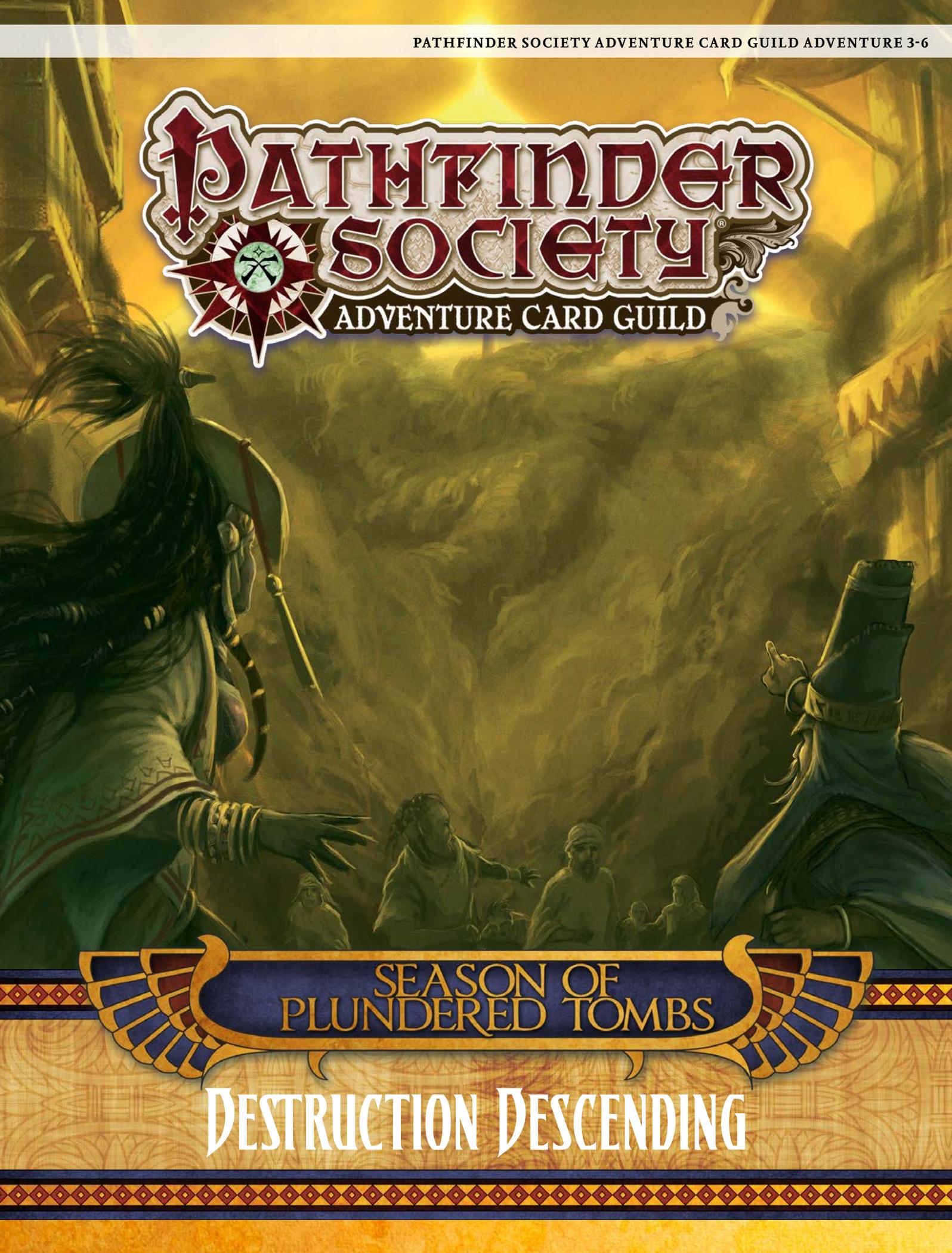


PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF
PLUNDERED TOMBS

DESTRUCTION DESCENDING



ADVENTURE 3-6: DESTRUCTION DESCENDING

Mechanical Design • Keith Richmond
Story Text • Amanda Hamon Kunz
Story • John Compton, Amanda Hamon Kunz,
Keith Richmond, Mark Seifter, Linda Zayas-Palmer,
and Tonya Woldridge
Editors • Mike Selinker and Vic Wertz
Season Coordinator • Tonya Woldridge
Contributing Artists • Johan Grenier, Yong Yi Lee, Eric Lofgren,
and Maichol Quinto

**Pathfinder Adventure Card Game
Development Team** • Mike Selinker, Chad Brown,
Tanis O'Connor, Paul Peterson, Keith Richmond, Liz Spain,
and Gaby Weidling, based on a game concept by Rian Sand.

