

PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



SEASON OF
PLUNDERED TOMBS

SERPENTS IN THE DEEP



ADVENTURE 3-1: SERPENTS IN THE DEEP

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SEASON OF PLUNDERED TOMBS

Catastrophe struck the world 10,000 years ago, and mighty Osirion was one of the first great nations to rise from the ashes. For centuries its pharaohs oversaw a golden age of expansion and innovation while crushing rivals such as the Tekritanin League and the golem armies of the Jistka Imperium. Eventually, though, the kingdom began to stagnate, its leaders unable to match the splendid accomplishments of their forebears. Following millennia of decline and foreign occupation, Osirion is once again autonomous and prospers under the Ruby Prince Khemet III.

Hoping to uncover forgotten secrets that his kingdom might employ while encouraging foreign traffic into the increasingly prosperous land, the Ruby Prince opened Osirion to foreign explorers approximately a decade ago. Those hoping to plunder tombs and make their fortune are subject to Osirian customs agents who reclaim the most historically sensitive finds and collect a modest tax on other goods. Yet even this is hardly enough to discourage treasure-hunters—not when one could uncover gold, lost magic, or even a piece of one of the legendary Shory flying cities from a lost age.

Among the region's most influential archaeological operations is the Pathfinder Society, an international league of explorers and adventurers dedicated to discovering and chronicling the world's mysteries. You recently completed your training as a Pathfinder agent in Absalom and set out for Osirion, dreaming of the ancient secrets buried beneath the sands and stone. Before you embark overland, though, it's critical that you meet with Venture-Captain Norden Balentiir, who coordinates Pathfinder activity throughout Osirion and is an invaluable sage of which sites remain unexplored and unspoiled by common looters.

As your ship approaches Sothis, you can take in its beauty firsthand. Smooth-sided structures of tawny stone stand tall and proud, many capped with sparkling domes and adorned with spectacular columns. Famous temples tower over the skyline, including the Necropolis of the Faithful, overseen by Pharamsa's priests. It's a stark reminder that even though Osirion condones treasure-hunting, the Lady of Graves demands that all respect the dead. Perhaps greatest of all Sothis's monuments is the Black Dome, a colossal, translucent scarab beetle that stands at the city's center. History says that this was once Ulunat, a destructive behemoth laid low by the city's founder and now inhabited by its elite.

There's little time for sightseeing here, though—once you meet with Norden Balentiir, the archaeological wealth of all Osirion will be yours to explore. What you uncover might not just change your fortunes; it could change the world!



COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Serpents in the Deep
2	Secrets below the Sands
3	In Search of a Sage
4	Tomb of the Godless Host
5	The Sepulcher Soars Anew
6	Destruction Descending

DURING THIS ADVENTURE PATH

After you begin *In Search of a Sage*, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin *The Sepulcher Soars Anew*, do the same for cards that have the Elite trait.

RULES: TRADERS

In *Season of Plundered Tombs*, traders work differently than in *Mummy's Mask*, in the following ways.

- When you are rewarded with a trader, instead of checking it off on the Bazaar card, record it on your Chronicle sheet.
- You do not visit traders after winning a scenario. Instead, at the start of each scenario in this Adventure Path, before setting out the locations, you may visit 1 trader you have recorded on your Chronicle sheet.
- Pay the trade cost with the usual number and type of cards from your deck, but instead of putting those cards in the box, put 1 in to your deck box and bury any others.
- At the end of the scenario, return the card you traded for to the game box, and put the card you returned to your deck box back into your deck.

For example, to pay the trade cost to a trader offering spells at a cost of 2 boons, put 1 of those boons into your deck box, bury the other boon, then add the spell to your deck. At the end of the scenario, return the spell to the game box and put the first boon back in your deck.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character may treat the loot *Blessing of the Sages* as if it is in her Class Deck box.

SERPENTS IN THE DEEP

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Mummy's Mask Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, or **1**.

