

PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



SEASON OF
PLUNDERED TOMBS

IN SEARCH OF A SAGE



ADVENTURE 3-3: IN SEARCH OF A SAGE

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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.

IN SEARCH OF A SAGE

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, the *Empty Graves Adventure Deck* and the *Shifting Sands 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**, **1**, **2**, or **3**.

Read the Following Aloud:

During your training in the Grand Lodge of Absalom, you learned that the Aspis Consortium and betrayal go hand in hand. Yet for some as yet unremembered reason, you agreed to do the dirty work of Aspis leader Ridaiya Merai, who offered you promises of camaraderie and great discoveries. Now she and her crew have sealed themselves inside a flying pyramid, locking the entrance behind them. After a despondent week of travel back to Sothis, you're back in the Sandswept Hall with Venture-Captain Norden Balentiir, considering your next move.

Unannounced, a visitor arrives—a wizened Osirian man wearing magnificent blue robes and a patient smile. The venture-captains rises to greet and introduce his guest: Amenopheus, the Sapphire Sage, a staunch ally of the Pathfinder Society.

Amenopheus takes a humble bow before sitting down. “Norden has kindly informed me not only of the Consortium’s treachery, but also of the warded door. Based on the drawings you made, I believe it insurmountable by any modern means.” His smile deepens as he adds, “What the Aspis do not know is that you have allies from the past.”

Norden Balentiir coughs politely, and Amenopheus nods apologetically and elaborates. “Osirion has a troubled history interspersed with depraved leaders, power-mad pharaohs, and foreign dictators. When the great kingdom’s first golden age was coming to an end, the foremost scholars formed the Jeweled Sages, an order dedicated to preserving knowledge of Osirion’s history and discoveries for use in the modern day. Each sage preserved his or her wisdom in a powerful gemstone, much like the one I possess.” To punctuate the statement, Amenopheus removes a delicate golden chain from his neck, from which hangs a magnificent sapphire set in a gold amulet.

“The group was almost wiped out millennia ago, but my colleague Tahoniskepsu and I have begun rebuilding it by recovering the lost sage jewels and training a new generation to assume the sages’ mantle and power. I have inquired with my colleagues, and we can sense only trace memories of this locked doorway. It may not be within our power to open it, but we believe one of our order preserved precisely that secret.”



Norden Balentiir rubs his chin thoughtfully before asking, “Didn’t these sages scatter to the four winds when the Empire of Kelesh invaded?”

“It is true the sage jewel may be anywhere within ancient Osirion’s extensive domain,” notes the Sapphire Sage as his face blossoms into a wrinkled grin. “But if the Pathfinders are willing to make history in the course of discovering it, I know just where to begin.”

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 3-3A: Hidden in the Stacks
- 3-3B: The Hyenas’ Lair
- 3-3C: To the Highest Bidder!
- 3-3D: Allied with Alchemists
- 3-3E: Up in Flames

DURING THIS ADVENTURE

The scourge die is 1d6+1.

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

REWARD

Choose 1 trader that you have been rewarded with and record it on your Chronicle Sheet. For the rest of the Adventure Path, your trade cost for that trader is reduced by 1 card (to a minimum of 1).

3-3A: HIDDEN IN THE STACKS

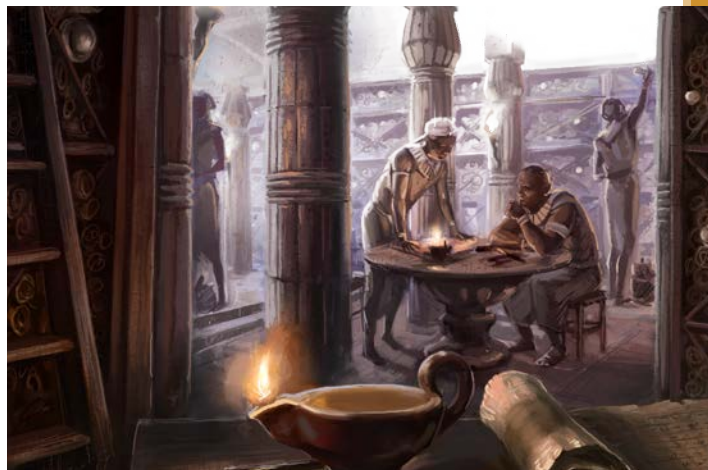
Read the Following Aloud:

The Sapphire Sage Amenopheus's story of ancient scholars wielding the secrets of long-dead dynasties seems like a tall tale. Yet having explored an extradimensional ruin and documented a building that momentarily moved by its own power, you've concluded that Osirion has many extraordinary secrets yet to be uncovered. Now you have an invitation to seek out a powerful artifact that could divulge the kingdom's forgotten lore and unlock a flying pyramid. It's practically a Pathfinder's dream come true, and you've been an agent for only a few months!

You pack your bags and set out the next day with Amenopheus, who travels with you to the sages' long-abandoned stronghold in the Pillars of the Sun, a chain of imposing mountains in Osirion's interior. "Not everyone appreciated the Jeweled Sages, sometimes accusing them of gathering intelligence to overthrow regimes," he explains as he leads you down into an extensive underground complex. "The sages retreated here in times of trouble, and it is here we kept our more mundane records. One of my colleagues studied the Shory extensively—they were an ancient civilization that mastered flight and found the means to make their cities fly. I believe that same sage knew how to unlock your pyramid, and if we can find some record of what she was studying last, we might finally track her down."

You arrive at a heavy door, and he motions for you to help him heave it open. Tablet-laden shelves line the dusty halls beyond, yet you can hear faint scurrying and scraping echoing from the dark recesses. "Perhaps now's the best time to remind you that the Jeweled Sages liked to keep their secrets very safe indeed. Stay alert, and watch for traps... or worse!"

PLAYERS	LOCATIONS
1	CHISEK'S TOMB
1	GREAT LIBRARY OF TEPHU
1	VAULT OF HIDDEN WISDOM
2	SEPULCHER OF THE SERVANT
3	ALCHEMICAL LABORATORY
4	RUINED TEMPLE
5	WAREHOUSE
6	PEASANT TOMBS



VILLAIN: NONE

HENCHMEN:



AKITAR



VOICES OF THE SPIRE



TEPHU LIBRARIANS

DURING THIS SCENARIO

Treat the henchman Alchemical Golem as the henchman Elusive Knowledge and the henchman Fire Spirit as the henchman Forbidden Text.

After adding henchmen, shuffle together a stack of 2 Alchemical Golem henchmen (proxies for Elusive Knowledge) and a number of the henchman Fire Spirit (proxies for Forbidden Text) equal to the number of characters. Shuffle 1 card from this stack into each location. At the start of your turn, examine the top card of your location deck; if it does not have the Trigger trait, put it on top of another open location deck.

When closing a location, before closing, search the location deck and shuffle all henchmen you find into another open location deck. To win the scenario, close all locations while 2 Elusive Knowledges are displayed next to the scenario.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in his deck with the loot Tetisurah. At the end of each scenario, return the loot to the game box.

Trader: Udjebet

Development:

"The glories of the past pale in comparison to your deeds just now," Amenopheus observes with pride as he joins you to examine a set of stone tablets. "Here, this seems a last report by one Mnesoset, bearer of the spinel sage jewel. She apparently departed for a ruin in southern Katapesh shortly before the Kelish invasion several thousand years ago. We have what we need here."

The Sapphire Sage glances over the treasures you've gathered with resigned chagrin before motioning for you to keep what you found. "And perhaps you've found a little more beyond that. Let it never be said we failed to preserve past wonders to benefit the present."

What further treasures await you in Katapesh?

