; **Reset** none

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 damage each plus poison [large scorpion venom]); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Development: If the PCs trigger the pit trap, the water on this level rushes down into the pit, leaving a small stream from the outside the tomb flowing into the pit; consequently, the rest of the rooms on this level (A2 and A3) comparatively dry, thus eliminating the penalty to movement due to the standing water. If the door is opened without the pit trap being tripped, the stairway beyond becomes a river of water rushing down into the hole in the stairway, which acts as a bull rush combat maneuver attempt on all PCs in the room (Subtier 5–6: CMB +11; Subtier 8–9: CMB +15), knocking them prone and pushing them 5 feet toward the hole in the stairwell

The Dog Pharaoh's Tomb

1 square = 5 feet



(and the spiked pit below) plus an additional 5 feet per every 5 points by which the check beats each PC's CMD.

Mission Notes: Grand Lodge Pathfinders must make sure that the pit trap (along with the other three traps in the tomb) is either sprung or disabled in order to earn 1 Prestige Point at the scenario's conclusion.

A2. The Statue Room

This twenty-foot-square room is home to a foot and a half of stagnant water that covers everything but a wide shelf on the east wall. That shelf contains a score of fifteen-inch-tall statues carved of shiny white stone, each of jackal-headed humanoids in different poses and holding different accoutrements. Ancient Osiriani hieroglyphs and jagged sigils cover the walls, in jarring contrast to each other.

The bases of the statues in this room are all the same size and shape as the lock in the entry hall door in A1. None of the statues present in this room unlock the door, however, as the correct key was used to open it ages ago and now holds the portal open by being wedged in the doorjamb.

A PC fluent in Ancient Osiriani or a PC succeeding at a DC 25 Linguistics check can read the Ancient Osiriani hieroglyphs on the walls; a PC who speaks modern Osiriani receives a +5 bonus on this check. The pictograms recount the rise to power of the Dog Pharaoh, referring to him as the Jackal Pharaoh, and a conflict between himself and a rival pharaoh known as the Illumined Pharaoh. At the time of the engraving, their conflict had apparently not been resolved, and several references to ongoing feuding persist among the historical accounting.

The jagged symbols are Abyssal characters which speak of the Jackal Pharaoh's armies of gnolls, jackalweres and yaenit demons, and the characters can be deciphered by nonfluent PCs with a DC 30 Linguistics check.

Treasure: The alabaster statues of the Dog Pharaoh are highly valuable as both historical artifacts and art objects. As a set, the lot of them would sell for 1,500 gp.

Mission Notes: Lantern Lodge faction PCs may make a DC 20 Appraise check to notice that one of the alabaster statues is one crafted from white jade, appearing nearly identical to the rest. This is the Tian gift indicated in Amara Li's missive, and if a Lantern Lodge faction PC retrieves it, all members of the faction earn 1 Prestige Point.

Osirion faction PCs should be interested in deciphering the Dog Pharaoh's self-given name—the Jackal Pharaoh—from the carvings on the wall here. Those who translate the writings can recognize the Illumined Pharaoh's name and with a DC 20 Knowledge (history) check can recall that she rose to power after defeating “a rival

cur.” Piecing together that the Dog Pharaoh earned his sobriquet after he was defeated by the Illumined Pharaoh as a bit of revisionist history on the victor's part earns each member of the Osirion faction 1 Prestige Point.

Silver Crusade faction PCs should be interested in the Illumined Pharaoh's identity as revealed in the historical accounts here. As long as they can decipher the hieroglyphics here, they can identify the Illumined Pharaoh as the Dog Pharaoh's rival, and with a DC 10 Knowledge (religion) check, they recognize veiled references to her worship of Sarenrae among the slanderous descriptions of her. Locating this information constitutes half the Silver Crusade's faction mission, and in conjunction with the mission in area A9, earns faction members 1 Prestige Point.

Rewards: If the Pathfinders collect all the Dog Pharaoh statue keys, award each PC 250 gp in both subtiers.

A3. The Frieze Room (CR 7 or CR 10)

Piles of slimy refuse fill the corners of this room, with a foot of swamp muck with stagnant water in between. A once-grand frieze dominates the west wall, its vibrant colors now faded. In it, a jackal-headed man rides a dark chariot pulled by horse-sized dogs, at the head of an army of gnolls and dire hyenas. Before him, a radiant ankh is engulfed in black flames.

Creatures: This room is home to a shambling mound and some shocker lizards who nest in the creature's refuse and subsist on the leftovers of its generally larger prey. If the shambling mound did not detect the PCs earlier, it attacks as soon as the first PC moves into this room. The shocker lizards are less brazen, and when they feel their territory is being invaded, they panic, releasing their combined shock effect, which acts as both an attack on the PCs and an augmentation for the shambling mound.

Subtier 5–6 (CR 7)

SHAMBLING MOUND **CR 6**
hp 67 (*Pathfinder RPG Bestiary* 246)

SHOCKER LIZARDS (2) **CR 2**
hp 19 (*Pathfinder RPG Bestiary* 248)

Subtier 8–9 (CR 10)

SHAMBLING MOUND **CR 8**
Advanced shambling mound (*Pathfinder RPG Bestiary* 246, 294)

N Large plant
Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception +19

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 95 (10d8+50)

Fort +12, Ref +7, Will +7

Immune electricity, plant traits; Resist fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slam +14 (2d6+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (2d6+10)

STATISTICS

Str 25, Dex 14, Con 21, Int 11, Wis 14, Cha 13

Base Atk +7; CMB +15 (+19 grapple); CMD 27

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +19, Stealth +15 (+23 in swamps or forests),

Swim +15; Racial Modifiers +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SHOCKER LIZARDS (6) CR 2

hp 19 (*Pathfinder RPG Bestiary* 248)

A4. The Puzzle Room (CR 7 or CR 10)

A 10-foot-wide stairway descends 20 feet before vanishing into swampy water. Ten feet from the top of the stairs, a 10-foot-wide hole gapes, water trickling over its edge and falling into darkness. This hole used to be a covered pit trap and drops 20 feet to area A6. Any PC falling down this hole takes 2d6 points of falling damage and lands on the spiked pit below (+10 attack; 1d4 spikes per target for 1d4+2 points of damage each). The stairway opens into a large chamber.