Read the Following Aloud:

Venture-Captain Norden Balentiir smiles as you take a seat in the gardens of the Sandswept Halls. This is the Pathfinder lodge in Sothis, capital of the desert nation of Osirion. Sycamores and tamarisks provide shade, and a lattice of grapevines and hanging plants grow on surrounding trellises. The venture-captain invited you to take part in a secret mission, and you are aware that the deceptively casual open-air meeting is just one of the skilled alchemist's precautions against discovery. The Pathfinders are not free of troubles: death cultists successfully assaulted the lodge nearly a decade ago, and rogue Pathfinder agents stole from its vaults the following year. The venture-captain focuses his cunning mind and engineering expertise on enhancing the lodge's protections. Back when the Sandswept Halls was a Keleshite prison, the old wards held. They will hold again.

"My friends," he says, "thank you for joining me today. As you know, Osirion has been granting access to new archaeological sites by auction and lottery; it's the Ruby Prince's new plan to stimulate the economy. There's a ruined city called Shotep-Kara, taken by the Obari Ocean 3,000 years ago. Most people have forgotten that it even existed. Long story short, the Aspis Consortium managed to gain official permission to excavate a small portion of the ruins in the shallows, the section of the city that was once closest to the shore. I have reason to believe that these ruins might hold secrets connected to the elemental planes; in fact, the city once held powerful portals that acted as secret sea lanes for the Four Pharaohs of Ascension. Thus, the ruins might prove useful

in our study of our notable recent acquisition: a gem called the Untouchable Opal, and the elemental lord of air trapped within.

"This represents an opportunity we cannot ignore, and I believe you are best equipped to handle it. I ask that you head east to the Burning Cape, locate the Aspis camp, and infiltrate it without being spotted. A rabidly anti-Pathfinder faction within the Aspis Consortium recently collapsed, and we've brokered an uneasy peace with the Aspis. They're nonetheless our main rivals, so don't take anything for granted. Figure out what the Aspis know so far, and, if possible, explore the Aspis site yourselves in search of useful lore. A word of warning: Don't stray past the dig site in the shallows marked by the Aspis, as the deeper city could prove too dangerous even for agents of your skills. Return here with whatever information you can gather; if you find any actionable intelligence, I'll see to it that you'll have the first crack at using it. Good luck, Pathfinders."

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 3-1A: Ambush at Burning Cape
- 3-1B: This One Time at Aspis Camp
- 3-1C: Up for a Swim?
- 3-1D: Under Pressure
- 3-1E: Trails to the Sky

DURING THIS ADVENTURE

The scourge die is 1d4+1.

When you are dealt Acid damage, if that damage is not reduced by at least 1, suffer the scourge Curse of Vulnerability.



REWARD

Each player unlocks the ability to play Zadim from the *Mummy's Mask Base Set* using the *Inquisitor Class Deck*.

3-1A: AMBUSH AT BURNING CAPE

Read the Following Aloud:

It's roughly 100 miles east from Sothis to the ruins of Shotep-Kara on the Burning Cape, Osirion's northeast coast on the Obari Ocean. After giving you your secret mission to infiltrate the Aspis camp at Shotep-Kara, Venture-Captain Norden Balentiir provided you with camels and enough supplies for three weeks. This is more than enough time, he said, to make it there, perform reconnaissance, and head back, even if something goes wrong. Even though it's just a small section of the ancient city, what could the Aspis have found there? Might it help the Society with its current schemes? Could it catapult you to fame and fortune?

Much to your dismay, the fresh fruit, bread, and vegetables of the first few days have given way to the usual trail rations by the time you reach the coast. As the sun rises in the east, the entire coastline appears aflame, giving the Burning Cape its name. The shoreline is littered with the wreckage of ancient seafaring vessels; the venture-captain had told you to expect these remains of ships that failed to reach the hidden sea lanes of Shotep-Kara. While ordinarily, these ships would be worthy of their own expeditions, they aren't your mission this time, so you set thoughts of exploring them aside... at least for now. While you're distracted by your thoughts, you fail to notice the ambush until the first arrow whizzes past your head, grazing you. The clever gnoll warband must have used the fiery morning glare to cloak their approach! The gnoll leader harries you, using hit-and-run tactics to disappear into hidden escape routes.