3-3B: THE HYENAS' LAIR

Read the Following Aloud:

After leading you from the sanctum and back to the desert, Amenopheus uttered a brief incantation and whisked you hundreds of miles to the southwest in the span of a few heartbeats. “Behold: glorious Katapesh!” he exclaims, throwing his arms wide to take in the vista. You stand upon a jagged mountain, gazing out over a breathtaking valley of pale rock that shimmers in the afternoon sun. “I find teleportation invaluable, yet it’s an imprecise form of transport. What’s more, we only know the approximate location of the ruins that Mnesoset sought. Let us make the most of what daylight we have left.”

You split off from Amenopheus in search of the ruins, which the Sapphire Sage believes was an Osirian observatory used to study the flying Shory cities. As the sun dips toward the horizon, you’re ready to turn back when you spot a broken dome illuminated by several campfires. You creep toward it, taking care to move quietly. Gnolls! The hyena-people have staked out this campsite with several crimson banners, and they are busily roasting a goat and tormenting three human captives. You’re loath to abandon the prisoners, but you need every advantage if you’re to launch a rescue. Fortunately, among your Pathfinder Chronicles is an account of the gnoll tribes of Katapesh, and you quickly page through it to identify the group. It’s not the Carrion Tribe—too civil. It’s too far from the desert for it to be the Duenas, but perhaps—aha! You recognize the red banner from a sketch. “The Sandstalkers are the second most populous gnoll tribe in Katapesh, known for laying ambushes, especially by tricking foes into approaching their camps.”

Well, that doesn’t bode well at all. As if echoing your thoughts, a dozen gnolls all around you break cover and draw their weapons.

PLAYERS	LOCATIONS
1	HOWLING SANDS
1	THORNSCRUB
2	SCORCHED RUINS
3	HOT SPRINGS
4	EARTHWORKS
5	TOWERING OBELISK
6	OASIS

VILLAIN:



BONECRUSHER MASTER

HENCHMEN:



FIRE SPIRITS (PROXIES FOR BONECRUSHER AMBUSHERS)

DURING THIS SCENARIO

Treat the the villain Ifreeti as the villain Rath Sandstalker and the henchman Fire Spirit as the henchman Bonecrusher Ambusher.

The difficulty to defeat banes that have the Gnoll trait is increased by 1d10.

When you defeat and corner the villain Bonecrusher Master, banish it, then summon and build the location Windswept Chasm and shuffle the villain Ifreeti (proxy for Rath Sandstalker) and a number of monsters from the box equal to the number of characters into it. You win the scenario only when you defeat and corner Rath Sandstalker.



REWARD

Traders: Shardizhad and Agymah

Development:

The Sandstalkers lose their will to fight, scampering away in all directions. As you untie the captives, they thank you profusely and share that a band of treasure-hunters had asked about the observatory and later returned with countless treasures they hoped to sell in the capital. These three had hoped to find some overlooked jewels when the gnolls attacked.

Amenopheus arrives as you finish searching the observatory, having found it stripped bare. “This matches the description,” he observes, “yet the looters took the evidence we needed. I shall take you to the capital in the morning, and perhaps we can intercept their expedition before they sell off their ill-gotten gains. We will find them in Katapesh!”

3-3C: TO THE HIGHEST BIDDER!

Read the Following Aloud:

Katapesh is the name of not only the desert region, but also of the immense coastal trade city nearby. The metropolis is famous—arguably infamous—for selling anything a person could ever desire. The Sapphire Sage Amenopheus, who sent you on a mission to find the coveted spinel sage jewel, has returned to Sothis, leaving you alone. After spending a whole day exploring and asking after the looters, you’ve barely scratched the surface of the sprawling bazaars.

The endeavor seems hopeless until you meet a Keleshite man who introduces himself as Kafar, once a rival of the Society who has since become an uneasy ally. As you describe the looters you’re after, Kafar nods with sad understanding. “I know of the treasure-hunters, as they arrived the day before last with the relics but struggled to sell their finds. A buyer emerged only a few hours ago, purchasing the whole lot. I can introduce you. Be warned that the man may honor his deals but is treacherous in all else.”