The stairway descends into stagnant, murky water. The north wall features two fifteen-foot-tall mosaics of the Dog Pharaoh flanking a series of smaller hieroglyphs arranged in rows and columns. The east and west walls give glimpses of the top half of faded and water-stained frescos depicting pleasure slaves and vast wealth in a desert oasis paradise.

The water in this room is 10 feet deep and too dark and murky to see through to the floor. While there are no visible exits from the room aside from the stairway to A1, the north wall contains a puzzle that, when solved, opens a submerged door to A5. Should the PCs activate either of the pit traps in this room, the water drains out, exposing the frescoes on the east and west

walls and the faint outline of a 10-foot-tall doorway in the center of the northern wall.

Creatures: Lurking beneath the surface of the water are several leech swarms that attack if the party disturbs the water. Draining the chamber by triggering either trap sucks the leeches into area A6, where they drain through the grates into the larger swamp surrounding the tomb.

Subtier 5–6 (CR 7)

LEECH SWARM CR 4

hp 19 (*Pathfinder RPG Bestiary* 187)

Subtier 8–9 (CR 10)

LEECH SWARMS (4) CR 4

hp 19 (*Pathfinder RPG Bestiary* 187)

Traps: Two pit trap tiles exist in the floor of this chamber. It is difficult to trip them while the room is full of water, though a long enough stick or spear might do the trick. If the PCs trip one of the traps, the water in the room quickly drains through the hole in the floor and down the grate in A6. In Subtier 8–9, a patch of yellow mold has taken hold in the center of the spikes in the northern trap in this room. Should a PC trigger the trap and fall on the spikes, the yellow mold bursts, covering all four squares



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of the pit and affecting all creatures in the 10-foot area, as normal (see page 416 of the *Pathfinder RPG Core Rulebook*).

Any creature swimming in the room when either trap triggers may make a DC 15 Swim check to avoid being pulled with the draining water onto the spikes below, replacing the Reflex save normally required to avoid the trap.

SPIKED PIT TRAP CR 4

Type mechanical; Perception DC 15; Disable Device DC 15

EFFECTS

Trigger location; Reset none

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 15 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area if no water present, or all targets in the water if the room is flooded)

Development: Whether or not the PCs drain the room, they can see a series of Ancient Osiriani hieroglyphs on the north wall of the chamber, between the two images of the Dog Pharaoh. The images above the waterline are as follows (also presented in **Handout #1** on page 22):



Translated: 2 + 4 = 6



Translated: 8 - 1 = 7

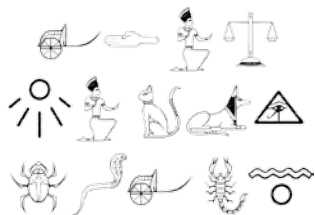


Translated: 5 x 2 = 10

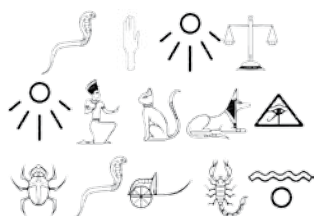


Translated: 9 ÷ 3 = 3

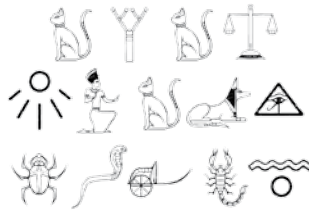
Under the waterline, visible only after the room is drained, is the outline of a 10-foot-square door in the stone wall, with the following hieroglyphs carved into its algae-covered surface (also presented in **Handout #2** on page 23):



Translated: 8 + 2 =
1 2 3 4 5
6 7 8 9 10



Translated: 7 - 1 =
1 2 3 4 5
6 7 8 9 10

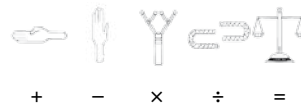


Translated: 3 x 3 =
1 2 3 4 5
6 7 8 9 10

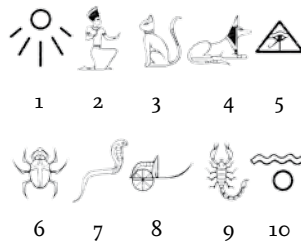


Translated: 8 ÷ 2 =
1 2 3 4 5
6 7 8 9 10

A PC that speaks Osiriani or Ancient Osiriani can instantly recognize five of the symbols as representing mathematical functions (addition, subtraction, multiplication, division, and equal, respectively). Characters not fluent in any form of Osiriani may make a DC 15 Linguistics check to uncover the symbols' meaning:



The other glyphs each represent a number between 1 and 10, but none are symbols that were used in Ancient Osiriani or are currently used in the modern Osiriani tongue. A PC who speaks either language may make a DC 15 Linguistics check to decipher them, any PC may make a DC 15 Intelligence check to figure them out, or the players may use the sample equations above the waterline to determine what number each symbol represents. They are, from 1 to 10:



1 2 3 4 5
6 7 8 9 10

Once the PCs have deciphered the 15 symbols, they may activate the door's key, which is little more than an elaborate combination lock. For each equation within the frame of the door, the correct answer must be pressed, inserting the glyph tile an inch into the wall. Pressing a glyph a second time resets it to its original position. If all four correct tiles (10, 6, 9, 4) are inset at the same time, the door slides open, revealing a stairway up on the other side, leading to A5.

Alternatively, the PCs can bypass the combination with a DC 30 Disable Device check in Subtier 5–6 or a DC 35 Disable Device check in Subtier 8–9.

Mission Notes: Grand Lodge faction PCs must spring or disable the two pit traps in this room in order to earn 1 Prestige Point at the scenario's conclusion.

A5. Forked Path (CR 6 or CR 9)

A short stairway leads up to the center of a hallway with identical doors at either end. The floor here is barely damp. Each doorway features a simple stone handle. On the passage's northern wall are two figures in bas-relief: to the west, a human man holding an ankh in one hand and a khopesh in the other; to the east, a jackal-headed man double-wielding twin kukris.

The puzzle door in **A4** opens to a 20-foot-long stairway that rises 10 feet to a perpendicular hallway with a doorway at each end. The carvings on the passage's north wall indicate the correct direction. Should the PCs choose the east door, they find it locked but untrapped, and passable with either a DC 20 Disable Device check or a DC 18 Strength check. The western door is a decoy, and even were the fake doors opened on their false hinges, only a solid stone wall exists on the other side.