VILLAIN:



BONECRUSHER MASTER

HENCHMEN:



FIRE SPIRITS (PROXY FOR BONECRUSHER AMBUSHERS)

DURING THIS SCENARIO

Treat the henchman Fire Spirit as the henchman Bonecrusher Ambusher.

When a character temporarily closes a location, that character is dealt 1d4 Ranged Combat damage.

When a non-villain monster that has the Gnoll trait is defeated and would be banished, instead shuffle it into a random other open location deck.



PLAYERS

1
1
1
2
3
4
5
6

LOCATIONS

BRICKWORKS
SULFUR PITS
VOLCANIC VENTS
SHIFTING DUNES
TARWORKS
WINDSWEEP CHASM
HOWLING SANDS
THORNSCRUB

REWARD

Traders: Hadden Hoppert, Smiths of Wati, Sunburst Market

Development:

Once you pinned him down, that gnoll leader wasn't so tough! You perform a quick reconnaissance to make sure your skirmish with the gnolls hasn't revealed your presence to the Aspis.

As you suspected, there aren't any Aspis nearby; the gnolls would have been as much a nuisance to the Aspis expedition as they were to you, and the Consortium is not kind to nuisances.

The venture-captain's map was detailed enough to get you here, but it isn't on a small enough scale to help you find Shotep-Kara from here. Fortunately, the day is young, and you soon find that the Aspis expedition left clear signs of their passing. You follow those signs toward the Aspis camp.

3-1B: THIS ONE TIME AT ASPIS CAMP

Read the Following Aloud:

Success! The Aspis expedition's trail leads you straight to their camp. When you see the tents and makeshift buildings in the distance, you circle around to approach from the north, where the rocky cliffs provide you some semblance of cover. You keep quiet as you scramble up to a perch and survey the camp below.

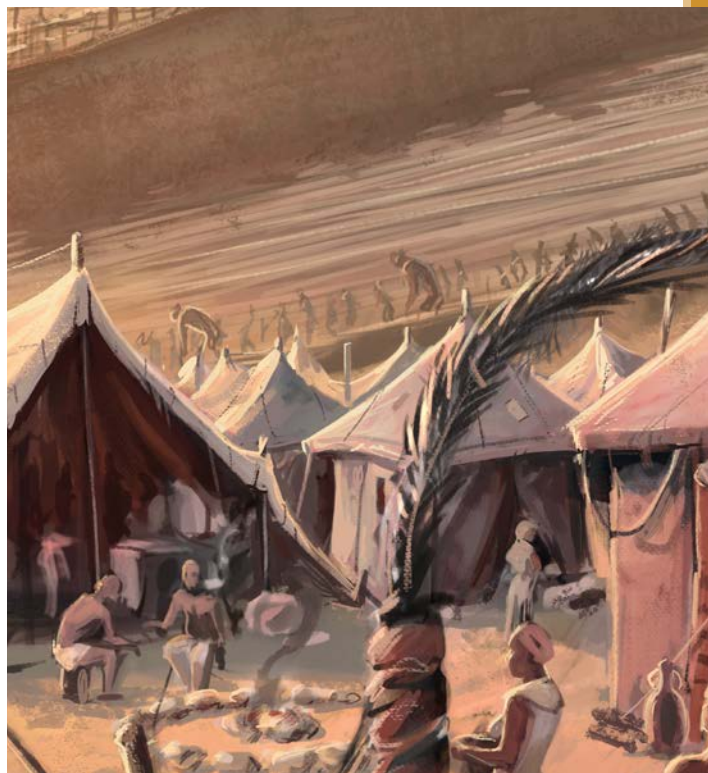
You'll say this for your rivals: they've come prepared. The Aspis camp hustles and bustles like its own little village, filled with Aspis agents as well as laborers, traders, and other camp followers hoping to provide comforts to the crew in exchange for their hard-earned coin. This should make it easier for you to infiltrate the camp than you had originally thought!

You sketch out a map of the camp below, watching the people milling about to see if any patterns emerge. For instance, over there must be the main supply tent, given the crates they're lugging out of it. It's practically a warehouse in its own right—useful for sabotage, you think, but not likely to reveal any deeper secrets.