You travel with Kafar and his partner Nefti to an opulent barge docked along the River Scorpius, and attendants lead you to an audience with a middle-aged man covered in barely healed burn scars. You’ve heard of him: Grandmaster Torch, one of the most devious information-brokers of the Inner Sea. He smiles crookedly as if having expected you. “I’ve heard the Pathfinder Society wants some trinkets I acquired by chance,” he purrs, making it clear his purchase was no accident. “Rivals are poised to outbid me in a critical auction tomorrow evening. Several of my clients owe me the gold I need, and I need someone to convince them to pay up. If that someone were also to convince several of my competitors not to show up to the auction, even better. In return, I shall gift you the entire lot I purchased earlier.

“Do we have a deal?”



VILLAIN: NONE

HENCHMEN:

	CRYPTFINDER
	DARK SLAYER
	DAUGHTER OF THE DESERT
	DOG SOLDIER
	SCORCHED HAND
	FORGOTTEN PHARAOH CULTISTS

DURING THIS SCENARIO

Before building the location decks, set aside the allies Kafar and Nefti the Bard. After building the location decks, shuffle them both into the location Tooth & Hookah.

The difficulty to acquire boons is increased by 1d4. When you acquire a boon, you may display it next to the scenario.

When you would attempt a check to acquire a boon or to close a location, you may summon and encounter the henchman Silver Chain Smuggler instead. If you defeat the Silver Chain Smuggler, you succeed at the initial check; otherwise, you fail.

To win the scenario, close all locations while a number of boons equal to the number of characters multiplied by 2 are displayed next to the scenario.

PLAYERS	LOCATIONS
1	CANNY JACKAL
1	PLEASURE BARGE
1	TOOTH & HOOKAH
2	DYE MARKET
3	VIZIER’S HILL
4	SMOKING DEN
5	PRECINCT OF LEFT EYES
6	DILAPIDATED PLAZA

REWARD

Adventure Card Guild characters may choose a bonus deck upgrade.

If the party acquired the allies Kafar or Nefti the Bard, record the acquired allies on your Chronicle sheet. For the rest of the Adventure Path, 1 character who has Kafar on his Chronicle sheet may temporarily replace 1 ally in his deck with Kafar and 1 character who has Nefti the Bard may temporarily replace 1 ally in her deck with Nefti. At the end of each scenario, return the allies to the game box.

Development:

“It’s been a pleasure doing business with you,” Torch acknowledges as a pair of muscular half-orcs carries out a chest brimming with tablets, scroll cases, and curios. “I took the liberty of reviewing some of the texts earlier, and the woman you’re after was quite the traveler. She fled the ruins quickly, perhaps to a second home in western Thuvia that she referenced.”

He snaps his fingers, and a half-orc hands you a letter. “This one’s on the house. I’ve friends among the Halls of Hidden Flame, an alchemists’ guild in Duwwor. If anyone can track her down, it’s them.”

If there’s one thing you’ve learned, it’s that alchemists have goals of their own.

3-3D: ALLIES WITH ALCHEMISTS

Read the Following Aloud:

The information broker Grandmaster Torch arranges passage for you to Thuvia, where you travel upriver to the magnificent desert city of Duwwor. There stands a grand temple of Gozreh, deity of the wind and the waves. The journey gives you time to review what little Mnesoset left behind. You learn that she was fascinated by the civilizations beyond Osirion—the flying cities of the Shory, the nomadic federation of Tekritanin, the golem-crafting Jistka Imperium, and more. It comes as no surprise that she would settle near Duwwor, where so many of these kingdoms clashed.

What’s more, it appears Mnesoset collaborated with a colony of bee-people known as thriae to store her records in the event of some catastrophe. You can only hope the thriae know more—or at least left something behind.

True to his word, Torch’s friends in the Halls of Hidden Flame are eager to assist you. “I know of the thriae,” announces Alhaman Ulak, one of the chief alchemists. “They are fierce and chase us away, despite our desperate need for reagents found only in their territory. Perhaps together we can brave the mountains’ perils and negotiate a deal.” You’ve heard your own stories of the Barrier Wall range to the south and the powerful creatures that dwell there. Knowing there’s safety in numbers, you agree to work together.