Traps: The spiked pit trap in front of the false door at the west end of the passage is different from the other pit traps in the tomb. It isn't triggered until someone tries to open the door or tampers with its false lock, at which point it triggers as normal.

Subtier 5–6 (CR 6)

POISONED PIT TRAP CR 6

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 damage each plus poison [giant wasp poison]); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Subtier 8–9 (CR 9)

POISONED PIT TRAP CR 9

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 damage each plus poison [shadow essence]); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

A6. Lower Corridor

Water drips and cascades constantly from holes in the low ceiling of this corridor. Metal grates topped with rusted spikes periodically pierce the floor at uneven intervals.

This is a 10-foot-wide corridor with 7-foot-high ceilings that follows north under the main corridor and then branches west, which contains the spikes at the bottom of each pit trap in areas **A1**, **A4**, and **A5**. The spikes are affixed to grates that allow water to flow through, so the lower corridor never floods due to water falling from above. From below, adventurers can easily trip any of the pit traps with a long stick or bone, which could be useful in terms of draining the water from **A4**.

The PCs can enter this corridor through any of the traps, either by tripping any of the intact pit traps or climbing down the hole in the stairway between **A1** and **A4**. The PCs can use the corridor to drain the Puzzle Room by tripping either of the pit traps in that room from underneath (and thus allowing the water to cascade down through the grates). Opening a trap door from below requires a DC 20 Disable Device check or a DC 18 Strength check, and the character opening them must have some means by which he can reach the doors, some as high as 30 feet above the corridor floor (see trap descriptions for falling distances).

The spikes beneath the hole in the stairs support what remains of a truly ancient corpse. Most of its clothing has rotted away, and the body is largely a conglomeration of bones held together by a husk of former armor. A pile of mush that was once a backpack still houses an ancient adventurer's kit—torches, a glass vial, and a coil of rope that seems to have withstood the millennia in good order. A DC 20 Knowledge (history) check identifies what clothing remains as being of ancient Osirian design.

The next two pit traps, those below area **A4**, are dripping, the first with a slow drip and the second with a steady but light cascade of water. When either is broken open, a cascade of water and leeches rains down for a minute while the chamber above drains, filling the corridor below with 4 feet of water. After that, the flood is reduced to a slow drip, and the water level in the corridor subsides as the water drains through the grates.

Treasure: Among the bones of the corpse below the stairs lie a *rope of climbing* and a *potion of heroism*.

Mission Notes: Shadow Lodge faction PCs will likely want to plant the *wayfinder* on this corpse to make it appear as though it is the body of a Pathfinder. Doing so requires a Sleight of Hand check opposed by any fellow PCs of other factions who may be able to see them doing so. As long as they can plant the *wayfinder* without being seen, all members of the Shadow Lodge faction earn 1 Prestige Point.

OPTIONAL ENCOUNTER

The encounter in area **A9** is optional. If there is less than 1 hour remaining to complete the scenario, remove the lizardfolk from the room and allow the PCs to discover a pile of treasure under the water near the exit tunnel awaiting transport out of the tomb when the Muckmouth warriors complete their current trip back to the Aspis base camp. This wealth should constitute the same wealth they would receive for defeating or befriending the lizardfolk if the encounter is run as normal.

Rewards: If the PCs find the treasure on the ancient corpse, award each PC in both subtiers 312 gp.

A7. False Treasury

Brilliant treasure fills this room. From every angle, gold, silver, and myriad gems catch the light. While the floor is a soupy morass and mold grows up the walls, the Dog Pharaoh's treasures sit atop shelves untouched by the grime below. An ornate sarcophagus lies on a dais at the far end of the room, mold growing up its sides.

At first glance, this room appears to be a treasure chamber, but a DC 15 Appraise check or DC 20 Perception check reveals that the treasures are nothing but replicas of real treasure, false prizes apparently intended to deceive looters. Gems are cleverly cut glass, gold is pyrite, and everything else is of the same quality one might find in any Sothis curio shop. A PC who makes a DC 20 Perception check notices that the mold on the south wall of the room has grown in an unusually linear pattern. Close inspection reveals a secret door leading to **A8**, counterweighted to slide open with a firm push.

Treasure: The fake treasures in this chamber are only worth around 150 gp if collected in full, though they are heavy and cumbersome and would require an extradimensional space for transporting them or the strong backs of a dozen porters. The treasure takes up 50 cubic feet of area and weighs 600 pounds.

Mission Notes: Qadira faction PCs can take one of the beautiful and undoubtedly ancient items from this room to fulfill their mission requirement. It takes a DC 20 Appraise check or DC 25 Perception check to find an item that will withstand the scrutiny of al'Hakam's daughter, Alinzia. Locating such an item earns all members of the Qadira faction 1 Prestige Point.

Rewards: If the PCs collect all the false treasure here, award each PC in either subtier 25 gp.

A8. The Mummy Corridor (CR 6 or CR 9)

This long, dank hallway contains three sarcophagi arranged down the center of the floor. The floor, walls, ceiling and the sarcophagi themselves are completely covered with a layer of dull brown fuzz. A door in the eastern wall at the south end of the room provides the only exit aside from the secret door to the north. The air here is unnaturally cold.

Three sarcophagi line the middle of this corridor. The sarcophagi and walls of this corridor are covered with harmless mold, but even if the mold is wiped away, there is nothing of interest to be discerned from the ancient carvings. The door at the southern end of the corridor is unlocked and leads to area **A9**.

Creatures: The sarcophagi here are the homes of undead mummies that, over the damp years, have developed a useful brown mold infestation. These moldy mummies look like regular specimens of Osirian's preserved dead, but are covered with a thick carpet of brown mold, except where their eyes glow a baleful red. The mummies awake and rise from their sarcophagi when any creature comes within 10 feet of them.

Until the brown mold on each mummy is eliminated (by any form of cold damage), all living creatures adjacent to one of the creatures take 3d6 points of nonlethal cold damage as if the mummy's square contained a patch of brown mold. Should any source of fire come within 5 feet of the brown mold on a mummy, the mold grows in size, leaving a patch in the mummy's square that remains even if the creature moves away. Brown mold patches left behind in such a manner function as normal patches of brown mold (see page 416 of the *Pathfinder RPG Core Rulebook* for complete rules on brown mold).

