

SECOND EDITION

# PATHFINDER SOCIETY



YEAR OF  
**CORRUPTION'S  
REACH**

Scenario #2-21

Levels 1-4

**IN PURSUIT OF  
WATER**

By Matt Duval



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## HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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## IN PURSUIT OF WATER

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### GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Bestiary 3*

**Maps:** *Pathfinder Flip-Mat Classics: Desert* and *Pathfinder Flip-Tiles: Dungeon Starter Set*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

### SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>. This scenario has no tags.

### SUMMARY

The PCs receive an official request to explore a ruin in the deserts of Thuvia, a nation of city-states long plagued by the machinations of fiends known as divs. This ruin is a base of operations for a div cult, but it is also rumored to hold a hidden treasure that could help establish new life and prosperous trade in the harsh deserts.

The PCs' journey takes them deep into the desert, where they learn the cultists are attempting to free a powerful div trapped in the ruins of a site called the Inspiring Wellspring. Lacking the three ancient keys necessary to unlock the chamber, the cultists are preparing to use a potent blood sacrifice to empower the div, free it, and poison the desert.



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## ADVENTURE BACKGROUND

In ages past, Osirion's Pharaoh of Forgotten Plagues enticed the lord of all divs, Ahriman, to Golarion to help crush the pharaoh's enemies. When the pharaoh was overthrown, Ahriman fled to his home, the apocalyptic wasteland plane of Abaddon, though many of his div servants remained on Golarion. They established bases of power in the deserts of what is now Thuvia. In the centuries since, divs have wandered Thuvia's interior deserts, furthering Ahriman's mission of destruction at every opportunity, frequently with the help of scattered cabals of div worshippers called the Usij.

Long ago, the Inspiring Wellspring was a series of magnificent structures built in the deeper regions of Thuvia's deserts. Set atop a subterranean waterway, the Wellspring brought a modicum of respite and water to those dwelling in the desert and served as a waypoint, trading post, and place of worship for weary travelers. All that changed almost 300 years ago, when a group of divs descended on the complex and murdered almost all within. A few brave survivors managed to drive the divs off but were forced to seal one of the surviving fiends in the chamber that controlled the water flow, effectively ending the Wellspring's use as a source of water. The survivors then abandoned the site, and the desert soon covered the Wellspring.

In the last decade, a group of Usij learned an aghash div is still imprisoned in the lost Wellspring. The cultists' attempts to free the fiend from its magically warded prison have thus far failed, as they lack the three keys necessary to open the sealed door behind which the div is imprisoned. The Usij can only communicate with the trapped aghash div through a tiny opening, and the fiend cannot escape its confines due to ancient wards that prevent it from using teleportation magic to flee its prison.

The keys to the chamber were scattered after the div attack, each entrusted to one of the surviving families from the Inspiring Wellspring. In the years since finding the Wellspring, the Usij have uncovered two of the three keys, with their agents close to finding the third. The

## WHERE ON GOLARION?

*In Pursuit of Water* begins in Aspenthar, the second largest of the five city-states of Thuvia, a nation built around the famous, immortality-granting sun orchid elixir. From there, the PCs travel south to a ruin deep in Thuvia's deserts. More information on Thuvia can be found on pages 56–57 of *Pathfinder Lost Omens World Guide*.



Thuvian citizen currently in possession of the third key recently survived an Usij attack, pieced together what was happening, and set out to find help. In response to this attack, the local government has called upon the Pathfinder Society for assistance.

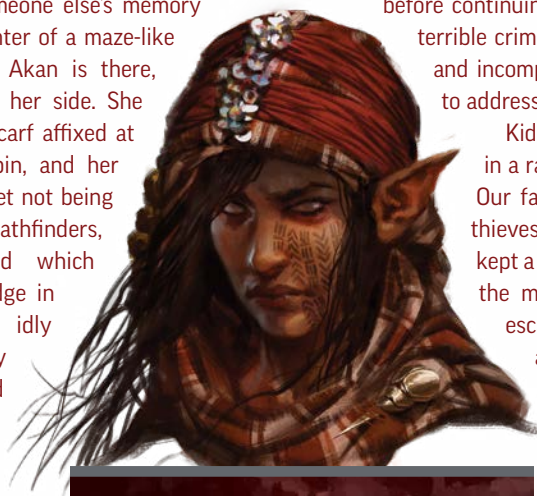
## GETTING STARTED

When the adventure begins, the PCs have reached the Thuvian city-state Aspenthar to meet with **Gol Amri** (N female human representative), who serves as the representative of Prince Zinlo, Aspenthar's ruler. The PCs carry a cloth-wrapped scarab shell with an inset jewel from Venture-Captain **Diya Akan** (NG female half-elf Pathfinder), with a note instructing them to touch the gem upon their arrival in Aspenthar. When they do, the gem imparts a memory magically stored inside it, and each of them "experiences" a brief message from the venture-captain.