Creative Design Director • Sarah E. Robinson
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick

Organized Play Coordinator • Tonya Woldridge

Chief Executive Officer • Lisa Stevens
Publisher • Erik Mona
Chief Operations Officer • Jeffrey Alvarez
Chief Technical Officer • Vic Wertz
Chief Financial Officer • John Parrish
Director of Sales • Pierce Watters
Director of Technology • Dean Ludwig
Community & Digital Content Director • Chris Lambertz
Director of Licensing • Michael Kenway
Project Manager • Jessica Price
Sales Associate • Cosmo Eisele
Outreach Coordinator • Dan Tharp
Webstore Coordinator • Rick Kunz
Marketing Director • Jenny Bendel

Pathfinder Roleplaying Game Team • Judy Bauer,
Logan Bonner, Jason Bulmahn, Christopher Carey, John Compton,
Adam Daigle, Crystal Frasier, Amanda Hamon Kunz,
James Jacobs, Jason Keeley, Lyz Liddell,
Elisa Mader, Robert G. McCreary, Mark Moreland,
Stephen Radney-MacFarland, Brad Matteson, Adrian Ng,
Joe Pasini, Lacy Pellazar, F. Wesley Schneider, Mark Seifter,
Owen K.C. Stephens, James L. Sutter, and Linda Zayas-Palmer
Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie Teter, and Diego Valdez
Finance Team • Ashley Kaprielian and B. Scott Keim
Warehouse Team • Laura Wilkes Carey, Will Chase,
Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, William Ellis, Lissa Guillet,
Don Hayes, Erik Keith, and Gary Teter

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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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 Pharsma'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 Ulumat, 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.



DESTRUCTION DESCENDING

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*, the *Secrets of the Sphinx Adventure Deck*, *The Slave Trenches of Hakoteb Adventure Deck*, and the *Pyramid of the Sky Pharaoh 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, 4, 5, or 6**.

Read the Following Aloud:

Your world at the bottom of this ancient, flying pyramid is dark. The sconces along the stone walls are extinguished, but your heart pounds for reasons much graver than a lack of light.

Somewhere far above is a massive stone platform; it's the control panel for this magnificent artifact, which now soars through the sky for the first time in millennia.

You aren't controlling it. In fact, some sinister force—something more evilly compelling than anything you've ever experienced—manipulated you into restoring the sky pyramid to flight.

And when you did, the platform at the bottom of the pit where you held your wicked Aspis Consortium and usij cultist rivals turned out to be a control panel. It shot skyward along with the villains you were explicitly trying to keep from harnessing this ancient magic.

What's worse, at the helm of the controls—and guiding the pyramid's aerial course itself—was Ridaiya Merai, the very Aspis leader who used you to access the pyramid in the first place. You had just caught up with the traitorous Merai after she locked you out of the pyramid, which prompted you to undertake an epic journey to recover the *spinel sage jewel*, use it to access the memories of the Spinel Sage named Mnesoset, and work with the long-departed sage's consciousness to re-access the sky pyramid.

You were poised to stop the Aspis agents and div-worshipping usij cultists from re-activating the sky pyramid for their own heinous purposes. You were going to preserve the sky pyramid's secrets and claim them for the Pathfinder Society.

And now this.

A primal scream escapes you as you consider all the reasons why the unfolding horror is squarely your fault. The echoes last for what seems like hours, giving you ample time to consider your foes' terrible plans.

If the usij cultists are in any way involved, those plans likely include massive destruction, the likes of which would make Ahriman, Lord of All Divs and the cultists' master, cackle with



glee. After all, an enormous flying pyramid could wreak a *lot* of destruction.

Part of you simply wants to lie down on the cold stone floor and give up. What are the efforts of Pathfinders in the face of this?

But you're stronger than your fears and your despair. You will right this wrong: somehow, you'll wrest control of the pyramid from your enemies, land it safely, and ensure the preservation of its secrets and its power.

Taking a deep breath, you steel yourself with clenched jaw and fists.

It's time to get to work.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 3-6A: A Sage Besieged
- 3-6B: Uncoiling the Snake
- 3-6C: The Right Combination
- 3-6D: Ahriman Transcendent
- 3-6E: Crashdown

DURING THIS ADVENTURE

The scourge die is 1d10.