Subtier 5–6 (CR 6)

MUMMY CR 5
hp 60 (*Pathfinder RPG Bestiary* 210)

Subtier 8–9 (CR 9)

MUMMIES (3) CR 5
hp 60 (*Pathfinder RPG Bestiary* 210)

Treasure: Each of the three mummies in this corridor, undead or just dead, is buried in the high style of Ancient Osirion, with the most valuable possessions owned in life. In Subtier 5–6, each mummy wears 550 gp in ancient jewelry and one bears a *phylactery of faithfulness* upon its brow. In Subtier 8–9 the phylactery is instead a *phylactery of positive channeling*.

Rewards: If the PCs loot the mummies' bodies, award each subtier thusly:

Subtier 5–6:

Give each player 358 gp.

Subtier 8–9:

Give each player 1,191 gp.

A9. Burial Chamber (CR 7 or CR 10)

This chamber was once the equal to the fake treasure chamber in true grandeur, but the marshy environment has done its work well—the tops of the treasure shelves are mere islands in the stagnant water. Most of the shelves are empty, with only a few treasures remaining. The grand, rune-covered sarcophagus of the Dog Pharaoh lies open on its dais.

This room is partially flooded, the water level reaching the tops of the treasure shelves and making the room into a series of islands surrounded by 5-foot-deep swamp water. Warriors from a nearby Muckmouth tribe of lizardfolk, coerced into working for the Aspis Consortium agents who first invaded their territory, have removed most of the treasure here, leaving only a handful of items on the bare shelves sticking up through the murky water. Each remaining item is marked with a red chalk "X," indicating that it is cursed and shouldn't be tampered with.

The central dais features an ornate sarcophagus, laid open to reveal the mummified remains of the Dog Pharaoh, with his head torn off (presumably to get at the *Canid Carcanet* around his neck).

Creatures: The Muckmouth warriors looting the tomb, hearing the sound of combat in area **A8**, have crouched in the water, awaiting an oncoming attack from what they assume to be the tomb's guardians. While submerged in the water, only their eyes sticking out above the surface, the lizardfolk receive a +8 circumstance bonus on Stealth checks to avoid being seen.

The lizardfolk are wary of the PCs, but unless the Pathfinders barge into the room and give the lizardfolk reason to attack them immediately in self-defense, the Muckmouth warriors are open to diplomacy if the PCs can communicate with them. The lizardfolk explain that a week ago, a band of Aspis Consortium agents raided their village and took the eggs in the tribe's hatchery hostage, forcing the warriors of the tribe to work for them collecting relics and resources from nearby ruins. The lizardfolk fight to defend themselves if attacked, but would rather help the PCs defeat the Aspis agent who's forcing them to steal from this cursed location. If the PCs offer to help free them from their subservience, they show the PCs the underwater tunnel leading out of the

tomb and give them a report of Gerban Lanier's abilities and location in **B1**. If the PCs attack the lizardfolk, one of them swims through the tunnel to warn Lanier and the other lizardfolk in **B1** of the impending threat.

Subtier 5–6 (CR 7)

MUCKMOUTH WARRIORS (4) CR 3

Lizardfolk warrior 4 (*Pathfinder RPG Bestiary* 195)

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+2 armor, +5 natural) **hp** 41 each (6 HD; 2d8+4d10+10)

Fort +9, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft., swim 15 ft.

Melee mwk morningstar +9 (1d8+2), bite +5 (1d6+2) or claw +7 (1d4+2), bite +7 (1d6+2)

Ranged javelin +5 (1d6+2)

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 17

Feats Multiattack, Stealthy, Weapon Focus (morningstar)

Skills Acrobatics +6, Escape Artist +2, Perception +2, Stealth +2, Swim +15

Languages Draconic

SQ hold breath

Combat Gear *potion of cure light wounds*; **Other Gear**

masterwork leather armor, javelins (3), masterwork morningstar, *cloak of resistance* +1

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Subtier 8–9 (CR 10)

MUCKMOUTH WARRIORS (4) CR 6

Lizardfolk fighter 5 (*Pathfinder RPG Bestiary* 195)

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +4

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 armor, +2 Dex, +5 natural, +2 shield)

hp 62 each (7 HD; 2d8+5d10+26)

Fort +9, **Ref** +3, **Will** +1; +1 vs. fear,

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft., swim 15 ft.

Melee +1 morningstar +12/+7 (1d8+5), bite +7 (1d6+3) or claw +9 (1d4+3), bite +9 (1d6+3)

Ranged javelin +8/+3 (1d6+3)

Special Attacks weapon training (flails +1)

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 21

Feats Cleave, Multiattack, Power Attack, Quick Draw, Stealthy, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +9, Escape Artist +3, Intimidate +6, Perception +4, Stealth +8, Swim +17

Languages Draconic

SQ armor training 1, hold breath

Combat Gear *potion of cure serious wounds*; **Other Gear** masterwork leather armor, masterwork heavy wooden shield, +1 *morningstar*, javelins (3)

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Development: A PC who succeeds at a DC 20 Perception check can notice a slight current as water flows into the

room from the underwater passage out to the swamp (a creature in the square adjacent to the egress receives a +5 circumstance bonus on this check). The tunnel runs 20 feet under the exterior wall of the tomb and comes out in the swamp around the structure in area **B1**.

Treasure: Most of the wealth in this chamber has already been removed by the Muckmouth warriors after Lanier swam through the tunnel and identified the few items he believed to be cursed and of no value to the Aspis Consortium. After detecting a magical aura typical of Osirian curses from the Dog Pharaoh's era, Lanier marked each item with a red chalk X. Each of the four relics emanates a distinct moderate necromantic aura that can be identified as an Osirian curse with a DC 18 Spellcraft check. Any creature in possession of one of these four items must make a DC 16 Will save or suffer the effects of *bestow curse* (each turn, the target has a 50% chance to act normally; otherwise, it takes no actions). The four items are worth 200 gp in total.

If the PCs befriend the lizardfolk, and thus do not have the opportunity to loot their bodies, the Muckmouth warriors offer the PCs the last batch of treasure they were preparing to haul out of the tomb back to the Aspis Consortium base near their village. Currently, the pile of treasure sits at the bottom of the water just inside the secret tunnel to the swamp beyond, the entrance of which is in the room's southeast corner. The treasure is worth the same amount as the gear held by the lizardfolk in each subtier.