Read or paraphrase the following.

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Touching the gem imparts someone else's memory of a shaded pavilion at the center of a maze-like garden. Venture-Captain Diya Akan is there, a sand-colored dog resting at her side. She wears a red and white head scarf affixed at her shoulder with a scarab pin, and her elven eyes are clouded. "I regret not being able to join you in Aspenthar, Pathfinders, but events have transpired which force me to remain at my lodge in Merab." The venture-captain idly pats her dog. "Do not worry about me, though. You should focus on the mission at hand: you'll be traveling deep into Thuvia's deserts to explore an ancient ruin. Prince Zinlo's representative, Gol Amri, waits for you at Aspenthar's public palace to provide details. The prince has promised provisions for this journey; remind Gol Amri if she forgets. Impress the prince if you can—with his approval, we may be able to explore even more ruins near Aspenthar—but be careful, Pathfinders. The hot sands and ancient memories of Thuvia are equally unforgiving."



DIYA AKAN

The memory passes, and the opulence of Aspenthar lies ahead once more. The prince's battalions march along a mosaic lining the main road through the city's center, carrying banners of orange, blue, and black. A palace at the city's heart gleams in the dawn light reflected from its enormous glass windows and doors. The central palace serves as a place for public announcements, events, and government functions. When the guards learn the PCs' business at the palace, they direct the Pathfinders to a spacious sitting room to wait for Gol Amri. The Prince's representative arrives shortly after, along with **Kida Ameen** (N female undine human traveler; *Lost Omens Ancestry Guide* 116). Read or paraphrase the following.



GOL AMRI

A well-dressed Garundi woman enters the room, hands wide in greeting. An older woman follows close behind, clutching an agate key on a broken chain.

The younger woman speaks: "Greetings, Pathfinders! I am Gol Amri, and I welcome you to Aspenthar in the great Prince Zinlo's name." She helps her companion to a seat

before continuing. "This is Kida Ameen, the victim of a terrible crime. The prince in his inestimable wisdom and incomparable justice has sought your Society to address her plight. Kida, please explain."

Kida sips from a glass of water and speaks in a ragged voice. "They came for Husha first. Our families knew each other, and I thought thieves killed him when they found him home. I kept a knife close at night afterward, and when the murderers attacked eight nights later, I escaped." Her hand moves to the bandage at her throat. "My husband was not so fortunate. They didn't seek money, speaking only of a key. This key. My family has held it for generations. My grandmother told me it unlocked a treasure buried deep in the desert. There were three keys, and three families. Nana Surna said our ancestors watched over the greatest wealth in the sands, but they fled when monsters came."

Gol Amri continues as Kida takes another drink. "The Prince's soldiers slew several of these assassins when they brazenly pursued Kida into the streets. The priests interrogated the fallen, discovering they are Usij—cultists bent on the world's destruction. They've found a ruin in the desert which they believe is linked to the keys. We fear they possess at least one key already. Our wise prince does not tolerate these cultists. He requests you find this ruin, purge it of Usij, and put an end to whatever vile scheme they've dared insult him with."

Kida, with a mix of reluctance and relief, offers the key to the Pathfinders. Gol Amri has little patience for questions, but haughtily responds to likely questions as follows.

**What happened to the other keys?** "The priests interrogating the dead learned several assassins already fled with Husha's key, wisely fearing the Prince's wrath. Where the third key is, we do not know."

**Do you have supplies for us?** "The Prince's generosity is boundless! I have arranged the finest travel fare, sufficient water to reach your destination, and the sturdiest of camels to bear it all. Should you require more, the markets are plentiful."

**What can you tell us about the Usij?** "They serve Ahriman, lord of all divs, a demon lord who is determined to corrupt and destroy the world."



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**What can you tell us about the ruin?** “We don’t know the nature of this site, but we believe it was a place of great importance hundreds or perhaps thousands of years ago. The Usij must seek to corrupt it or claim its treasures—or perhaps it is a site of some significance to Ahriman. The priests told me a competent group should be able to reach it in five or six days, traveling south across the desert. I’m sure a group of Pathfinders can manage that.”

