

GENERAL

IF...	Then...	PC 1	PC 2	PC 3	PC 4	PC 5	PC 6	PC 7
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1/2 PCs have: Chronicle from #0-14 <i>The Many fortunes of Grandmaster Torch</i> , or the Debt to the Scarred Sage boon from #9-04 <i>The Unseen Inclusion</i>	Skip to meeting, Torch is there.							
PC completed #2-07: <i>Heresy of Man, Part 2: Where Dark Things Sleep</i>	Automatically gets 25+ on Knowledge (history or nobility) during briefing.							
PC has earned Reckless Revenge boon from #5-12: <i>Destiny of the Sands, Part 1: A Bitter Bargain</i>	Torch refers to the PCs as his "dear friend." Acts unsettlingly friendly.							
PC has Honored Acolyte boon from #6-04: <i>Beacon Below</i>	Tahari's muted voice whispering secrets to them from thir replica gem: +1 Knowledge and Perception skill checks; -1 Will. Areas A & B.							
Connection to genies / elementals (e.g., race, bloodline, mystery, school).	Fading Light DCs increase by 4 for that PC.							

ENCOUNTER C: RITUAL

Hard Check	Average Check	PC 1 Success	PC 2 Success	PC 3 Success	PC 4 Success	PC 5 Success	PC 6 Success	PC 7 Success
Clear area & ID Damage for repair (Perception / Survival)	Academic / Technical assistance (Knowledge[Arcana, Religion, Planes) or Linguistics])							
Average Check During	Average Check During	PC 1 Success	PC 2 Success	PC 3 Success	PC 4 Success	PC 5 Success	PC 6 Success	PC 7 Success
Maintain Rite's Cadence (Linguistics or Perform)	Monitor Ritual / Provide Support (Knowledge[Arcana, Religion], or Spellcraft)							

Succeed at two-thirds the number of PCs, +2 bonus on skill checks in mindscapes.
 1.3 times the number of PCs, Tahari staggered first round.
 Fails a check by 5 or more, casts a spell, activates a magic item, consumes a potion: 3d6 points of damage (5d610-11) to each sage and PC.

ENCOUNTER C: MINDSCAPES

Sage	Ritual Bonus?	+1 Bonus for Each:	Skill Checks (Hard, Need 2)	PC 1	PC 2	PC 3	PC 4	PC 5	PC 6	PC 7
Amenopheus	+2	Each Scarab Sages faction boon.	Diplomacy, Knowledge (history or nobility), Perform (comedy or oratory)							
Dhiara	+2	Each Mendevian Commendation boon and each bonus combat feat.	CMB check, Knowledge (history or religion), Perform (oratory)							
Mnesoset	+2	Each language known beyond racial starting languages.	Knowledge (arcana or planes), Perception, Use Magic Device							
Padrym	+2	Lawful alignment. Each feat, trait, or class feature that imposes a code of conduct.	Diplomacy, Knowledge (history or religion), or Perform (oratory)							
Sinuhotep	+2	Each mutually exclusive boon the PC has earned (i.e. boons that resulted in another boon being crossed off)	Diplomacy, Knowledge (arcana or religion), Perform (oratory), Sense Motive							
Tahonikepsu	+2	Speak Draconic. Dragon-themed feat, trait, or class feature	Diplomacy, Fly, Knowledge (nobility), Linguistics, Perform (any), Profession (librarian or teacher)							
Torch	+2	Every 750 gp or 2 Prestige Points a PC has spent in order to heal another Pathfinder	Diplomacy, Heal, Sense Motive, Survival							