Mission Notes: Andoran faction PCs should wish to befriend the lizardfolk here. Those faction members who do everything in their power to present a friendly and peaceful approach to the Muckmouth tribesfolk as an alternative to violence fulfill half their faction mission. If there are no lizardfolk here due to time constraints, Andoran faction PCs who complete the second aspect of their mission in Act 2 are considered to have completed this portion of the mission as well.

Silver Crusade faction PCs should be interested in the religious symbols adorning the Dog Pharaoh's sarcophagus. A DC 20 Knowledge (religion) check identifies them as icons of Lamashtu, including her unholy symbol and stylized quotations from the Jackal Pharaoh's rule, all mad ravings of the Mother of Monsters's impending dominance over all of Golarion. Locating this proof of the pharaoh's religious leanings constitutes half the Silver Crusade's faction mission, and in conjunction with the mission in area **A2**, earns faction members 1 Prestige Point.

Rewards: If the PCs defeat or befriend the lizardfolk, reward each subtier thusly:

Subtier 5–6:

Give each player 540 gp.



Subtier 8–9:

Give each player 1,150 gp.

ACT 2: AFTER THE ASPIS

Whether the PCs defeat the lizardfolk in the Dog Pharaoh's Tomb, befriend them, or find the chamber empty and looted, they should wish to find where the Dog Pharaoh's treasure went, leading them through the tunnel in the chamber's eastern wall and into the larger swamp beyond the tomb itself.

B1. The Beaten Path (CR 8 or CR 11)

The dark and claustrophobic passage through the foundations of the tomb opens into the overcast swamp. The back of the tomb is much like the front, with gnarled swamp trees fighting for space on the dryer bits of ground and reeds, grass, and open stagnant water claiming the rest. To the east the ground raises slightly. Between two bone and leather fetishes lies a path that has seen recent use, the grass and marsh weeds broken down into a matted mush.

At the other end of the underwater tunnel, the PCs find a beaten path through the swamp that leads to the Aspis Consortium base camp near the lizardfolk village—a cave network called the Muckmouth, where the Consortium's senior agent currently holds the tribe's hatchery hostage. At the outside end of the path stand two more lizardfolk curse markers similar to those outside the Dog Pharaoh's Tomb's main entrance (see page 6). As soon as they emerge from the water, however, the PCs find themselves face to face with Gerban Lanier and a contingent of lizardfolk he has adopted as his personal guards.

Creatures: Gerban Lanier is a thin, goateed Garundi man with piercing blue eyes and hair pulled back in a short ponytail, dressed in muddy studded leather armor. Unless he was warned of the PCs' possible approach, Lanier seems surprised to see them, as he expects his lizardfolk thralls to emerge from the tunnel with the last batch of loot from the Dog Pharaoh's Tomb. Though surprised, Lanier recovers quickly, sizing the PCs up professionally. "Welcome...Pathfinders, I can tell. We're just about done here, so don't let us get in your way."

If the PCs engage him in conversation he plays along, though his tone remains just short of conciliatory, as if he's spoiling for a fight. He never openly admits to being an Aspis Consortium agent unless the PCs call him on it based on information learned from the lizardfolk in the tomb, instead claiming to be an unaffiliated treasure hunter named Geric who wandered into the demiplane through a cave. He claims to have befriended the

lizardfolk who asked him to help them loot the treasure room they were always too scared to plunder themselves.

Gerban wears an Aspis Consortium signet ring and can't deny his affiliation with the organization if PCs see it or if they can see through his lies based on what the Muckmouth warriors told them in the tomb. Gerban holds contempt for the PCs, passed down from the upper ranks of the Consortium, whose jealousy of the Pathfinder Society's easy access to Hao Jin's museum demiplane has permeated the entire organization. Under no circumstances does Lanier tell the PCs how the Aspis Consortium got into the tapestry—he's convinced that he'll be in unimaginable trouble if his superiors find out he let the secret slip. If magically compelled to talk, he admits only that he came through a portal in Varisia; who created the portal or how the Consortium did so he doesn't know.

Lanier has little patience and wants to get the last of the treasure back to his boss in the Muckmouth before the Pathfinders get too involved in his plan. If the conversation seems to be droning on or the PCs call him out as an Aspis agent, he orders his lizardfolk allies to attack, attempting to flank with them whenever possible. If the PCs have a clear advantage in the fight, Lanier flees, leaving the lizardfolk to fend for themselves.

If the PCs befriended them in the tomb, the lizardfolk do not partake in the fight, afraid their cooperation in open violence against a member of the Aspis Consortium will result in the destruction of the tribe's eggs. They may try to convince their fellow Muckmouth brethren in Lanier's service not to fight the PCs, but the human's guards are too afraid of what the Consortium will do to their young to disobey his orders to attack. If Lanier is killed or escapes, any surviving lizardfolk immediately surrender, begging the PCs to help them free their clan from the Aspis Consortium's control. As long as Lanier survives and fights, the lizardfolk fight to the death to protect their hostage young.

Subtier 5–6 (CR 8)**GERBAN LANIER****CR 7**

Male human rogue 7/sorcerer 1

CN Medium humanoid (human)

Init +8; **Senses** Perception +10**DEFENSE****AC** 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)**hp** 53 (8 HD; 7d8+1d6+15)**Fort** +3, **Ref** +10, **Will** +4**Defensive Abilities** evasion, trap sense +2, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +1 short sword +11 (1d6+3/19–20)

Ranged shortbow +9 (1d6/x3)
Special Attacks sneak attack +4d6
Sorcerer Spells Known (CL 1st; concentration +2; spell failure 15%)
 1st (4/day)—*grease, magic missile*
 o (at will)—*detect magic, light, mage hand, message*
Bloodline arcane

STATISTICS

Str 14, **Dex** 18, **Con** 11, **Int** 13, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 22