**Map:** When the PCs are ready to depart, Gol Amri gives them a map prepared by the royal cartographers. The map indicates they should follow the trade route to an oasis on the way to Pashow and then head southeast.

**Supplies:** Gol Amri provides the PCs with two camels to carry the additional supplies from Prince Zinlo. These supplies include more than enough provisions (water and rations) for each PC to travel to the Inspiring Wellspring and back, two four-person tents, and luxurious bedrolls. The camels are far from burdened by these provisions and can carry an additional 8 Bulk worth of equipment without slowing down. They are sated and healthy and can easily survive long enough without food or water—especially considering the planned stop at the oasis—that they don’t require any for the journey. The PCs also receive the royal cartographer’s directions on a vellum scroll, and, if they require it, sets of clothes suitable for travel beneath the harsh desert sun.

## DIV LORE OR RELIGION (RECALL KNOWLEDGE)

Based on the result of a DC 15 Religion check, a DC 13 Div Lore check, or another appropriate DC 13 Lore check to Recall Knowledge, the PCs might know more information relevant to this adventure about divs and the Usij. Remember this check should be rolled secretly.

**Critical Success** Divs were once genies tasked with aiding mortals in acts of creation. Each div has an obsession from their prior existence, such as the skull-headed doru’s desire for arcane secrets and the aghash’s hatred of all beauty.

**Success** The Usij are cults of fiend-worshippers, dedicated to the foul divs and their fearsome lord, the living destruction known as Ahriman. Their goals always seek to ruin or undermine mortals.

**Critical Failure** Div and Usij favor bargains and deals, always abiding to the letter of the agreement.

## HERO POINTS

Once the PCs have finished their preparations and requisitioned supplies, remind the players that they each have 1 Hero Point available.

## DESERT JOURNEY

The journey consists of 37 miles to reach the trade route oasis (Area A) then another 54 miles to reach the Inspiring Wellspring. By following the directions from Prince Zinlo’s royal cartographer, the PCs avoid any chance of getting lost. The PCs’ skill at traversing the desert’s shifting dunes can help them avoid unpleasant obstacles. Use **Table 9-2: Travel Speed** (*Core Rulebook* 479) to determine how many miles the party travels per

day. A party with a speed of 25 feet (20 miles per day) can reach the oasis in 2 days, then the Wellspring in 3 more days, assuming the PCs succeed at their checks to traverse the desert (see the **Traverse Thuvia’s Dunes** activity, below). At this time of year, Thuvia’s deserts are relatively hot during the day and mild to cool at night, though PCs wearing appropriate clothing—such as the clothes Gol Amri gave them—can travel normally in these temperatures.

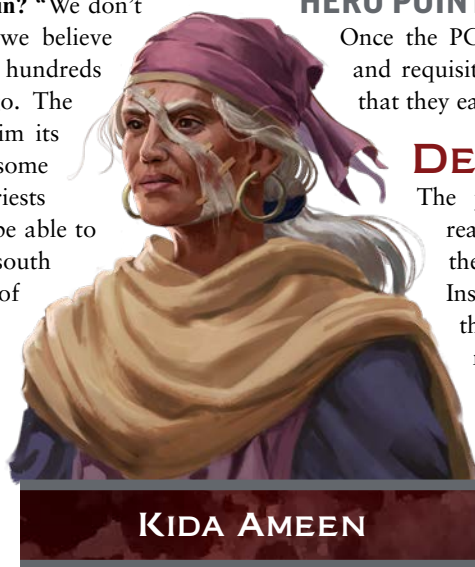
At the beginning of each day the PCs spend traveling through the desert, have one PC make a check to **Traverse Thuvia’s Dunes**. After they’ve traveled 37 miles, they reach the oasis (page 6). Then, they must continue to travel another 54 miles, at which point they reach the Inspiring Wellspring (page 9). Keep track of how many days it takes the PCs to reach the Wellspring, as their travel time can impact whether they succeed at their secondary objective. Rather than tracking the PCs’ supplies, assume the camels carry enough for the journey.

## TRAVERSE THUVIA’S DUNES

EXPLORATION MOVE

Traveling across Thuvia’s shifting dunes requires one PC to attempt a DC 12 Desert Lore check, DC 15 Survival check, or DC 18 Perception check each day, representing their attempt to find the steadiest path across the dunes over the course of 8 hours of travel. (For Levels 3–4, the DCs are 2 higher due to stronger winds.)

**Critical Success** The PCs find a path across firm sand, traveling at their normal speed for the day. They also successfully anticipate a clear path to follow on the next day, gaining a +2 circumstance bonus to the next day’s check to Traverse Thuvia’s Dunes.



