

PRIMARY SUCCESS CONDITION: Disrupt the ritual and help lay the spirits to rest

SECONDARY SUCCESS CONDITION: 2 of prevent VC going to 0, prevent destruction of records or recognise Amenopheous

ENCOUNTER 1: THE LODGE

BOTH TIERS (AT GATE)

TRIGGERING ALERTS ENEMIES IN THE GARDEN

Glyph of Warding CR 4

Type magic; Perception 28; Disable Device 28

Trigger proximity (glyph of warding—triggered by non-followers of Almut death cult);

Duration instantaneous; Reset none

Effect spell effect (spell glyph—sound burst, 1d8 points of sonic damage to all creatures within 10 feet, creatures also stunned 1 round unless they succeed on a DC 13 Fortitude save)

THE GARDEN

TIER 7-8: 2 Cultists (19, 13)

TIER 10-11: 4 Cultists (2, 13, 15, 19)

AREA 4: THE COMMON ROOM

TRAP COVERS DOORS TO AREA 5 AND 3

Glyph of Warding (2) CR 4

Type magic; Perception 28; Disable Device 28

Trigger proximity (glyph of warding—triggered by non-followers of Almut death cult); Reset none

Effect spell effect (spell glyph—bestow curse, DC 16 Will save negates, –4 penalty on attack rolls, saves, ability checks, and

skill checks; single target)

TIER 7-8: 3 Cultists (7, 12, 21)

TIER 10-11: 6 Cultists (2, 5, 10, 14, 15, 20)

AREA 5: THE OFFICE

VC Baleentir bound and gagged in his chair. Glyph of Warding around him. He has 25hp remaining. Maps and scrolls of the table, smell of lamp oil. If glyph triggered also sets oil on fire, Baentiir on fire automatically, DC15 reflex for PC's to avoid, records destroyed.

NB: Secondary success – keep records intact, prevent VC reaching OHP

Glyph of Warding CR 3

Type magic; Perception 28; Disable Device 28

Trigger proximity (glyph of warding—triggered by non-followers of Almut death cult); Reset none

Effect spell effect (blast glyph—glyph of warding, 3d8 fire damage, DC 16 Reflex save for half damage); multiple targets (all targets within 5 feet of intruder who activates the glyph)

CULTISTS Almut Death Cultists CR 6

Male human cleric of Almut 5/fighter 2, **LN** Medium humanoid (human)

Init +1; Senses Perception +4, Speed 20

AC 20, touch 13, flat-footed 19 (+7 armor, +2 deflection, +1 Dex)

hp 56 each (5d8+2d10+23), **Fort +8, Ref +2, Will +7; +1 vs. fear**

Melee masterwork scimitar +10 (1d6+3/18–20)

Ranged mwk light crossbow +7 (1d8+1/19–20 plus poison), **Fort DC18, 1/rnd, 6 rounds, 1d2 dex**

Specials: Channel Smite (swift action before rolling, add channel damage to melee attack, DC17 will for half, 3d6. 7/day), channel negative energy (3d6, DC 17, 7/day)

Domain Spell-Like Abilities (CL 6th; **concentration +13**)

6/day—**blast rune** (1d6+3 energy damage, 6 rounds, 6/day)

3rd—bestow curse* (DC 16), glyph of warding* (DC 16), meld into stone

2nd—death knell*, eagles splendour*, hold person (DC 15), spiritual weapon*

1st—cause fearD (DC 14), cure light wounds (2), deathwatch*, shield of faith*

Bufs: Magic Vestment (+1AC), Status (NB linked to allies in house), Death Knell (+1CL), Eagles Splendour (+4Cha), Shield of Faith (+2AC)

Morale The cultists retreat to area 3 after falling below 20 hit points so they can cast meld into stone and buy time to heal themselves before renewing the attack.

Str 16, Dex 12, Con 13, Int 10, Wis 16, Cha 14, Base Atk +5; CMB +8; CMD 21

Skills Heal +7, Intimidate +10, Knowledge (religion) +7, Linguistics +4, Perception +4, Sense Motive +7, Spellcraft +4, Stealth +6, Survival +7

Languages Common, Osiriani

Combat Gear giant wasp poison (2 doses), potion of cure moderate wounds; Other Gear masterwork breastplate, masterwork dagger, masterwork light crossbow, 10 +1 bolts, masterwork, scimitar, silver holy symbol

DEVELOPMENT

Who are these attackers?

“They called themselves the Followers of Almut.”

Why did they attack you?

“They claimed I must be an ally of Khalfani Zuberi, some Osirian merchant they believe poses an extreme danger to the entire region of the Inner Sea. They said he would use the rings from the concubine bodies you retrieved to undo some kind of curse and restore himself to power.”

Why did you send for us?

“The concubine bodies were recently stolen from the Necropolis of the Faithful. Until now, I had no idea who might have done such a thing, but this Khalfani Zuberi they described sounds like he might be our man.”

What should we do?

“Stop him, of course. Get those bodies back and find out who he is and what he wants with them.”

How will we find him and the bodies?

“Do you remember those items you found when you recovered the bodies, right? There’s a sphinx who watches over the Necropolis of the Faithful named Sekhmanu. I will give you the items and you should take them to her. She can divine the location of their previous owners—even if they’re dead. She’s often helped us research such historical artifacts to find the burial places of those who made or carried things we’ve unearthed. But be careful. Sekhmanu’s a little eccentric sometimes. She’ll want to play a bit before she agrees to aid you.”

Diplomacy (gather information)—

Necropolis of the Faithful

15+ Built on the original grounds of the High Temple of Pharama, the Necropolis of the Faithful has served as one of Garund's oldest places of burial for thousands of years.

20+ Living relatives and servants of those laid to rest in the necropolis often pay their respects to the deceased by leaving gifts and offerings in their memory. Pharasmin priests and their sphinx allies maintain and guard the grounds.

25+ The Necropolis of the Faithful closes at night, but many have noticed strange, shadowy figures moving among the tombs. The Pharasmins have allayed any fears of undead behind these shadows. But, many speculate about their origin, with some suggesting sphinxes, cultists, or the Pharasmins themselves moving about the tombs for some unknown purpose.

30+ A recent visitor to the necropolis saw heavily armed, black-garbed priests approach the southern entrance last evening. None wore the markings of a Pharasmin.

Knowledge (history)—Sekhmanu

15+ Sekhmanu is a legendary gynosphinx who watches over the tombs of the necropolis, aiding the temple of Pharama as a potent guardian. She's provided this service for hundreds of years.

20+ Sekhmanu loves to collect riddles and knowledge of faraway lands and cultures. Outside of conversing on these subjects, she seemingly resents all other contact. Rumors suggest she feasts on the bodies of those who displease her and adds their bones to the burial chambers of the tombs she guards.

25+ Sekhmanu is actually an elder sphinx devoted to Pharama with potent divination abilities. Adventurers have sought her assistance over the years in obtaining information about people (living or dead) and their artifacts.

30+ An obscure passage in the Pathfinder Chronicles states a group of Pathfinders once aided a sphinx named Sekhmanu hundreds of years ago, rescuing her from a terrible fate.

Balentir gives the group:

Akila's wand, which is non-magical

Kamilah's +1 flaming burst keen falchion (+2 for Tier 10-11)

Meskhenet's staff of swarming insects (3 charges).

DEALING WITH SEKHMANTU

Starts at Unfriendly. Quickly stating their purpose for being there moves her to Indifferent

Needs to be **moved to Friendly** to help out **If Unfriendly: DC29, If indifferent: DC24**

Can gain diplomacy bonuses by:

Engaging in riddle contest: +2 per riddle they get

DC15 Knowledge Geography: +2 per

DC15 Knowledge History: +2 per

Identify themselves as Pathfinders: +5

RIDDLES

Riddle #1: "The more you take from me, the larger I become."

Answer: A hole.

Riddle #2: "When nature cries, my walls arise, supporting nothing, stopping nothing, until the light of day, sends me away."

Answer: A fog bank.

Riddle #3: "Feed me and I live. Give me water and I die."

Answer: Fire.

Riddle #4: "No sooner am I spoken than I'm broken."

Answer: A promised secret.

Riddle #5: "I'm the part of a bird that's not in the sky. I can swim in oceans, yet I'm always dry."

Answer: A shadow.

Riddle #6: "At night they come without being fetched. By day they are lost without being stolen."

Answer: The stars.

Riddle #7: "I'm all about, but cannot be seen. I can be captured, but never held. Cannot speak, but can be heard."

Answer: The wind.

Riddle #8: "What does a man love more than life and fear more than death? The poor have it. The rich require it. A contented man desires it. And all men carry it into the Great

Beyond." Answer: Nothing

THE MANIFESTED SPIRITS

Who are you?

“Akila, Kamilah, and Meskhenet. The concubines of Khalfani Zuberi.”

Who is Zuberi?

“A powerful merchant from long ago. He once ruled a shadow empire of businesses and foreign interests, many coordinated by us. Through them, he became one of the wealthiest men in the world. And he used that wealth to live an unnaturally long life, extending it through magical means with sun orchid elixirs bought in Thuvia.”

Are you still loyal to Zuberi?

“Our loyalty never stemmed from a sense of devotion. He ensured it with these rings. Though they are fused to our bones, they cling to our spirits as well. Through them, we are linked to Zuberi. And he to us.”

Do you know where your bodies are?

“They lie not far from here. In the tombs to the south. We can guide you there if you promise to help us.”

How can we help you?

“Zuberi must die by our hand for us to find rest. We’ll help you if you agree to let us possess your bodies and act through you when you face him.”

How would your possession work?

“You must perform a simple ritual while holding one of our items. Akila can show you. But it will only work once for each of us. That’s because a connection still exists between our spirits and our bodies. We are torn between two places and can only exist here and help you for a short time. You will not lose control during this possession, but we will be able to aid you more directly.”

What does Zuberi want with your bodies?

“He cares nothing for our physical remains. He only desires our rings. They will help him revoke the curse which leaves him aged and infirm. Soon he will restore his youth and reclaim his power.”

SPIRIT POSSESSION EFFECTS

By performing a simple ritual that requires a standard action in combat, PCs holding one of the concubines' items may summon their spirits to possess them. Each concubine then aids that PC with a variable effect corresponding to their item, as described below.

Akila's Wand—The sorcery of Akila's spirit grants the PC she possesses the ability to immediately recall one spell of 3rd level or lower that they just cast once per day as if using mnemonic enhancer. In addition, she grants a protective ward to all PCs within a 10-foot radius centered on the possessed PC which grants a +3 deflection bonus to AC and a +3 resistance bonus on all saving throws for 5 rounds.

Kamilah's Falchion—The warrior-woman's rallying presence empowers each PC with a greater heroism effect, granting them a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and 12 temporary hit points for the next 12 minutes.

Meskhenet's Staff—The power of Meskhenet's spirit provides the PC she possesses the effects of a death ward for 12 minutes. In addition, she grants fast healing 5 to each PC within a 10-foot radius centered on the possessed PC for 5 rounds.

THE TOMB

8' ceilings, no natural light sources within

ENTRANCE

Carved pillars, DC20 Linguistics or speak Osriani proclaims it as the entrance to Zuberi's tomb.

ANTECHAMBER

Clay Urns, alabaster throne, miniature version of the city of sothis, jackel headed statues, huge door, all seeing eye, heiroglyphs on east wall, 20' high

DC20 Strength to lift the door, closes if not braced with something

Eastern wall depicts scenes from Zuberi's life. North, childhood, middle adulthood, south, old age

DC5 Perception to locate secret doors, DC20 disable to bypass arcane lock, Break DC38, hardness 8, 60hp

FALSE TOMB

Sarcophagus with traces of gold, carnelian and onyx, 4 green clay urns, body which looks like Zuberi

CONCUBINE CATACOMBS

6 Sarcophagi in the west, black basalt table, six ornate masks of gold set with semiprecious stones

DC25 Perception to locate the secret door

TRAPPED PASSAGEWAYS

Long hallway leading to stone door with carved relief of Ossirian nobleman. Trying to open the door seals the entrance and activates the trap. DC20 strength check to try and hold open the secret door or can be jammed open.

TIER 7-8: Spiked Pit Trap

TIER 10-11: Spiked Pit Trap plus Insanity Mist Trap

Camouflaged Spiked Pit Trap CR 8

Type mechanical; Perception 25; Disable Device 20

Trigger location; Reset manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15, 1d4 spikes per target for 1d6+5 damage); DC 20

Insanity Mist Trap CR 8

Type mechanical; Perception 25; Disable Device 20

Trigger location; Reset repair

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in 40-ft.-long corridor and pit trap)

DC15 Fortitude, 1/round, 6 rounds, 1d3 wis, cure 1 save

HALL OF SERVANTS

SIX Black robed bodies lie in the corridor. Failed death cultists. **DC15 Perception, one is still alive** (at -3). He can warn them of the living monoliths. **DC25 perception to find secret door** in end sarcophagus.

TIER 7-8: 6 mummies (10, 12, 15, 15, 16, 18)

TIER 10-11: 6 advanced mummies (6, 7, 10, 12, 20, 21)

Mummy CR 5 LE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +16, Speed20

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates) Mind affecting fear effect

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24) DR5/---

Fort +4, Ref +2, Will +8

Immune: Stun, mind affecting, paralysis, poison, death, disease, sleep, fort saves, ability drain or damage etc

Weaknesses vulnerable to fire

Melee slam +14 (1d8+10 plus mummy rot)

+12 (1d8+16 plus mummy rot) with power attack

Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15, Base Atk +6; CMB +13; CMD 23

Skills Perception +16, Stealth +11

Languages Common

Mummy Rot (Su) Curse and disease—slam; **save Fort DC 16; onset 1 minute**; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time.

Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Advanced Mummy CR 5 LE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +18, Speed20

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates) Mind affecting feat effect

AC 24, touch 12, flat-footed 22 (+12 natural, +2dex)

hp 76 (8d8+24) DR5/---

Fort +6, Ref +4, Will +10

Immune: Stun, mind affecting, paralysis, poison, death, disease, sleep, fort saves, ability drain or damage etc

Weaknesses vulnerable to fire

Melee slam

+16 (1d8+12 plus mummy rot)

+14 (1d8+19 plus mummy rot) with power attack

Str 28, Dex 14, Con —, Int 10, Wis 19, Cha 10

Base Atk +6; CMB +15; CMD 27

Skills Perception +18, Stealth +13

Languages Common

Mummy Rot (Su) Curse and disease—slam; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time.

Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

TREASURE VAULT

30' high, 8 carved stone columns, piles of treasure in the middle (difficult terrain), shimmering field of faint blue light protecting entrance to further room. Spirits manifest here and offer opportunity to gain their possession abilities. Zuberi possessing large ettin. Go to Init immediately.

TIER 7-8: Zuberi and 4 Monoliths (13, 5, 15, 19, 21)

TIER 10-11: Zuberi and 6 Monoliths (20, 4, 11, 12, 13, 16, 17)

Enlarged Living Monolith Guards (4) CR 5, Male human fighter 5/living monolith 1, N Large

Init +1; Senses darkvision 60 ft.; Perception +6, Speed 30

AC 17, touch 10, flat-footed 16 (+7 armor, +1 Dex, -1 size)

hp 68 each (5d10+1d8+31+6 temporary)

Fort +7, Ref +2, Will +4; +2 vs. death effects, mind-affecting effects, and saves against negative levels, +1 vs. fear

mwk falchion +11 (2d6+9/18-20); +9 (2d6+15/18-20) with power attack

Space 10 ft.; **Reach 10 ft.**

Cleave (standard action,, if hit foe make attack against adjacent target, -2ac)

Spell-Like Abilities (CL 6th; concentration +5) 3/day—enlarge person

Bufs: Darkvision, False Life

Str 19, Dex 12, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +10; CMD 21

Skills Acrobatics +5, Climb +6, Intimidate +5, Knowledge (engineering) +5, Knowledge (history) +5, Knowledge (religion) +5, Linguistics +4, Perception +6, Sense Motive +5, Survival +5

Languages Common, Osiriani, Sphinx

Combat Gear potion of cure moderate wounds, +1 breastplate, javelins (3), masterwork falchion

Zuberi-Possessed Ettin CR 9 Male ettin (possessed by rogue 10) LE Large humanoid (giant)

Init +0; Senses low-light vision; Perception +12, Speed 40

AC 19, touch 9, flat-footed 19 (+2 armor, +8 natural, -1 size)

hp 86 (10d8+28 plus 13 temporary)

Fort +5, Ref +7, Will +3

Defensive Abilities evasion, improved uncanny dodge

Melee 2 mwk flails +13/+13/+8/+8 (2d6+6)

Ranged 2 javelins +6/+1 (1d8+6) **+1/1 if within 30', PRECISE**

Space 10 ft.; **Reach 10 ft.**

VITAL STRIKE

OPPORTUNIST: 1/rnd make an opportunity attack against an opponent just hit by a melee attack

Special Attacks sneak attack +5d6 PLUS 5 BLEED

Rogue Spell-Like Abilities (CL 10th; concentration +13) 2/day—magic missile

Str 23, Dex 10, Con 15, Int 17, Wis 11, Cha 16, Base Atk +7/+2; CMB +14; CMD 24

Skills Acrobatics +4 (+8 jump), Appraise +16, Bluff +16, Diplomacy +16, Intimidate +16, Knowledge (arcana) +8, Knowledge (geography) +6, Knowledge (history) +12, Knowledge (local) +10, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +6, Linguistics +10, Perception +12, Sense Motive +13, Sleight of Hand +9, Spellcraft +10, Stealth +5, Use Magic Device +20

Languages Common, Draconic, Giant, Kelish, Osiriani, Sphinx,

Terran, Vudrani

Combat Gear potion of false life (already drank); Other Gear leather armor, masterwork flails (2), javelins (4)

Development: When the Ettin dies the wall of force collapses and Zuberi is defeated. Much of the treasure is actually an illusion (DC20 will). Concubines return to their bodies. Wizard flees via teleportation. DC35 Perception identifies it as Amenopheus.