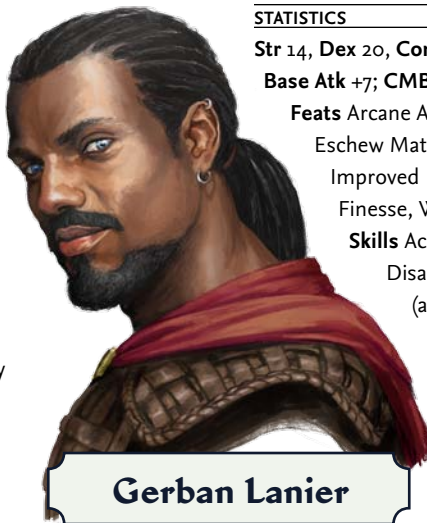
Feats Combat Expertise, Dodge, Eschew Materials, Improved Feint, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +15, Bluff +12, Diplomacy +8, Disable Device +15, Disguise +8, Knowledge (arcana) +12, Knowledge (dungeoneering) +8, Knowledge (local) +8, Linguistics +6, Perception +10, Spellcraft +12, Stealth +15

Languages Common, Draconic, Elven, Infernal

SQ arcane bond (object, Aspis Consortium signet ring), bloodline arcana, rogue talents (combat trick, finesse rogue, resiliency), trapfinding +3

Combat Gear *pearl of power* (1st level), *potion of cure moderate wounds*; **Other Gear** +2 *studded leather*, +1 *short sword*, shortbow with 20 arrows, *Canid Carcanet*, *cloak of resistance +1*, *lens of detection*



Gerban Lanier

Sorcerer Spells Known (CL 1st; concentration +2, spell failure 15%)
 1st (4/day)—*grease, magic missile*
 o (at will)—*detect magic, light, mage hand, message*
Bloodline arcane

STATISTICS

Str 14, **Dex** 20, **Con** 11, **Int** 13, **Wis** 8, **Cha** 12

Base Atk +7; **CMB** +9; **CMD** 26

Feats Arcane Armor Training, Combat Expertise, Dodge, Eschew Materials, Greater Feint, Improved Feint, Improved Initiative, Mobility, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +19, Bluff +15, Diplomacy +10, Disable Device +19, Disguise +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +10, Knowledge (local) +11, Linguistics +6, Perception +13, Spellcraft +15, Stealth +19

Languages Common, Draconic, Elven, Infernal

SQ arcane bond (Aspis Consortium signet ring), bloodline arcana, rogue talents (combat trick, finesse rogue, improved evasion, resiliency, weapon training), trapfinding +5

Combat Gear *pearl of power* (1st level), *potion of cure moderate wounds*; **Other Gear** +2 *studded leather*, +2 *short sword*, masterwork shortbow with 20 arrows, *belt of incredible dexterity +2*, *Canid Carcanet*, *cloak of resistance +1*, *ring of protection +1*, *lens of detection*

LIZARDFOLK (4) CR 1

hp 11 each (*Pathfinder RPG Bestiary* 195)

Subtier 8–9 (CR 11)

GERBAN LANIER CR 10

Male human rogue 10/sorcerer 1
 CN Medium humanoid (human)
Init +9; **Senses** Perception +13

DEFENSE

AC 22, touch 17, flat-footed 16 (+5 armor, +1 deflection, +5 Dex, +1 dodge)

hp 72 (11 HD; 10d8+1d6+21)

Fort +4, **Ref** +13, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee +2 *short sword* +15/+10 (1d6+4/19–20)

Ranged mwk shortbow +13/+8 (1d6/x3)

Special Attacks sneak attack +5d6

MUCKMOUTH WARRIORS (4) CR 3

hp 41 each (use the stats on page 13)

Development: In addition to the equipment listed under Gerban Lanier's gear, a thorough search of his person reveals an unsigned letter instructing him to loot the Dog Pharaoh's Tomb before the "reptiles revolt against our influence" and a map to the tomb from what appears to be a cave network several miles to the north labeled "Muckmouth." If any of the lizardfolk are alive and amenable to talking to the PCs, they confirm that a group of "smooth-skins" invaded their tribe's hatchery—in a cave network they call the Muckmouth—and took a generation of slowly incubating eggs hostage, demanding their cooperation in exchange for the eggs' eventual return.

Two hundred yards east of their confrontation with Lanier, the PCs discover a series of flat-bottomed skiffs loaded with sacks of gold, gems, and art objects, all taken from the Dog Pharaoh's Tomb, ready to be pushed or otherwise moved back to the Aspis Consortium base at the Muckmouth. If friendly, the lizardfolk offer the wealth—which means nothing to them—to the Pathfinders and

their Society if they offer to help free their eggs from the clutches of the vile smooth-skins who hold them hostage.

Treasure: Among Lanier's equipment are several treasures from the Dog Pharaoh's Tomb that the agent excavated himself and planned to keep for personal use. Most notable among them are the *Canid Carcanet*, a bronze-and-onyx amulet in the shape of a jackal's head (see the sidebar for information on its powers); an ankh carved from a single, giant pearl that functions as a *pearl of power* (1st level); and a *lens of detection*.

Mission Notes: Andoran faction PCs who befriended the lizardfolk in area A9 should know not to attack the lizardfolk serving as Lanier's guards. As long as no Andoran faction PC personally attacks any of the Muckmouth tribesfolk here, all members of the faction earn 1 Prestige Point.

Cheliox faction PCs may make a DC 20 Perception check to notice that one of the lizardfolk guards in this area wears a silver unholy symbol of Asmodeus. If asked where he got it, the lizardfolk says he found it in the mud while hunting several years ago, and truthfully knows nothing of the symbol's significance or origin. He willingly parts with the trinket with a DC 15 Diplomacy check, or if a PC trades him something of similar value. Cheliox faction PCs who recover the lizardfolk's unholy symbol earn 1 Prestige Point.

Sczarni faction PCs may determine that the *Canid Carcanet* in Lanier's loot pack is the single most valuable item in the Dog Pharaoh's treasure trove with a DC 20 Appraise check. Doing so and marking it with the symbol of an eye for Guaril Karela's agent earns Sczarni faction PCs 1 Prestige Point.

CONCLUSION

With the tomb explored and the Aspis Consortium presence discovered, the Pathfinders find themselves in a precarious position, presenting them with a number of options. Some may wish to follow the lizardfolk back to the Muckmouth to find out more about the Aspis Consortium's operations within the *Hao Jin Tapestry*, or to liberate the captive lizardfolk eggs from the Consortium's grasp. These Pathfinders have a chance to do so in this scenario's sequel, *Pathfinder Society Scenario #3-14: Wonders in the Weave, Part II: Snakes in the Fold*, which details just such a mission. Characters playing the Wonders in the Weave series consecutively and in order have the chance to receive a special boon upon the completion of Part II.