When you are dealt Acid, Electricity, or Fire damage, if that damage is neither reduced to 0 nor reduced by at least 2, suffer the scourge Curse of the Mummy.

REWARD

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

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

3-6A: A SAGE BESIEGED

Read the Following Aloud:

It might be as empty as a risen mummy's sarcophagus, but this massive cavern at the bottom of the flying pyramid is still magnificent. Four enormous, stepped kiosks rise from the floor, each topped with strangely sibilant runes which, by way of you extinguishing their glow, led to the pyramid taking flight. In the room's center, out of a deep pit shoots a corkscrewing column leading infinitely upward toward the activated control panel.

Now that the entire room is no longer alight with the chaos of warring Aspis agents and cultists, you can take a closer look at the place. Sweeping a torch across a kiosk's facade, you see similar runic inscriptions running in lines toward the central pit.

You peer curiously downward, and the rose-colored jewel around your neck begins to pulse. The *spinel sage jewel* holds

the memories—and latent consciousness—of the ancient sage Mnesoset, and it seems she's trying to communicate with you again.

It takes some careful scrabbling, but you venture down into the pit, the jewel pulsing more intently the further you climb. When you examine the walls, you see a faded but elaborate mural depicting a terrible horned beast with wings and tiger-like claws. The creature seems to be lifting a pyramid from the sands while a horde of robed onlookers raise their hands in worship.

The *spinel sage jewel* veritably screams with energy, and without much of a second thought, you open your mind to its power. After all, the benevolent Spinel Sage might be the only ally you've got.

"Such power! Such evil!" Mnesoset gasps. "Friends, the divs have breached this place!"

PLAYERS	LOCATIONS
1	ETERNAL ARENA
1	HALL OF THE CROCODILE KINGS
1	HALL OF WINGED CHAOS
1	SHRINE OF THE INFINITE VOID
2	FIVE-POINTED SUN
3	FORGERY OF RA
4	ELEMENTAL TRENCHES
5	GUARDIAN VAULT
6	GARDEN OF OSSUMENTALS

VILLAIN: NONE

HENCHMEN:

	SAND THIEF (PROXY FOR AKVAN)
	ALCHEMICAL GOLEM (PROXY FOR SHIRA)
	FIRE SPIRIT (PROXY FOR USIJ CULTIST)
	CRYPTFINDER (PROXY FOR GHAWWA)
	SENMEREK (PROXY FOR DRUJ-NASU)
	DISCIPLE OF THE FORGOTTEN PHARAOH
	AGHASHES

DURING THIS SCENARIO

Treat the henchmen Sand Thief as the henchman Akvan, Alchemical Golem as the henchman Shira, Fire Spirit as the henchman Usij Cultist, Cryptfinder as the henchman Ghawwa, and Senenmerek as the henchman Druj-Nasu.

When building the location decks, set aside the henchmen, monsters, and barriers, then shuffle them into a siege deck. Shuffle into the siege deck a number of barriers from the box equal to the number of characters. Display the support card Defensive Stance next to the scenario.

When building the blessings deck, replace 5 blessings with Sandstorm villains.

Display the Mnesoset role card next to the scenario. On your turn, you may recharge a card to gain the powers on that role card until the end of your turn.

When you would return an examined boon to a location deck, instead banish it.

When a card from the siege deck is undefeated, a random character is dealt 1d6 Acid damage.

At the end of your turn, if the location Five-Pointed Sun exists and is unoccupied, add a monster from the box to the top of the siege deck.

To win the scenario, a location must be open while the siege deck is empty.

REWARD

The party gets all boons remaining in location decks.

Each character chooses spell, item, or blessing and adds a card of that type that has an adventure deck number of 5 or 6 from the game box to the cards acquired during this scenario.

Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

Cultists and divs? In the Spinel Sage's mindscape? You've gotten Mnesoset's help before by entering her mindscape—her self-crafted sanctuary on the Astral Plane—but always to combat creatures that first threatened you in your own world, not to fend off monsters that entered her sacred place. Something terribly foul

is going on. Now that the latent evil that penetrated Mnesoset's mindscape has subsided, you're hoping the sage herself might be able to shed some light on the situation.

It looks like the Spinel Sage has caught her breath, so it's time to hear her answers!

3-6B: UNCOILING THE SNAKE

Read the Following Aloud:

Now that the battle in Mnesoset's mindscape has come to a blessed end—and the Spinel Sage herself has regained her signature stately composure—Mnesoset breathes the heavy sigh of a woman carrying a world-ending truth.

"Friends, I know you have questions," Mnesoset says. She walks on shimmering stone over to an approximation of the mural from the pyramid's pit. "But I should be brief—time is absolutely of the essence.

"You noted the mural at the bottom of this pit? It is confirmation of something I have long feared. That is, this pyramid was once the site of a powerfully evil cult of Ahriman. Legend told of such a cult that warred in Ancient Osirion with the sky pyramids' masters. Ushers of Oblivion, the stories called them. It's said that these ushers harnessed power from the Lord of all Divs himself and hid it away in a sky pyramid, waiting for the day they could use it to hijack one to terrible effect."

The Spinel Sage begins to pace before you, her neatly braided hair swaying as her brow furrows with grave concern.

"With no real documentation to support those old stories, I had always discounted them. But what you saw today—the clear invocation of Ahriman, the evil energy jolting the pyramid to life, the divs tearing into my mindscape—it leaves no question. The cultists have awakened their lord's power, and through them the fiend acts toward Osirion's ruination. I would not be surprised if the one controlling the pyramid were actually possessed with the power of Ahriman!"

Mnesoset must sense your panic, because she gives you a tiny but calming smile before she points upward toward the spiraling column that disappears into the gloom.

Throughout the serpentine brass column you see a whorl of energies. The very stone pulses with a corrosive power, the baleful nature of Ahriman incarnate. Flashes of lightning, acid, and fire all lash out from the center of the very thing you must climb. Surely you see shadows of constructed monsters ready to erupt and thwart your ascent.

"You *must* defeat the ones piloting this pyramid, friends," Mnesoset implores. "You must get up there and make this right!"

VILLAIN: NONE

HENCHMEN:

	NAILAH
	MOCKERY OF RA
	THUNDERCLOUD OF SET
	BRASS GOLEM
	MOCKERY OF RA
	THUNDERCLOUD OF SET
	BRASS GOLEM
	MOCKERY OF RA

PLAYERS	LOCATIONS
1	SULFUR PITS
1	VOLCANIC VENTS
1	SCORCHED OBELISK
2	FORGERY OF RA
3	HALL OF THE CROCODILE KINGS
4	HALL OF WINGED CHAOS
5	RUINED TEMPLE
6	TOWERING OBELISK

DURING THIS SCENARIO

When setting out the locations, arrange them in a column in the listed order with Sulfur Pits at the bottom, proceeding upward with subsequent locations.

All characters start at the Sulfur Pits. When a character moves upward, he moves only to the next upward open location, and must succeed at a Strength 6 check or discard a card.

If you are dealt damage that is not reduced to 0, move 1 location downward; if you are already at the bottom, instead bury your discard pile.

To win, close all of the locations.

REWARD

Each character chooses weapon, armor, or ally and adds a card of that type that has an adventure deck number of 5 or 6 from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

Your fingers are bloody from gripping onto treacherous precipices, and pernicious divs nearly pulled you to your death, but you managed to climb the corkscrew column all the way to its top. Trouble is, the control platform is not at the pinnacle.

Rather, an elaborate honeycomb of platforms leads even further upward, where you can just make out the movement of humanoid

shapes atop what must be the pyramid's controls. Below, gaping nothingness threatens certain doom should you fall. Certain doom for you, and for Osirion should this pyramid remain in the hands of the evil ones who steer it toward dark purposes.

You've come a long way, but it seems this journey to the sky pyramid's top is not yet over!

3-6C: THE RIGHT COMBINATION

Read the Following Aloud:

You've heaved yourself through a trap door and onto solid ground at the apex of the monstrous column you just climbed. Craning your neck practically as far as it will go, you take stock of the dozens of stone platforms that protrude from this mighty cavern's walls. Beside you, the only source of light is a circle of sigils that glows ever so faintly blue.

At least these runes aren't in sinister Abyssal, like the ones on the kiosks devoted to Ahriman were.

Around your neck, the *spinel sage jewel* thrums. This time, it's not fear or dread you sense from Mnesoset. Rather, it's excitement, and suddenly something dawns on you.

"It's a teleportation circle!" you exclaim, finally realizing the significance of the sigils before you.

Fumbling around near the circle, you find a complex series of pressure plates built into the shape of interlocking squares. You gingerly test a random combination, and you see another teleportation circle come ablaze on the stone platform nearest to you. You add to the combination, and another circle jolts to life—but then both wink out once you attempt a third, and seemingly incorrect, sequence.

You're not in Mnesoset's mindscape, but you can practically hear the spirit of the sage whisper to you.

"Patience, friends," the calming voice says. "Think. Experiment. Build upon your successes. You can do this. You *must* do this."

With the confidence of the sage, you start to see the method in this pyramid's madness. These combinations aren't mathematical or linguistic, they're *elemental*. You realize that if you can just divine the relationships of each element to the next, you might crack the code. You spend a few painstaking minutes building upon your correct combinations, and you're almost there—until a mighty roar shatters your concentration.

Behind you is a hulking, gray-skinned horned beast waving a falchion at you in rage. "You'll never reach our lord above!" the thing booms. A pulsing evil lights its eyes crimson.

"Now you die!"

VILLAIN: NONE

HENCHMEN:



STOLEN LARVAE (PROXY FOR SIGIL COMBINATIONS)

PLAYERS	LOCATIONS
1	ALTAR OF RIDDLES
1	ELEMENTAL TRENCHES
1	ETERNAL ARENA
2	SCULPTORS' LAIR
3	GARDEN OF OSSUMENTALS
4	STONEMASON PASSAGES
5	GARDEN OF SYMMETRY
6	GUARDIAN VAULT

DURING THIS SCENARIO

Treat the henchman Stolen Larvae as the henchman Sigil Combination.

When you would move, succeed at an Acrobatics or Knowledge 7 check or move to a random open location instead.

If a location does not have a Sigil Combination displayed next to it, it cannot be closed.

At the end of your turn, if your location deck has fewer cards than the number of all displayed Sigil Combinations, you may attempt to close your location.

When you succeed at meeting a location's When Closing requirement, immediately summon and encounter the villain Sepid; if it is not defeated, discard a card from the blessings deck and the location is not closed.

To win, close all of the locations.

REWARD

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

Each player can grant 1 of his Pathfinder Society Roleplaying Guild characters a ranger's favored enemy (+2) benefits against members of the Usij, agents of Ahriman, and Div for the duration of one adventure.

Note this reward on your Chronicle sheet, and cross it off when used.

Development:

One false step could have sent you plunging to your doom, but you managed to fend off the terrifying sepid div. Not only that, but you set the teleportation circles on the platforms above to transport you, in a matter of just a few steps, from the pinnacle of the corkscrew platform to just below the sky pyramid's control panel.

That is, if you've done this right. One misalignment, and you might be teleported to an empty space miles above the sands.

Courage, you remember. You hear sibilant hissing and guttural intonations coming from the coveted control panel, but you don't think the cultists or the Aspis have noticed your approach—yet. Perhaps, for once, you can even get the jump on your enemies!

3-6D: AHRIMAN TRANSCENDENT

Read the Following Aloud:

From your perch on a platform right below the sky pyramid's coveted controls, you stop to catch your breath. You're about 10 feet from your target, and you can see your quarries perfectly. But something is terribly amiss.

Squinting, you can see that there are half a dozen individuals crammed onto the control panel's dais. Situated prominently at the helm is Ridaiya Merai, the Aspis leader who ignited this whole mess. Several robed cultists flank the cruel, manipulative woman, who looks somehow much more evil than before. Scale-like veins of silver crisscross her skin, and her eyes and teeth are black. She grins with unholy power like you've never seen.

The *spinel sage jewel* twinges, and you can feel Mnesoset's whisper in your mind.

"The power of Ahriman drives her," the jewel seems to say. You freeze, paralyzed at the thought of facing even an ounce of an evil demigod's power.

You gaze directly across from this tableau into a wide, transparent wall that seems more like a window. From the tiny landscape below, you can tell that the pyramid is flying terribly high—and that it's headed for a sprawling city. In the center of the city is the telltale shimmer of a mighty black dome.

It looks like a tremendous beetle carapace. There's only one such object in the lands of the sun: Ulunat, the centerpiece of Sothis. The sky pyramid is headed straight for the capital of Osirion!

Your adrenaline pounds now that you know the stakes. You take a flying leap and land on the control dais right next to Merai.

The possessed Aspis leader looks at you with those horrific onyx eyes and begins a low, guttural laugh. The cultists beside her throw back their hoods to reveal bony heads covered in leather skin. Red smoke pours from their eye sockets.

"Ah, the fools return," Merai growls in a preternaturally deep voice. "It seems I shall feed on destruction early. I look forward to consuming your souls!"



VILLAIN:



IMANISH (PROXY FOR RIDAIYA POSSESSED)

HENCHMEN:



FIRE SPIRITS (PROXY FOR USIJ GHULS)

PLAYERS

LOCATIONS

1	CRYPT
1	HALL OF WINGED CHAOS
1	SKY PHARAOH'S THRONE
2	HALL OF THE CROCODILE KINGS
3	ETERNAL ARENA
4	SCULPTORS' LAIR
5	FORGERY OF RA
6	CHISEK'S TOMB

DURING THIS SCENARIO

Treat the villain Imanish as the villain Ridaiya Possessed and the henchman Fire Spirit as the henchman Usij Ghul.

At the end of your turn, roll 1d6; you are dealt 1d4 damage of the following type:

- 1-2. Acid damage
- 3-4. Electricity damage
- 5-6. Fire damage

You may bury a blessing to reduce all damage dealt to you by 2.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 armor in her deck with the loot *Khepresh of Refuge*. At the end of each scenario, return the loot to the game box. Each character chooses a type of boon other than loot and adds a card of that type that has an adventure deck number of 5 or 6 from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

You thought yourself destined for the Boneyard once you saw the evil light in Merai's possessed face. As the battle hit a crescendo, though, you thought of the tens of thousands of lives that would be lost should this sky pyramid slam into Sothis. This knowledge buoyed your swords and spells. Through gritted teeth, you did it—you defeated

Ridaiya Merai, and with her you vanquished a spark of Ahriman himself!

That's the good news. But in Osirion, every bounty has a disturbing consequence. Now comes an even greater challenge: the sky pyramid is still hurtling toward Sothis. It's up to you to stop this beautiful city's assured destruction!

3-6E: CRASHDOWN

Read the Following Aloud:

Now your Aspis Consortium nemesis—who also happened to be possessed with a fragment of the evil demigod Ahriman—lies defeated. Her maniacally destructive cronies are no more. You face only one more challenge, but it is the greatest one of all.

The sky pyramid, a fantastic artifact and a window into the magic of a lost era, is now barreling on a downward aerial trajectory straight toward Sothis, the cosmopolitan capital of Osirion. And you're the only one who has any hope of stopping it!

You scramble toward the pyramid's controls and desperately stare at their black-and-silver etched mechanisms. Without any real knowledge of the ancient Ushers of Oblivion, or how the mad div-worshippers might have built a magical system to hijack this flying wonder, you're fairly lost. The controls are a strange mixture of sculpture and clockwork, and at their center stands a two-foot-tall statue of the same bestial horror you saw in the mural at the pyramid's bottom—Ahriman, you assume.

As you wildly fiddle with the controls to no effect, the statue of Ahriman begins to blaze with the same black, evil light you saw in Merai's eyes. The *spinel sage jewel* begins to pulse wildly, and you sense Mnesoset's fear deep in your bones.

The voice of the sage breaks through the jewel and screams into your mind.

"The power of Ahriman didn't die with the cultists!" Mnesoset hisses. "It's still here, and it's aching to escape its cage. It wants to possess you next! It wants to use you to destroy Sothis!"

With a grunt and a growl, you focus on aligning the control mechanisms. You feel the pyramid gradually losing velocity, but it's not enough—and now a thousand pangs of searing black light assault your vision as the power of Ahriman knocks on your psyche.

"You have proven yourselves worthy," an acidic voice burns into your brains. "I have cast aside my former thralls, and now take your souls into my graces. What a fortune you have gained."

You can't give in. You can't allow the Lord of all Divs to control you, and you can't let this pyramid stay its course. Sothis is depending on you!



VILLAIN:



IMANISH (PROXY FOR USHERING OF OBLIVION)

HENCHMEN: NONE

PLAYERS

1-6

LOCATIONS

SURGERY (PROXY FOR OBLIVION'S BRIDGE)

DURING THIS SCENARIO

Treat the villain Imanish as the villain Ushering of Oblivion and the henchman Fire Spirit as the henchman Will of Ahriman. Treat the location Surgery as the location Oblivion's Bridge.

After building the location deck, shuffle into it a number of the henchman Fire Spirit (proxy for Will of Ahriman) equal to the number of characters.

To create the blessings deck, shuffle together 3 of each scourge listed on the scourge table. When you discard a scourge from the blessings deck, suffer it.

At the end of your turn, banish a card or summon and encounter a random barrier or monster; if the summoned card is not defeated, discard 1d4 cards from the top of your deck.

If the Ushering of Oblivion would be defeated and there are other cards in the location deck it came from, put it on the bottom of its location deck instead.

REWARD

Each player can grant 1 of her Pathfinder Society Roleplaying Guild characters a +3 bonus to all saving throws against the effects of members of the Usij, agents of Ahriman, and Div for the duration of one adventure. The character can activate this benefit during an adventure, but the bonus cannot retroactively change a saving throw from a failure into a success. Note this reward on your Chronicle sheet, and cross it off when used.

Development:

Terrible grinding screeches throughout the pyramid, and you feel its power wink out like a mighty candle. Outside the transparent wall, you see that the sepulcher is plummeting to the ground. Despite a twinge of fear for your own life, relief washes over you. You lean back from the controls, content to know that you've saved more than 100,000 souls from annihilation.

As you plan to use the fading teleportation platform to abandon ship, you notice a final piece of mural on the platform's floor. It shows not Ahriman, but something else.

A mighty black carapace that can only be Ulunat, the Unholy First, rampaging through Sothis on bladed limbs.

And a flying pyramid seemed to awaken it.

AKVAN HENCHMAN 6

OUTSIDER

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
35

POWERS

The Akvan is immune to the Fire and Poison traits. Before you act, succeed at a Wisdom 9 check or the difficulty of checks to defeat is increased by 4 until the end of the encounter. After this check, a character summons and encounters the villain Sepid. If the check to defeat has the Acid, Divine, or Electricity trait, subtract 1 from each die. If undefeated, you are dealt 2d4 Acid damage. If defeated and there are other cards in the siege deck, put the Akvan on the bottom of the siege deck.

Illustration by Eva Widemann © 2017 Paizo Inc.

SIGIL COMBINATION HENCHMAN 6

TRIGGER TASK

TYPE
BARRIER

CHECK TO DEFEAT
INTELLIGENCE
ARCANE
KNOWLEDGE
7

POWERS

When you examine this card, you may put it back on either the top or bottom of the deck it came from.

If defeated, display this card next to the location it came from.

While displayed, if a character fails to defeat a Sigil Combination, put each displayed Sigil Combination facedown on top of its location deck.

Illustration by Eric Belisle © 2017 Paizo Inc.

RIDAIYA POSSESSED VILLAIN 6

HUMAN ALCHEMIST

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
22

THEN COMBAT
26

OR WISDOM DIVINE
17

POWERS

Before you act, each character at your location must succeed at a Dexterity or Acrobatics 13 check or be dealt 1d4 Acid damage then 1d4 Fire damage.

If your check result exceeds Ridaiya's check to defeat, remove the highest die value from your result.

Illustration by Paolo Puggioni © 2017 Paizo Inc.

USIJ GHUL HENCHMAN 6

OUTSIDER UNDEAD CULTIST

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
25

POWERS

The Usij Ghul is immune to the Mental and Poison traits. Roll 1d6. All damage dealt by the Usij Ghul is the following type:

1-2. Acid	3-4. Electricity	5-6. Fire
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Before you act, if you are the only character at your location, you are dealt 1d4 damage. After you act, each character at your location is dealt 1d4 damage. If undefeated, discard a card from the blessings deck.

Illustration by Eric Lofgren © 2017 Paizo Inc.

USHERING OF OBLIVION VILLAIN 6

SKIRMISH ARCANE

TYPE
BARRIER

CHECK TO DEFEAT
NONE

POWERS

Before you act, roll 1d6; draw that many cards, then summon and encounter the following henchman:

1. Pairaka	3. Ghawwa	5. Usij Ghul
2. Druj-Nasu	4. Shira	6. Akvan

The summoned card may summon other cards.

If you defeat the summoned card, bury 1d4 cards, then recharge your hand; if you recharged 1 or more cards, the Ushering of Oblivion is defeated. Otherwise, it is undefeated.

Illustration by Tyler Walpole © 2017 Paizo Inc.

WILL OF AHRIMAN HENCHMAN 6

OBSTACLE DIVINE

TYPE
BARRIER

CHECK TO DEFEAT
WISDOM
FORTITUDE
KNOWLEDGE
DIPLOMACY
18

POWERS

If undefeated, discard any armor, then each character at your location is dealt Combat damage equal to 2 plus the number of cards that have the Attack trait and weapons in your hand, then banish the Will of Ahriman.

Illustration by Tyler Walpole © 2017 Paizo Inc.

OBLIVION'S BRIDGE LOCATION 6

DECK LIST

MONSTER	6
BARRIER	9
WEAPON	2
SPELL	2
ARMOR	2
ITEM	2
ALLY	0
BLESSING	6

AT THIS LOCATION

If any die rolled on a check is a 1 or 2, count it as 0.

WHEN CLOSING

You may close this location automatically.

WHEN PERMANENTLY CLOSED

No effect.

Illustration by Roberto Pitturu © 2017 Paizo Inc.

OBLIVION'S BRIDGE LOCATION 6

The bridge of the sky pyramid was created by the Ushers of Oblivion, dedicated to the destruction of the world and unhallowed by dark rites. It is a strange mixture of black-and-silver-etched sculptures and clockwork controls. Murals depicting depraved and unholy acts of devastation cover the floor. A horrid statue of the dark god Ahriman bathes the area in a palpably evil darkness that seems to attack your mind, body, and soul.

Illustration by Roberto Pitturu © 2017 Paizo Inc.

BLESSING OF THE SAGES LOOT P

ARCANE UNDEAD

TYPE
BLESSING

POWERS

Discard this card to add 1 die to any check.

Recharge this card to add 3d8 to any Knowledge or Perception check.

Recharge this card to examine the top card of any location deck; you may ignore any power that happens when you examine a card. If the examined card lists Knowledge or Perception in its check to acquire or defeat, you may encounter it.

Illustration by Taylor Fischer © 2017 Paizo Inc.

HENCHMAN 5

SHIRA

OUTSIDER

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

19

OR

DIVINE

15

POWERS

If another character at your location has more cards in his hand than you do, that character encounters the Shira instead.

The Shira is immune to the Fire and Poison traits.

Before you act, succeed at a Wisdom, Perception, or Stealth 8 check or bury a card.

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

After you act, succeed at a Constitution or Fortitude 8 check or bury 1d4 cards from the top of your deck.

Illustration by Tyler Walpole © 2017 Paizo Inc.

HENCHMAN 5

USIJ CULTIST

HUMAN CULTIST

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

20

POWERS

When you encounter the Usij Cultist, roll 1d6. All damage dealt by the Usij Cultist has this type:

1-2. Acid 3-4. Electricity 5-6. Fire

Before you act, succeed at an Intelligence, Knowledge, Wisdom, or Divine 8 check or recharge 1d4 cards.

If undefeated or if the result of the check to defeat is greater than 27, each character at your location is dealt 1d4 damage, then discard a card from the blessings deck.

Illustration by Taylor Fischer © 2017 Paizo Inc.

HENCHMAN 5

GHAWWA

TRIGGER
OUTSIDER
AQUATIC

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

18

THEN
STRENGTH
CONSTITUTION
FORTITUDE
DIVINE

5

POWERS

When you examine this card or before you act, a random character summons and encounters the henchman Pairaka.

The Ghawwa is immune to the Fire and Poison traits.

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

After you act, for each of your checks to defeat that have the Melee trait, you are dealt 1d6 Combat damage.

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

Illustration by Christophe Swal © 2017 Paizo Inc.

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.

Illustration by Alexandur Alexandrov © 2017 Paizo Inc.

HENCHMAN 2

PAIRAKA

TRIGGER
CURSE
OUTSIDER

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

13

OR

DIVINE

9

POWERS

When you examine this card, shuffle the top card of the blessings deck into your location deck.

The Pairaka is immune to the Fire and Poison traits.

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

After you act, suffer a scourge.

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

Illustration by Ekaterina Burmak © 2016 Paizo Inc.

POWERS

HAND SIZE 8

PROFICIENT WITH Heavy Weapons, Light Armors

Your Knowledge skill is Intelligence: +3 or your current Knowledge skill. Your Perception skill is Wisdom: +3 or your current Perception skill.

At the start of your turn or when your location deck is shuffled, you may examine the top and bottom cards of your location deck.

You may recharge a card to ignore a power that happens when you examine a card.

For your combat check, you may discard a card or recharge an item to use your Arcane or Divine skill + 2d8 and add the Attack, Bludgeoning, and Magic traits. This counts as playing a spell.

When a character at your location defeats and would banish a barrier, you may shuffle it into a location deck.

At the end of the scenario, or if your character dies, replace this role card with your own.

You are possessed by the spirit of an ancient sage embedded in a powerful jewel.

MNESOSET

SPINEL SAGE

ROLE 5

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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.

Illustration by Jason Engle © 2017 Paizo Inc.



Season of Plundered Tombs

Adventure 6: Destruction Descending

_____ 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		
<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		
<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		
<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					