Traveling with a team of alchemists has its perks, including a generous supply of cooling salve that keeps the badlands’ heat at bay. You’re beginning to think this an easy trip when a lamia suddenly leaps atop a nearby outcropping and demands you obey her will. You fight off her magical compulsion, but much of your group falls to their knees. As the wingbeats of the lamia’s allies begin thundering overhead, you realize with mounting dread that it’s up to you to fend off this attack.

VILLAIN:



JAMIRAH

HENCHMEN:



LAMIA SISTERS



FIRE SPIRITS (PROXIES FOR SANDSTORM ROCs)



DURING THIS SCENARIO

Treat the henchman Fire Spirit as the henchman Sandstorm Roc.

After creating the blessings deck, shuffle 6 Sandstorm villains into it.

Before building the location decks, set aside the barrier Lightning Storm. After placing token cards, display the Lightning Storm at a random occupied location. When that Lightning Storm would move to a closed location or be banished, display it at a random open location instead.

PLAYERS	LOCATIONS
1	HOWLING SANDS
1	SHIFTING DUNES
1	TOWERING OBELISK
2	WINDSWEPT CHASM
3	VOLCANIC VENTS
4	SULFUR PITS
5	TARWORKS
6	THORNSCRUB

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Sun Falcon Pectoral and 1 character may temporarily replace 1 item in his deck with the item Potion of Healing.

At the end of each scenario, return the items to the game box.

For the rest of the Adventure Path, when you would banish the item Potion of Healing for its power, you may bury it instead.

Development:

The lamia will prey on travelers here no more. With her defeat, the alchemists come to their senses. Alhaman sheepishly offers you potions to recover from the battle.

At this point, you can hardly turn them down.

“Thank you, friends,” he says. “I hope these tonics ease your wounds, and once we can harvest reagents from these mountains, we shall be able to produce even stronger medicines. Come, the thriae hive lies just over the next pass.”

3-3E: UP IN FLAMES—ALCHEMISTS

Up in Flames presents a choice to the party. The decision you make will affect the villain and henchmen you face, the rules for the scenario, the reward, and the story development text. Read the text below before setting up, then choose to support either the alchemists or the thriae. If you support the alchemists, use this scenario card. If you support the thriae, use the scenario card *Up in Flames—Thriae*. (When replaying, you may earn the reward for each card once, but must choose a different RPG character for each reward.)

Read the Following Aloud:

The thriae live in a towering complex, with many of the structures accessible only by flight or by a strong climber. A host of guards flies out to intercept you, but upon seeing a scroll tube stamped with the sage Mnesoset's cartouche, they put away their spears and motion for you to accompany them to the hive.

An elegant thriae seer awaits. "Countless queens have reigned since last we saw the mark of the Spinel Sage Mnesoset outside of our hive. When Osirion fell under foreign rule, she asked that we keep her possessions safe while she awoke a great army to the west to reclaim her homeland. We have honored that request and honor you, but you travel with thieves and scoundrels who have stolen our merope!" You look to Alhaman with shock, remembering merope is the magical honey thriae produce. Your guide flashes you a knowing grin as he throws an explosive toward the ground that engulfs the area in smoke.

"Help us overwhelm the guards, Pathfinders!" he shouts as his comrades begin clambering up the cliff to loot the hive. "We can recover your documents in the process!" As the smoke clears, you find yourself facing angry thriae who seem as likely to skewer you as they would the alchemists! What do you do: Assist the alchemists of the Hidden Flame or try to stop them to gain the favor of the thriae?

To support the thriae, use Up in Flames—Thriae instead.

PLAYERS	LOCATIONS
1-6	PRECIOUS MINE
1-6	STONWORK PASSAGES
1-6	THRIAE HIVE



VILLAIN:



ZIZZIRA

HENCHMEN:



XERIPPE



CONFLAGRATIONS (PROXIES FOR THRIAE CONSTRUCTOR)

DURING THIS SCENARIO

Treat the henchman Conflagration as the henchman Thriae Constructor.