But the fancy tent off to the side shows promise. According to Venture-Captain Norden Balentiir's information, the leader of the Aspis expedition is Ridaiya Merai, an alchemist from Thuvia. She's a former associate of Kafar, an Aspis alchemist who switched sides to become a Society informant three years ago. While some commanders would place their tent in the center, it makes sense that an alchemist would keep her dangerous equipment slightly removed from the other tents. You decide to see what you can find in the rest of the camp, then check Merai's tent last before escaping to safety.

DURING THIS SCENARIO

Treat the henchman Fire Spirit as the henchman Aspis Analysis. Treat the henchman Conflagration as the henchman Aspis Agent. When adding henchmen, also shuffle the henchman Conflagration (proxy for Aspis Agent) into each location deck. Cards you encounter that have the Human trait gain the Aspis trait. When you encounter a card that has the Aspis trait, you may succeed at a Dexterity, Stealth, Charisma, or Diplomacy 6 check to evade it. When all locations are closed, summon and build the location Alchemical Laboratory and shuffle the henchmen Fire Spirit (proxy for Aspis Analysis) and Conflagration (proxy for Aspis Agent) into it. To win the scenario, close the location Alchemical Laboratory.



VILLAIN: NONE

HENCHMEN:



FIRE SPIRITS (PROXY FOR ASPIS ANALYSES)

PLAYERS	LOCATIONS
1	SMOKING DEN
1	WAREHOUSE
2	OASIS
3	CARAVANSERAI
4	DILAPIDATED PLAZA
5	EARTHWORKS
6	GLASS PAVILION

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 spell in her deck with the spell Remove Curse. At the end of each scenario, return the spell to the game box. Each character draws an item from the game box. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

There have been some close calls, but your reconnaissance has been productive so far. You have a map of the dig site, and you've learned that the Aspis are employing modified mining constructs to assist with heavy labor underwater. The damage they might cause in the process of excavating treasures could be irreparable.

As you are getting ready to leave Merai's thankfully vacant tent, a Taldan woman in a foppish hat suddenly appears, grabbing one of the water breathing potions Merai was brewing. You and the new intruder stop and stare at each other, each realizing you can't make a commotion or you'll both be caught. She turns and runs, and you grab potions of your own and pursue.

3-1C: UP FOR A SWIM?

Read the Following Aloud:

As you chase the Taldan infiltrator in the foppish hat, it quickly becomes clear why she stole one of Merai's water breathing potions: she's headed for the dig site! That knowledge is a poor consolation for the fact that the Taldan managed to significantly outpace you, likely by using a spell to increase her speed.

As you swim into the shallows, you see in the distance the beginnings of the Aspis dig site and the ruins of Shotep-Kara. You begin to imagine what this place must have looked like at the height of Tumen, during the time of the Four Pharaohs of Ascension. The crumbling, waterlogged monuments, temples, and docks suggest a time when this place was a commercial and military powerhouse, the gateway to the wonders of Ancient Osirion.

However, you don't have long to ponder before you hear a strange crashing sound. You look behind you to see a floating, horned beast head followed by the Aspis's contingent of mining constructs! You take a moment to ponder the strange sight before you remember that the creature is a doru, the least of the divs. Divs arise from corrupted genies exiled to the depths of Abaddon, and their ancient hatred of mortalkind leads them to despoil all that which mortals create. But doru in particular are obsessive gatherers of secrets and able to become invisible whenever it suits them; it would have been a simple matter for the creature to learn the constructs' secret commands. But that still doesn't completely explain its actions. You don't have more time to consider the implications—now is the time to fight!

PLAYERS	LOCATIONS
1	GOLDEN LAKE
1	PRECIOUS MINE
1	QUARRY
2	HOT SPRINGS
3	PEASANT TOMBS
4	STONEWORK PASSAGES
5	RUINED TEMPLE
6	CATACOMBS



VILLAIN:



IMANISH

HENCHMEN:



ACID POOL



MINING CONSTRUCTS

DURING THIS SCENARIO

If your combat check has the Bludgeoning, Fire, or Slashing trait, subtract 1 from each die you roll.