NEW MAGIC ITEM: CANID CARCANET



The Dog Pharaoh, who called himself the Jackal Pharaoh in life, was among the most powerful mortal worshipers of Lamashtu at the time, and he fixated on her jackal-headed form, enslaving armies of gnolls led by jackalweres and dog-headed yaenit demons to battle his rival, the Illumined Pharaoh. Before his defeat at the Illumined Pharaoh's hands, the Jackal Pharaoh crafted this bronze-and-onyx amulet in the shape of a jackal's head to symbolize his mastery over the doglike monsters of his patroness's creation.

CANID CARCANET

Aura faint divination and transmutation; **CL** 5th
Slot neck; **Price** 15,000 gp; **Weight** —

DESCRIPTION

This copper and onyx amulet is shaped like the howling head of a jackal and grants its wearer a special connection to hyenas, jackals, and other doglike animals. Three times per day, the carcanet's wearer can take the shape of a Small or Medium canine (dog, fox, jackal, wolf, etc.) or hyena as per the *beast shape I* spell. Additionally, the wearer benefits from the constant effect of *speak with animals* to communicate with dogs, hyenas, and doglike animals.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape I*, *speak with animals*; **Cost** 7,500 gp

Other Pathfinders may wish to travel back through the tapestry to receive guidance from their venture-captains in the Grand Lodge before heading to the Muckmouth to confront the Aspis Consortium. In this case, the leadership of the Pathfinder Society thanks them for bringing their discovery to the organization's attention as quickly as possible, and urges them back through the tapestry to discover more about the Aspis Consortium's plans in the realm, the extent of their operation, and their means of gaining access to what the Decemvirate thought would be the Society's private realm to explore at their leisure.

Success Conditions

To succeed in this scenario, the PCs must fully explore the Dog Pharaoh's Tomb and confront Gerban Lanier, learning that he is an Aspis Consortium agent in the process. Those Pathfinders that recover the Dog Pharaoh's treasures and uncover the Aspis presence on

the demiplane earn 1 Prestige Award. A PC who completes this scenario and does not have an existing Chronicle sheet among her records for its sequel, *Pathfinder Society Scenario #3–14: Wonders in the Weave, Part II: Snakes in the Fold*, also earns the Treachery in the Weave boon, which will allow her a special bonus for completing the two-part series in order with the same character.

Faction Missions

Members of each faction have the ability to earn an additional Prestige Point for completing their respective faction missions, as detailed below.

Andoran Faction: Andoran faction PCs who befriend the lizardfolk in area **A9** and do not personally attack any of the lizardfolk guards in area **B1** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who recover the lizardfolk guard's Asmodean holy symbol in Act 2 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who spring or disable all four pit traps in areas **A1**, **A4**, and **A5**, thus clearing the way for later Pathfinder teams, earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who locate and retrieve the white jade statuette in area **A2** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who uncover the Dog Pharaoh's chosen name and deduce the reason for the change to his current sobriquet in area **A2** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who retrieve an object of beauty but little value for Alinzia al-Aaqir in area **A7** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who label the *Canid Carcanet* in Act 2 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who plant the *wayfinder* on the corpse in area **A6** without being detected earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade PCs who identify the Illumined Pharaoh in area **A2** and uncover the Dog Pharaoh's worship of Lamashtu in area **A9** earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who leave the message in a safe, dry place anywhere in the tomb earn 1 Prestige Point, but only if they do so undetected.

WONDERS IN THE WEAVE, PART I: THE DOG PHARAOH'S TOMB

**PATHFINDER SOCIETY SCENARIO #3-12:
WONDERS IN THE WEAVE, PART I: THE DOG PHARAOH'S TOMB**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

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PATHFINDER SOCIETY SCENARIO

Ardoran



Fellow Supporter of Freedom,

It has come to my attention that your next expedition will take you into the *Hao Jin Tapestry*, a demiplane housing some of the mighty Ruby Phoenix's largest and most dangerous specimens. While there, you may encounter intelligent creatures pulled into the tapestry and now residing in the legendary sorceress's museum plane. Do your best to form friendly relations with any civilized creatures therein, and do them no harm, especially if you find any evidence that they may be subjugated by any form of oppression or mental control. Just because they live on a different plane doesn't mean they can't learn of the glories of democracy and the freedom that comes with it.

With great respect and wishes of good luck,

Colson Maldris

Major Colson Maldris

Chelax



My supple one,

It is music to my ears that you have been chosen to journey into the *Hao Jin Tapestry*. This is an excellent opportunity for you to prove your powers of perception to me. To fully exploit this new realm of delights, I must discover what relationship its denizens have with our Dark Lord, if any. For reasons too complicated to task you with, it will be easiest if I have some relic of Asmodeus that has steeped in the demiplane for some time. If you can find anything of that nature, I'll be able to use it to tease more knowledge out of the world inside the tapestry. Find me anything Asmodean, and I will be most delighted to receive you again in my chambers when you return.

Potentially yours,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Loyal Member of our Great Society,

You are soon to be dispatched on a mission of exploration into an ancient Osirian tomb. These tombs are infamous for their traps, and our follow-up parties in similar situations have experienced unreasonably high casualty rates. While your primary mission is to explore the tomb and dispatch any active threats to the follow-up party, you could make their job much safer by disabling any traps you encounter. Obviously, if you spring a trap so it will not endanger anyone further, that's good enough.

Yours in service,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Most Honored Fellow Pathfinder,

I have become aware of your upcoming mission into the *Hao Jin Tapestry*. Specifically you will be exploring an ancient Osirian ruin—the Dog Pharaoh's Tomb—collected by the Ruby Phoenix centuries ago. This tomb has been lost for thousands of years, and may be the best chance of confirming a long-held theory among many Tian historians, who believe there was contact between Ancient Osirion and Tian Xia. Evidence of such contact has been lost, and the historians' good favor could be worth much to those who procure it. One reference suggests the Dog Pharaoh received a jade statue as a gift from Tian Xia; keep your eyes open for such and retrieve it if you find it.