Using the deck list from the Thriae Hive, build a number of Thriae Hive locations equal to the number of characters. When you close a Thriae Hive location, do not flip the Thriae Hive card over.

After adding villains and henchmen, shuffle 1 henchman Stolen Larvae into each location deck.

Each character starts at a different unoccupied Thriae Hive location.

When you discard cards as damage, first choose Stolen Larvae if you have any.

When you would banish Stolen Larvae or put it into a deck or pile, shuffle it into a random open location deck instead.

You win the scenario only when all of the Stolen Larvae are in characters' hands. (You do not have to defeat and corner the villain.)

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the loot Scarab Brooch and 1 character may temporarily replace 1 item in her deck with the loot Scarab of Mummy Defense.

At the end of each scenario, return the loot to the game box.

Each player chooses 1 of her Pathfinder Society RPG characters. That character may purchase *potions of cure serious wounds* as though their market price were 500 gp.

Development:

The thriae are scattered and slain, and Alhaman grins as he lowers jars of reddish honey into a bag. "Nicely done, Pathfinders! We found a cell imprinted with that cartouche of yours over there." You break open the wax barrier and search Mnesoset's possessions,

finding a reference to the army she sought. It was not mortal, but machine, built by the Jistka Imperium ages ago. If you are to find the sage, her trail leads to Rahadoun. You had best hurry before anyone else offers to help you.

3-3E: UP IN FLAMES—THIRIAE

Up in Flames presents a choice to the party. The decision you make will affect the villain and henchmen you face, the rules for the scenario, the reward, and the story development text. Read the text below before setting up, then choose to support either the alchemists or the thriae. If you support the alchemists, use the scenario card *Up in Flames—Alchemists*. If you support the thriae, use this scenario card. (When replaying, you may earn the reward for each card once, but must choose a different RPG character for each reward.)

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The thriae live in a towering complex, with many of the structures accessible only by flight or by a strong climber. A host of guards flies out to intercept you, but upon seeing a scroll tube stamped with the sage Mnesoset's cartouche, they put away their spears and motion for you to accompany them to the hive.

An elegant thriae seer awaits. "Countless queens have reigned since last we saw the mark of the Spinel Sage Mnesoset outside of our hive. When Osirion fell under foreign rule, she asked that we keep her possessions safe while she awoke a great army to the west to reclaim her homeland. We have honored that request and honor you, but you travel with thieves and scoundrels who have stolen our merope!" You look to Alhaman with shock, remembering merope is the magical honey thriae produce. Your guide flashes you a knowing grin as he throws an explosive toward the ground that engulfs the area in smoke.

"Help us overwhelm the guards, Pathfinders!" he shouts as his comrades begin clambering up the cliff to loot the hive. "We can recover your documents in the process!" As the smoke clears, you find yourself facing angry thriae who seem as likely to skewer you as they would the alchemists! What do you do: Assist the alchemists of the Hidden Flame or try to stop them to gain the favor of the thriae?

To support the alchemists, use Up in Flames—Alchemists instead.

PLAYERS	LOCATIONS
1-6	PRECIOUS MINE
1-6	STONWORK PASSAGES
1-6	THIRIAE HIVE



VILLAIN:



ZIZZIRA (PROXY FOR ALHAMAN ULAK)

HENCHMEN:



XERIPPE (PROXIES FOR HIDDEN FLAME ALCHEMIST)



CONFLAGRATIONS

DURING THIS SCENARIO

Treat the villain Zizzira as the villain Alhaman Ulak and treat the henchmen Xerippe and Thriae Soldier as the henchman Hidden Flame Alchemist.

Using the deck list from the Thriae Hive, build a number of Thriae Hive locations equal to the number of characters. When you close a Thriae Hive location, do not flip the Thriae Hive card over.

After adding villains and henchmen, shuffle 1 henchman Stolen Larvae into each location deck.

Each character starts at a different unoccupied Thriae Hive location.

Add 1d8 to non-combat checks against monsters that have the Thriae trait.

When you discard cards as damage, first choose Stolen Larvae if you have any.

When you would banish Stolen Larvae or put it into a deck or pile, shuffle it into a random open location deck instead.

When you defeat a Conflagration, you may immediately attempt to close the location it came from or is displayed next to.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the loot Scarab Brooch and 1 character may temporarily replace 1 item in her deck with the loot Scarab of Mummy Defense.

At the end of each scenario, return the loot to the game box.

Each player chooses 1 of her Pathfinder Society RPG characters. That character may purchase *scrolls of augury* as though their market price were 100 gp.

Development:

The Hidden Flame's disciples have fled, and you have helped save the hive. The thriae seer speaks. "Mnesoset also stood by us in a time of need. What was hers is now yours." You search the

sage's notes and learn that the army she sought was not mortal, but machine, built by the Jistka Imperium ages ago. If you are to find the sage, her trail leads to Rahadourm.

HENCHMAN 3

ELUSIVE KNOWLEDGE

TRIGGER

CACHE

TYPE

BARRIER

CHECK TO DEFEAT

KNOWLEDGE PERCEPTION

10

POWERS

When you examine or defeat this card, display it next to the scenario, and you may draw a spell from the box.

When you encounter this card, evade it.

Illustration by Chris Seaman

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HENCHMAN 3

FORBIDDEN TEXT

TRIGGER

TRAP MAGIC

TYPE

BARRIER

CHECK TO DEFEAT

INTELLIGENCE ARCANES

10

OR

WISDOM PERCEPTION

8

POWERS

When you examine this card, or if undefeated, you are dealt 1d4 Combat damage, then shuffle this card into a random open location.

Illustration by Chris Seaman

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VILLAIN 3

RATH SANDSTALKER

GNOLL

RANGER

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

14

THEN

COMBAT

16

POWERS

When you encounter this card, search the location deck it came from until you find a monster. If you find one, Rath Sandstalker is evaded; encounter that monster.

Before you act, another character at your location summons and encounters the henchman Bonecrusher Ambusher.

Illustration by Svetlin Velinov

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HENCHMAN 3

SANDSTORM ROC

OUTSIDER

ELEMENTAL

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

18

POWERS

Before you act, each other character at your location must succeed at a Strength or Fortitude 7 check or move to a random other location then be dealt 1 Ranged Combat damage.

After you act, examine the top card of the blessings deck. If it is a blessing, put it on the bottom of the blessings deck.

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

Illustration by Concept Art House

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HENCHMAN 3

THRIAE CONSTRUCTOR

THRIAE

TYPE

MONSTER

CHECK TO DEFEAT

STRENGTH DEXTERITY ACROBATICS

6

THEN

COMBAT

17

POWERS

The Thriar Constructor is immune to the Mental and Poison traits.

If undefeated, leave this henchman faceup on the location deck; characters at this location encounter this henchman as their first exploration each turn, and cannot evade or move while the Thriar Constructor is faceup.

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

Illustration by Jorge Faires

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VILLAIN 3

ALHAMAN ULAK

HUMAN

ALCHEMIST

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

17

OR

ARCANES

12

POWERS

Before you act, succeed at a Constitution, Fortitude, Wisdom, or Perception 9 check or the difficulty to defeat is increased by 1d12.

If undefeated, draw 3 cards, then bury 1 card, discard 1 card, and recharge 1 card.

Illustration by Kieran Yanner

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HENCHMAN 3

HIDDEN FLAME ALCHEMIST

HUMAN

ALCHEMIST

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

15

POWERS

Before you act, each character at your location must succeed at a Dexterity or Acrobatics 7 check or be dealt 1d4-1 Fire damage.

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

Illustration by Damon Westenhofer

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HENCHMAN 1

BONECRUSHER AMBUSER

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 Wooten

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Season of Plundered Tombs

Adventure 3: In Search of a Sage

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

☐ Die Bump Gained
 ☐ Die Bump Used
 ☐ Completed Adventure