If you move in a step other than your move step, recharge a card.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in his deck with the loot Spear of the Watchful Guardian and 1 character may temporarily replace 1 armor in her deck with the loot Scarab Buckler. At the end of each scenario, return the cards to the game box.

Development:

After defeating the doru and dismantling the constructs, you see the Taldan with the foppish hat in the distance. Could she have used the div as a delaying tactic? Fortunately, whatever spell granted her such speed on land isn't helping her swim, so you're able to start slowly closing the distance to her.

As she reaches the far edge of the Aspis dig site, you feel a knot in the pit of your stomach. When Norden Balentiir told you not to head past the boundaries of the dig site, you somehow knew that you were going to wind up going past them anyway. But this seems crucial, so you sigh inwardly and press on.

3-1D: UNDER PRESSURE

Read the Following Aloud:

As you follow the Taldan infiltrator deeper into the ruins of Shotep-Kara, you don't allow yourself the luxury of examining the archaeological marvels around you. You must stay focused lest she try another trick to shake you off her tail. She enters a strange domed edifice of opaque glass, relatively intact compared to its neighbors. You open the door to follow her inside, shocked to find that the building's entrance repels the water around it. Why would that...

In a flash, you remember Norden Balentiir's briefing: Shotep-Kara had strange extradimensional portals, altered spaces, and connections to the Elemental Planes themselves. The inside of this building might not even be in the same dimension as the city around it! It might have been ensorcelled to prevent the elements from reaching the inside—inadvertently handy if the city were to, say, be swallowed by the ocean after a series of earthquakes and tsunamis. The inside of the building is full of Ancient Osirian hieroglyphics. Fortunately, you learned to read them during training, part of the reason the venture-captain chose you for this mission. The text dates this building to the early Age of the Black Sphinx, over 6,000 years ago, coinciding with the reign of the Four Pharaohs. Skimming the hieroglyphics as you glance around for the woman in the foppish hat, you note that this place was a repository for reports by scholars and archaeologists loyal to the Four Pharaohs. The walls honor the sacrifices of their fallen on behalf of the gods Nethys and Thoth. You follow the woman's trail to a strange altar, though she is nowhere in sight.

"Impressive, following me here," she calls out from somewhere nearby, in Ancient Osiriani of all languages, "but it ends here. Guardians, destroy the intruders!"

VILLAIN:



VELRIANA HYPAXES

HENCHMEN:



GRAVEN GUARDIAN OF NETHYS



ALCHEMICAL GOLEM



WARRIOR DOLLS



DURING THIS SCENARIO

Before building the location decks, display the spell Elemental Treaty at 2 different random locations. Ignore the sentence that begins "When this location is closed" on these 2 spells.

When a character starts her turn at a location that has an Elemental Treaty displayed, or when you close a location that has an Elemental Treaty displayed, display each Elemental Treaty at that location at a random other location.

Acid, Cold, Electricity, Fire, and Poison damage dealt to you is increased by 1.

PLAYERS LOCATIONS

1	GLASS PAVILION
1	MAUSOLEUM
1	TOWERING OBELISK
2	HALL OF BLESSED REBIRTH
3	RUINED TEMPLE
4	CATACOMBS
5	EMBALMING PARLOR
6	CRYPT

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 spell in her deck with the spell Elemental Treaty and 1 character may temporarily replace 1 item in his deck with the loot Tablet of Languages Lost. At the end of each scenario, return the cards to the game box.

Development:

The Taldan proved to be a talented wizard, employing a variety of ancient spells. Though you would have liked to take her captive, in the end you had no choice but to kill her.

With the distractions out of the way, you turn to the altar and examine it, touching a specific hieroglyph to open a compartment

below. Inside are several stone tablets and the decayed remnants of ancient papyrus. You dutifully collect the decayed papyrus in case it can be magically restored, but the tablets draw your attention immediately. Your eyes go wide. You're holding a map to a pyramid—and the tablets seem to indicate that it can fly.

3-1E: TRAILS TO THE SKY

Read the Following Aloud:

Now that you aren't in a rush to catch up to the Taldan wizard, you realize this place is bigger on the inside than the outside warranted. You're so excited about your new tablets that you can't help but begin to decipher them as you walk back out of the ancient compound. Ever since fellow agents cleared dark elves out of a strange pyramid in the Darklands, the Society has been aware of pyramids that could soar through the sky. But if the information on these tablets is still accurate, you're holding the map to a functional sky pyramid somewhere on the Scorpion Coast. Forget vague elemental lore, this discovery could easily make your career! Imagine becoming the venture-captain of the "Flying Sky Pyramid Lodge" and what sorts of advantages that could bring; if these tablets were halfway accurate, the thing even has a significant magical arsenal at its disposal.

Lost in thought, you reach the doors to leave the building, only for them to slam shut and glow with a baleful dark flame, a magic lock of some sort. "Curse you, Pathfinders!" a voice rasps, sounding like the wizard, but somehow wrong. You turn to see the woman's shambling corpse behind you, as rag-shrouded creatures approach from all sides, their faces nothing more than an enormous eye ringed with fangs. These are aghash divs, the embodiment of the curse of the evil eye! You feel yourself falling under their curse as the wizard continues. "I admit, this body didn't hold up as well as I would have hoped, but by the grace of Lord Ahriman, it serves me alive or dead. Perhaps yours will work better?" You realize then that she must be a spirit of an ancient member of the usij, a cult of div-worshippers the Society foiled in Rahadoum several years ago.

And with that, she attacks!

VILLAIN:



VELRIANA UNBORN

HENCHMEN:



AGHASHES



PLAYERS

LOCATIONS

1	CRYPT
1	PEASANT TOMBS
1	SCORCHED RUINS
2	SURGERY
3	EMBALMING PARLOR
4	PRECINCT OF LEFT EYES
5	MAUSOLEUM
6	STONEWORK PASSAGES

DURING THIS SCENARIO

At the start of the scenario, each character suffers a scourge.

At the end of your turn, you may examine the top card of your location deck.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the loot Game of Afterlife and 1 character may temporarily replace 1 armor in her deck with the loot Akhentepi's Armor. At the end of each scenario, return the cards to the game box.

Development:

After defeating the usij cultist a second—and hopefully final—time and swimming back to shore far away from the Aspis camp, you stop to catch your breath. It's been a long day since you fought those gnolls, and your resources are spent. Thus, it's quite unwelcome when you hear a woman clear her throat, and the alchemist Ridaiya Merai emerges from behind a rocky outcropping, along with numerous Aspis guards.

You can't stop her from capturing you and confiscating the tablets, though you're sure you remember them well enough to reproduce the map. Thinking fast, you claim to have been chasing the usij cultist who sabotaged Merai's camp all the way from Sothis. You explain that the tablets weren't from the Aspis's dig site. She taps her lip, "In that case, Pathfinders, perhaps we can come to an arrangement..."



HENCHMAN 1

TRIGGER
GNOLL



TYPE
MONSTER

**CHECK TO
DEFEAT
COMBAT**

10

POWERS

When you examine this card, encounter it; the difficulty to defeat is increased by 3.

Before you act, succeed at a Wisdom or Perception 5 check or you are dealt 1d4-1 Ranged Combat damage.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Ben Wootten

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CACHE

TYPE
BARRIER

CHECK TO DEFEAT
INTELLIGENCE
KNOWLEDGE
WISDOM
PERCEPTION

5

POWERS

If defeated, you may summon and encounter a spell. Then you may immediately attempt to close the location this henchman came from.

Illustration by Donald Crank

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**HUMAN
ROGUE
ASPIIS**



TYPE
MONSTER

**CHECK TO
DEFEAT
COMBAT**

11

OR
**STEALTH
DIPLOMACY**

8

POWERS

If defeated by a non-combat check, you may examine the top card of your location deck, then you may encounter it.

If undefeated, shuffle a barrier from the box into your location deck.

Illustration by Kez Laczin

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Season of Plundered Tombs

Adventure 1: Serpents in the Deep

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

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input type="checkbox"/> Completed Adventure				