With respect,

Amara Li

Venture-Captain Amara Li

Osirion



O Wise Follower of Eternal Osirion,

My sources tell me that you will soon be exploring a treasure of Osirion's deep past, long thought lost. The tomb of the Dog Pharaoh can answer many questions, as the Dog Pharaoh seems to have been erased from the annals of history save for his epithet. If you can find any reference to another name by which he may have been known or an explanation of why his story is such a mystery to us now, I will be grateful.

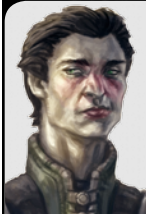


Amenopheus

With great respect,

Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

I hear that you are soon going to be delving an Osirian ruin. While I wouldn't dream of denying you your fair share of the loot, there may be a variety of less precious objects in the tomb that would serve my purpose. My daughter, Alinzia, has been on an Ancient Osirion kick lately. Her room is full of various knick-knacks and curios, and her jewelry and evening clothing could have come right out of a pyramid. I'd very much like to give her something authentic for her birthday. It doesn't need to be valuable (in fact, with her carelessness it might be better if it weren't), but it should be the real thing—an actual artifact from Ancient Osirion. Jewelry is best, but anything cheap enough for you to bring out without raising the Society's ire and certifiably ancient will do.

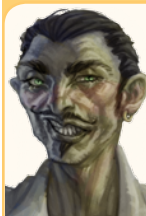


Aqir al'Hakam

Thank you for indulging me,

Trade Prince Aqir al'Hakam

SCZARNI



Friend,

I found out that you've got a gig as part of one of those *Hao Jin Tapestry* exploration parties. I hear a lot of them have been fighting eternal armies and disarming dangerous artifacts, but you've got yourself a real plum. You're exploring a genuine tomb from Ancient Osirion! I know you won't be able to get away with any of the really good loot, so I've smuggled one of my cousins into the cataloging team that'll be relieving you of the goodies. He'll be able to get one of the treasures out, but he's got no eye for value. I want you to figure out what the best piece of loot in that tomb is and label it with the mark of the eye. That way my cousin will be sure to lift the right one.



Thanks in advance for the tip-off,

Gueril Karela

Gueril Karela

SHADOW LODGE



My Dear Friend in Adversity,

What an opportunity lies before us! I understand you will be exploring the Dog Pharaoh's Tomb within the *Hao Jin Tapestry*. While I doubt you will find evidence of past Pathfinder deaths in this location, which I believe to have been sequestered on the demiplane long before the Society's founding, that doesn't mean someone following behind you can't discover such evidence. Plant the included *wayfinder* somewhere in the tomb where it will appear that a Pathfinder died exploring it ages ago—I trust you will do so discretely. The more members of the Society that come face to face with the risks of the job, the more likely they will sympathize with us in our cause to bring the Decemvirate to heel.



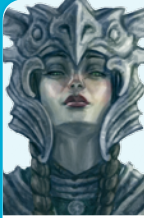
Torch

In solidarity,

Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Greetings, Fellow Servant of Light!

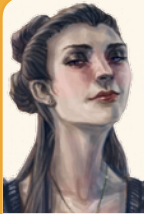
The ancient Osirians are rumored to have had much knowledge that is lost to us in the modern age. Though their tombs are traditionally rife with curses and undead abominations, not all ancient Osirians were evil, and some even crusaded against the forces of evil. Some claim the Dog Pharaoh, whose tomb you are set to explore, was a vile worshiper of Lamashtu, and that he was involved in a long feud with a rival pharaoh who represented the forces of good as a Sarenite cleric. Locate proof of the Dog Pharaoh's affiliation with the Mother of Monsters, and if possible, find me the name of the pharaoh who stood against him and his evil ways.

May the light shine upon you,

Ollysta Zadrian

Ollysta Zadrian

TALDOR



Servant of the Grand Prince,

I need you to deliver a message to an ally within the Society, but such suspicion has fallen on her that any interactions here in Absalom are likely to be detected and traced back to us. She is part of a linguistics team that will be following behind you and cataloging the Dog Pharaoh's Tomb. The enclosed note has been prepared to look like it belongs in the tomb itself, and is of a nature that when found it will be given to our operative to catalog. Place it anywhere in the tomb that the linguistics team will be sure to pick over, but don't let any of your fellows see you! This may be our last opportunity to get this message to our operative before it's too late.

Regards in urgency,

Lady Gloriana Morilla

Lady Gloriana Morilla

HANDOUT #1



HANDOUT #2





PATHFINDER SOCIETY SCENARIO #3-12

WONDERS IN THE WEAVE, PART I: THE DOG PHAROAH'S TOMB

Scenario Chronicle #

Slow Normal

SUBTIER	1,258	2,517
5-6		
SUBTIER	2,747	5,495
8-9		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
_____	_____	_____	_____
Has Completed This Scenario.			

EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

FAME

Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
+	Items Sold
Subtotal	
-	Items Bought
Total	

Items Found During This Scenario

SUBTIER
ALL

Treachery in the Weave: You have discovered an Aspis Consortium presence within the *Hao Jin Tapestry* and the location of their base of operations. If your next Chronicle sheet after this one is from *Pathfinder Society Scenario #3-14: Wonders in the Weave, Part II: Snakes in the Fold*, you will be eligible for a special boon granted on that Chronicle sheet to PCs completing the two-part series in order in consecutive sessions.

SUBTIER
5-6

+2 *studded leather* (4,175 gp)
Canid Carcanet (15,000 gp; This amulet grants its wearer a permanent *speak with animals* effect to communicate with dogs, hyenas, and doglike animals. Three times per day, the carcanet's wearer can take the shape of a Small or Medium canine [dog, fox, jackal, wolf, etc.] or a hyena as per the *beast shape I* spell [CL 5th].)
cloak of resistance +1 (1,000 gp)
lens of detection (3,500 gp)
pearl of power, 1st level (1,000 gp)
phylactery of faithfulness (1,000 gp)
potion of cure moderate wounds (300 gp)
potion of heroism (750 gp)
rope of climbing (3,000 gp)

SUBTIER
8-9

+2 *short sword* (8,310 gp)
belt of incredible dexterity +2 (4,000 gp)
phylactery of positive channeling (11,000 gp)
potion of cure serious wounds (750 gp)
ring of protection +1 (2,000 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
 Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #