



PATHFINDER SOCIETY

ADVENTURE CARD GUILD

SEASON OF
PLUNDERED TOMBS

TOMB OF THE GODLESS HOST



ADVENTURE 3-4: TOMB OF THE GODLESS HOST

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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.

TOMB OF THE GODLESS HOST

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*, the *Shifting Sands Adventure Deck*, and the *Secrets of the Sphinx 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, 3, or 4**.

Read the Following Aloud:

It seems like ages since you set out from Sothis, the capital of the desert nation of Osirion, in pursuit of the jewel called the Untouchable Opal. The opal is rumored to contain an imprisoned elemental lord of air, quite the prize for the Pathfinder Society. You serve Venture-Captain Norden Balentiir, who charged you with this quest that has led you far from Sothis. You have battled ravenous gnolls, undead alchemists, and the scoundrels of the Aspis Consortium. Some of them were even, until recently, your allies.

Your encounter with the alchemists in the Halls of Hidden Flame and your expedition to the thriar hive are more than a week behind you. A ship carries you into Manaket, a prosperous port city along the northern coast of Rahadoum. The thriar were the last settlement to have seen Mnesoset, a formidable scholar known also as the Spinel Sage—also your key to breaking into a flying pyramid in pursuit of the Aspis Consortium villains who betrayed you in Osirion.

The journey has given you ample time to study Mnesoset's belongings, many of which she left with her thriar allies before setting off to the west. Her carefully preserved journals depict a woman enthralled by the Jistka Imperium, a powerful empire that was ancient Osirion's greatest rival in its early years. Jistkan artificer-priests were famous for their ability to create powerful and lifelike golems, but their empire collapsed from disease, infighting, decadence, and ongoing attacks from Osirion. The pharaohs' forces leveled many Jistkan sites, but new ones have reappeared over the centuries.

Apparently, the Spinel Sage had located an unexplored ruin she believed to be a storage facility for a golem army that was never deployed. When she set out millennia ago, it was to awaken and control the army to fight off a foreign power that had recently conquered Osirion. Given history books don't mention any golem apocalypse from the west, you suspect she did not succeed. Even so, you need to find the rest of her notes, or recover the sage jewel that contains her memories, or—ideally—both.

In Manaket, you enjoy the hospitality of Venture-Captain Obo, a tall Garundi man with a graying beard and a welcoming smile. "I have reviewed the sage's maps," he announces while setting out



a tray of oranges, nuts, bread, and wine. "And I have determined approximately where the site is—many landmarks change over three thousand years. The site Mnesoset describes was likely underground; that explains how it could have escaped the pharaohs' armies and countless explorers. This means that you will need to reach that area, keep watch for clues, and track down the entrance. I have arranged for food and camels to carry you. With luck, you shall find what you seek."

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 3-4A: Escape from Manaket
- 3-4B: The Battle of Toppled Stones
- 3-4C: The Choked Tunnel
- 3-4D: Spinel's Grave
- 3-4E: The Army Awakens

DURING THIS ADVENTURE

The scourge die is 1d8.

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

REWARD

Each character gains a card feat.

Each player unlocks the ability to play Mavaro from the *Mummy's Mask Character Add-On Deck* using the *Alchemist Class Deck*.

3-4A: ESCAPE FROM MANAKET

Read the Following Aloud:

T rue to his word, Venture-Captain Obo has secured you provisions and mounts, and early the next morning you prepare to set out. Obo beckons you to come back inside, closing the door before imparting a few last words of wisdom.

"According to your sage Mnesoset, she intended to invoke the ancient gods of Jistka to enter the ruins, awaken the golems, and control the army. She made a point to carry several holy symbols of the now-forgotten deities." He holds up a set of silver charms and icons. "I suspect you might need your own. These were among the treasures the thriae preserved." Obo quickly and carefully wraps them up, adding, "In Rahadoum, symbols of the gods are contraband. Having these in your possession is a crime, and a serious one at that. Keep these hidden until you are well outside Manaket—and even after that. I'll travel with you to the edge of the city."

You try to keep a low profile as you depart the lodge, but every time you look over your shoulder, you're certain you see a flutter of a white cloak vanishing around a corner, or the flash of polished mail before a rooftop spy slips out of sight. Obo leads you through busy markets, down crowded streets, and past a traveling menagerie. Suddenly, several soldiers call for you to stop—it's the Pure Legion, Rahadoum's guards against religious intrusion!

"They'll search us for sure," Obo whispers urgently. "They can practically sniff out divine symbols and magic. Slip away quickly, and I'll buy you time to leave the city." He hastily adds, "The Rahadoumi are strict, but they are not bad people. If you can avoid violence, please do so!"

With that, Obo loudly hails the guards, providing you the distraction you need to escape, and hopefully to avoid further patrols.

LOCATIONS

Alchemical Laboratory, Brickworks, Canny Jackal, Caravanserai, Dilapidated Plaza, Dye Market, Great Library of Tephru, Pleasure Barge, Precinct of Left Eyes, Ruined Temple, Smoking Den, Surgery, Tooth and Hookah, Vault of Hidden Wisdom, Vizier's Hill, Walled Oasis, Warehouse



VILLAIN: NONE

HENCHMEN:



FIRE SPIRITS (PROXY FOR PURE LEGION ENFORCER)

DURING THIS SCENARIO

Treat the henchmen Fire Spirit as the henchman Pure Legion Enforcer.

When setting out locations, shuffle all of the listed location cards into a location pile, then draw 1 random card from it and build that location deck.

Whenever there are no open locations, draw 2 random cards from the location pile. Choose 1 and banish it, then summon and build the other; shuffle in the henchman Fire Spirit (proxy for Pure Legion Enforcer). Then move all characters to that location.

At the start of your turn, you may recharge from your hand or bury from your discard pile any number of cards that have the Divine trait, then roll 1d6. If the result is less than the total number of cards that have the Divine trait in your hand and discard pile, summon and encounter the henchman Pure Legion Enforcer.

To win the scenario, close a number of locations equal to the number of characters plus 3.

REWARD

Traders: Efni Raan, Naheeba

Each player can grant 1 of her Pathfinder Society Roleplaying Guild characters a ranger's favored enemy (+2) benefits against members of the Pure Legion for the duration of one adventure; this bonus applies to Disguise, Intimidate, and Stealth checks in addition to the usual benefits. This bonus does not stack with other favored enemy bonuses. Note this reward on your Chronicle sheet, and cross it off when used.

Development:

You slip through the gates of Manaket, taking advantage of the guards' distraction as they strain to see what has upset the Pure Legionnaires so much. Without Venture-Captain Obo, you will have to see this mission through yourself.

You wend your way into a caravan heading south, and break off shortly afterward. The Rahadoumi desert lies ahead, with the Napsune Mountains just barely visible across the sun-blasted waste. Soon you will find clues to the spinel sage's disappearance.

3-4B: THE BATTLE OF TOPPLED STONES

Read the Following Aloud:

You make good time on your trip, always keeping the Napsune Mountains to your right as you wind your way south through the desert. This gives you ample time to study Mnesoset's sparse notes on the region's inhabitants, ranging from territorial blue dragons to the superstitious scorpionfolk known as girtablilus to the reclusive winged cat-people called maftets. As best she estimated, the ruin she sought was uninhabited, but you know much can change over millennia. Following another week of travel, you begin seeing the last several landmarks and know the ruins must be close by.

The trouble is that there are so few clues that anything ever stood here. You do your best to map out the weathered pieces of rock that might have once been pillars, statues, and foundations, yet even this creates an imperfect picture. Hoping for a better view, you begin climbing the Napsune foothills, stepping over the tracks left by an unknown giant vermin as you clamber higher. What you find is breathtaking: from this vantage point you can not only pick out the patchwork pattern of eroded columns, but you also discern a dark patch of sunken earth near the ruin's center, suggesting some hidden entrance buried beneath the rubble.

You scramble back down, hoping to begin excavating the entrance before nightfall. As you descend to the scree-covered ruin, you realize you are not alone. Bizarre creatures with humanoid upper halves and scorpion lower bodies are swarming among the rocks—girtablilus! They point at you with spears and call out in anger, and as you mount a defense and dodge incoming spears, you struggle to recall where the hidden entrance stood among the sand-scoured stones.

PLAYERS	LOCATIONS
1	GARDEN OF SYMMETRY
1	SCORCHED OBELISK
1	WALLED OASIS
2	THORNSCRUB
3	EARTHWORKS
4	SHIFTING DUNES
5	HOWLING SANDS
6	WINDSWEPT CHASM



VILLAIN:



RUBILA

HENCHMEN:



ORCHAMUS



AGHASH



GIRTABLILUS

DURING THIS SCENARIO

When you are dealt Poison damage, if that damage is not reduced to 0, suffer the scourge Curse of Poisoning.

At the end of your turn, examine the bottom card of a random open location deck; if that card does not have the Trigger trait, put it on top of that location deck.

REWARD

Each character draws 3 random blessings from the box, chooses one, and returns the rest to the box.

Development:

The girtablilus put up a stubborn fight, but you managed to fend them off without getting completely lost among the rocks. The scorpion-people's defensive arrangement meant they were no mere marauders. As you wind your way toward the hidden entrance, you study your fallen foes more carefully.

This leads you to a puzzling realization: Many had tattooed their bodies with the same images appearing on the holy symbols you brought from Manaket. Were these scorpion-people priests of the old Jistkan gods? Is this a sign you are on Mnesoset's trail? The only way to find out is to dig down into the ruins below.

3-4C: THE CHOKED TUNNEL

Read the Following Aloud:

After a full day of digging, you uncover a plain stone door leading deeper below the surface. Throwing it open, you find a cavernous room beyond, home to countless rows of columns, dozens of doors that lead into smaller rooms along the massive hall's periphery, and a massive passageway at the far end that has collapsed in on itself, blocking off whatever might lie beyond.

As you carefully explore the dusty rooms, you find lengthy inscriptions in the ancient Jistkan language as well as shorter entries written in countless extraplanar languages. What's more, next to a powerfully built bronze statue, you find an empty scroll tube that matches those you recovered from Mnesoset's possessions—the Spinel Sage herself was here!

However, there's no further sign of her, and you quickly determine she might have gone beyond the collapsed passage. Tunneling through the rubble could take months, so you settle on the next best thing: you begin translating. Based on the inscriptions, the Jistkan artificer-priests forged a pact with powerful elemental beings millennia ago, compelling those spirits to power the Jistkans' golems here. As you look between your translation, the blocked passage, and the immense statue, you get a daring idea. Within an hour, you've pieced together the artificer's ritual, laid out the ancient holy symbols, and begun the rites, conjuring one of the old elemental spirits to animate the dormant golem and clear the path.

As you speak the final words of the ritual, lines of fire and ripples of tectonic energy course through the hall, and the bronze golem lurches to life. "At last," cackles a crackling voice, "the Jistkans have called us without the proper safeguards!" A deeper voice rumbles in response, "Yes, let us lay waste to their kingdom that our enslaved brethren created." Two powerful elemental humanoids—one fiery and the other built like a living statue—stand in the long hall, grinning with mischief and malice. To make matters worse, the massive golem flexes its arms and swings its fists toward you as if following the pair's commands!



VILLAIN:



VOLATILE SENTINEL

HENCHMEN:



KIXEXA



PICASI



THELETOS



WARRIOR DOLLS

DURING THIS SCENARIO

Treat the henchman Conflagration as the henchman Jistkan Runes.

After building the location decks, shuffle 1 Conflagration henchman (proxy for Jistkan Runes) into each location deck.

When attempting to close a location, if there are no Jistkan Runes displayed next to that location, you must first bury a random card.

PLAYERS

LOCATIONS

1	ALTAR OF RIDDLES
1	PRECIOUS MINE
1	SILVER FORGE
2	QUARRY
3	SCORCHED RUINS
4	SCORCHED OBELISK
5	STONEWORK PASSAGES
6	ALCHEMICAL LABORATORY

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 armor in her deck with the loot Bronze Sentinel. At the end of each scenario, return the loot to the game box.

If the location Altar of Riddles is closed when you win the scenario, for the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the loot Mythopoeic Sphinx if that character recites the Mythopoeic Curse when doing so. At the end of each scenario, return the loot to the game box.

Development:

Summoning the elementals to help you was a risky gamble, but it seems to have paid off. The elemental tricksters are in no shape to trouble you further, and without their influence, the powerful golem looks to you for commands.

You send it to clear out the tons of rubble as you set up camp to recover from your recent battles. Hopefully in the morning, the tireless construct will have excavated a path, and you can continue your journey to find the Spinel Sage.

3-4D: SPINEL'S GRAVE

Read the Following Aloud:

As you had hoped, the golem easily cleared the tunnel that leads deeper into the ruin. You may have thought the entry hall massive, yet the chamber beyond is even more spectacular. Rows of stone golems stand facing the tunnel. Towering above them stands a stone-carved, elephantine monstrosity so immense that it carries a small castle atop its back. You've found what the Spinel Sage Mnesoset sought, yet the clues you found suggested she also made it this far. Why had she not marched out with this army to Osirion's aid?

As you wind your way past dozens of golems, a harsh voice echoes telepathically in your head. "You are not the first to trespass here. A precocious woman walked your path millennia ago, and she bowed to me, offering her command of the golem armies. She acknowledged me as her master, and surrendered her power so that I might bury it here and prevent it from crushing the world above."

You hear the voice speak from behind you, and you turn in time to see a powerful, horned giant step between two of the golems. From elsewhere, hiding within the forges and artificer quarters nearby, you can sense other creatures slinking closer. "Surrender as she did, and spare the world the apocalypse the Jistkans nearly unleashed."

This is no mere giant. It is a sepid, a fantastically strong div famed for its compulsive lying. Hanging from its neck is a rose-hued gemstone on a chain—the spinel sage jewel. You can even spot the faint image of a Garundi woman reflected inside its facets, striking the surface as if trying to escape.

The div sneers as if it knows you have seen through its lies, but as it raises its sword to attack, the spinel fires lances of crimson energy that strike nearby golems and cause their eyes to glow with the same light. The constructs immediately animate and begin attacking the sepid. It bellows in response, "To me, minions! The sage has summoned pawns, and we join the battle!"

DURING THIS SCENARIO

Treat the the villain Imanish as the villain Sepid and the henchman Fire Spirit as the henchman Druj Nasu.

After building the location decks, display the henchman Warrior Dolls next to a random location. At the end of each turn, display that henchman next to a random open location. When you are at a location with Warrior Dolls displayed next to it, you may add 1d6 to your checks to defeat monsters.



VILLAIN:



IMANISH (PROXY FOR SEPID)

HENCHMEN:



FIRE SPIRITS (PROXY FOR DRUJ NASU)

PLAYERS	LOCATIONS
1	ALCHEMICAL LABORATORY
1	MUMIA LAB
1	SILVER FORGE
2	CRYPT
3	VAULT OF HIDDEN WISDOM
4	CATACOMBS
5	ALTAR OF RIDDLES
6	PRECIOUS MINE

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Golden Serpent Armband. At the end of each scenario, return the loot to the game box.

Development:

You corner the sepid as a golem pins its arm, and you end the fiend's life. As its body crumbles to ash, all that remains are the sage jewel and the div's serpentine armband.

You investigate the jewel and feel Mnemoset's power coursing inside. The Spinel Sage may have perished millennia ago, but you hope that her memories survive within the artifact she left behind.

3-4E: THE ARMY AWAKENS

Read the Following Aloud:

As you snatch the sage jewel from the ground, your surroundings explode in a wash of warm colors that coalesce into scenes from millennia ago, each image drifting through space like a soap bubble. In one vignette, Jistkan elementalists channel arcane magic to command genies. In another, Osirian engineers pore over construction charts that depict a flying pyramid. Striding between these scenes is a stern Osirian woman with her hair braided in dozens of neat strands. She stares at you before nodding in respectful acknowledgement and motioning to one of the memories.

Within, you can see the sage standing among the golems ages ago and calling upon them to follow her back to Osirion to defend her homeland. At first the golems heed her commands, but the sepid stands in the shadows, corrupting her orders. The constructs go berserk, and one of them crushes the sage. As the images fade, you feel a desperate empathic urge from the gem to flee this place.

While you communed with the sage's spirit, the golems have fallen upon one another in a violent struggle. One heaves another into the towering construct with the castle on its back, and the impact causes the immense beast to stir to life and begin flexing its four legs before bellowing thunderously and trampling the smaller golems. Chunks of stone rain from the ceiling as it rampages, and you rush toward the exit as quickly as you can. As if eager to vent its rage against a living target, the behemoth rushes after you, collapsing columns and awakening other golems as it stampedes ever closer.

The golem army is out of control, and unless you can outrun the titanic war machine, you might go the way of the Jistka Imperium: extinct!

PLAYERS	LOCATIONS
1	CATACOMBS
1	QUARRY
1	STONWORK PASSAGES
2	SILVER FORGE
3	GARDEN OF SYMMETRY
4	SCORCHED RUINS
5	EARTHWORKS
6	SCORCHED OBELISK



VILLAIN: NONE

HENCHMEN:

	ALCHEMICAL GOLEM
	GRAVEN GUARDIAN OF NETHYS
	MINING CONSTRUCT
	TEPHU LIBRARIAN
	WARRIOR DOLLS

DURING THIS SCENARIO

Treat the villain Imanish as the villain Behemoth Golem.

After creating the blessings deck, roll 2d4 and set that number of blessings aside; put the villain Behemoth Golem on top of the blessings deck, then put the set-aside cards on top of the Behemoth Golem.

All characters start at the Catacombs. When a location is closed, move all characters at that location to the next location on the list and banish the closed location. Otherwise, characters may not move.

The difficulty to defeat banes that have the Construct trait is increased by 1d8.

At the end of your turn, if your location deck is empty, each character at your location is dealt 1d4 Combat damage, then close your location. Otherwise, examine the top 1d4 cards of your location deck; you may banish any number of examined boons. After the examination, you are dealt an amount of Combat damage equal to the number of examined boons you put back.

To win the scenario, close all of the locations.

REWARD

Each character chooses armor or item and draws 3 random cards of that type from the box, chooses one, and returns the rest to the box.

Development:

You burst onto the surface and into the daylight, only steps ahead of the behemoth. The ceiling buckles in on the broken columns the construct has left in its wake, and tons of earth and stone pin the mighty golem to the floor before it can follow you outside.

The ancient site is truly ruined, but you have what you came for. The spinel sage jewel is warm in your hand, and the longer you concentrate, the more secrets you draw from the gem—including the secret to opening the flying pyramid and pursuing the Aspis Consortium!

HENCHMAN 4

PURE LEGION ENFORCER

HUMAN RANGER

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
13

OR
CHARISMA
DIPLOMACY
DEXTERITY
STEALTH
7

POWERS

If you have the Divine skill, the difficulty of the check to defeat is increased by 3.

For each card that has the Divine trait that is played on the check to defeat, subtract 1 from each die.

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

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HENCHMAN 4

JISTKAN RUNES

TRIGGER CACHE

TYPE
BARRIER

CHECK TO DEFEAT
INTELLIGENCE
ARCANE
KNOWLEDGE
DIVINE
10

POWERS

When you examine this card, you may succeed at a Knowledge 5 check to encounter it.

If defeated, you may display this card next to your location, then you may examine the top 3 cards of your location; you may shuffle any number of examined monsters that do not have the Trigger trait into another open location.

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HENCHMAN 4

DRUJ NASU

OUTSIDER

TYPE
MONSTER

CHECK TO DEFEAT
FORTITUDE
PERCEPTION
6

THEN
COMBAT
DIVINE
15

POWERS

The Druj Nasu is immune to the Fire and Poison traits.

Before you act, a character at your location summons and encounters the henchman Beheaded.

If the check to defeat has the Acid or Electricity trait, subtract 1 from each die.

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

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VILLAIN 4

SEPID

OUTSIDER

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
25

OR
DIVINE
18

POWERS

The Sepid is immune to the Fire and Poison traits.

Before you act, each character at your location must succeed at a Dexterity or Acrobatics 12 check or be dealt 1d6 Combat damage.

If the check to defeat has the Acid, Attack, Electricity, or Ranged trait, subtract 1 from each die.

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VILLAIN 4

BEHEMOTH GOLEM

CONSTRUCT

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
27

POWERS

When this card is discarded from the blessings deck, either bury 1d4 cards or encounter the Behemoth Golem. Then roll 2d4; if there are fewer than that number of cards left in the blessings deck, banish this card. Otherwise, set aside that number of cards from the blessings deck, put the Behemoth Golem on top of the blessings deck, then put the set-aside cards on top of the Behemoth Golem.

The Behemoth Golem is immune to the Attack, Mental, and Poison traits.

Damage dealt by the Behemoth Golem is dealt to all characters.

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Season of Plundered Tombs

Adventure 4: Tomb of the Godless Host

 Player Name A.K.A. 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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Notes:				
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Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Taking Reward?	Tier		<input type="checkbox"/>	
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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