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**Success** The PCs find a path across firm sand, traveling at their normal speed for the day.

**Failure** The PCs cannot find a clear path across firm sand. They travel at half their normal speed for the day, and one Desert Event occurs.

**Critical Failure** The PCs cannot find a clear path across firm sand. They travel at one quarter their normal speed for the day, and one Desert Event occurs.

## DESERT EVENTS

When the PCs encounter a Desert Event, roll 1d4 on the table below. If the PCs roll the same event twice, ignore it and select another; if they have already encountered all four events, failure on the check to Traverse Thuvia's Dunes still reduces their speed but does not trigger another event.

TABLE: DESERT EVENTS

1D4	EVENT
1	Dry quicksand
2	Mirage
3	Strong wind
4	Swarming insects

When encountering an event, the PCs earn Obstacle Points based upon their results on appropriate checks. At the GM's discretion, the expenditure of appropriate spells or abilities (such as *burning hands* to disperse the swarming insects) can count as an automatic success for a PC.

**Critical Success** The PCs earn 2 Obstacle Points.

**Success** The PCs earn 1 Obstacle Point.

**Critical Success** The PCs lose 1 Obstacle Point.

Track how many Obstacle Points the PCs earn for each obstacle. If the PCs earn at least as many Obstacle Points as half the number of PCs, they successfully bypass the obstacle; otherwise, they face a complication. For Levels 3–4, increase all DCs by 2.

## DRY QUICKSAND

The PCs stumble across a massive field of loose sand that yields easily under their weight, dragging them down.

**Check:** DC 15 Reflex save, or DC 13 Athletics, Crafting, Survival, or relevant Lore check

**Complication:** The PCs take a –2 circumstance penalty to their next check to Traverse Thuvia's Dunes as they are forced to find a way around the hazard.

## MIRAGE

The mountains and dunes shimmer, rolling and shifting about and making landmarks hard to discern.

**Check:** DC 15 Perception check, or DC 13 Survival or appropriate Lore check

**Complication:** The PCs lose all their travel progress for the day as the group temporarily travels back in the direction they came from.

## STRONG WIND

Strong wind causes the dunes to shift more rapidly than usual.

**Check:** DC 15 Fortitude save, or DC 13 Acrobatics, Athletics, or appropriate Lore check

**Complication:** The PCs reduce their travel distance by half for today (such as from one half to one quarter, or one quarter to one eighth).

## SWARMING INSECTS

Black-shelled beetles rise from the sands and pour over the party, also startling the camels.

**Check:** DC 13 Acrobatics (Tumble Through), Nature (Command an Animal), Survival, or appropriate Lore check

**Complication:** The PCs lose all their travel progress for the day, as they must take time to recover the fleeing camels and coerce them to move through the area.

## A. OASIS MODERATE

This small oasis serves as a waypoint on the desert trade route between Aspenthar and Pashow. As the PCs arrive, read or paraphrase the following.

The desert sun reflects off the still waters of an oasis. Smoke rises from a small fire beneath the surrounding acacia grove. A nearby stack of corpses crawling and buzzing with flies mars the scene. Shadows of moving figures flicker out from the campsite onto the sands. Faint whimpering follows a guttural, crackling voice.

The water drops off sharply at the shore. It is 10 feet deep at the edges and 15 feet deep in the middle.

Use the map on page 7 for this encounter.

**Creatures:** Usij cultists wait here for the assassins sent to retrieve the key from Kida Ameen. If the PCs approach the oasis without attempting to conceal themselves in some way, the Usij cultists notice them when they reach the edge of the map and immediately attack. If the PCs successfully Sneak or otherwise avoid the cultists' notice, they can approach to the edge of the trees (or until they become detected). If they reach the trees, the PCs notice two chained prisoners near the water and a fiendish face flickering in the campfire. The fiendish face is that of the Usij cultists' ally and master, a doru div (*Pathfinder Bestiary* 3 68) named Derashem, who speaks to the



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## PORTRAYING DIVS

The fiendish servants of Ahriman crave the destruction of all mortal creation. They're vicious and spiteful and have vile obsessions. Doru divs are obsessed with collecting secrets, and they relish opportunities to combine their collected secrets with lies to foster conspiracies, fear, and violence. Aghash divs despise beauty, and they are compelled to destroy art and harm charismatic mortals physically or psychologically. GMs can play up the divs' wickedness or present their obsessions as humorous foibles, depending on what's comfortable for the players.



USIJ CULTIST

cultists through the fire from the Inspiring Wellspring. It speaks to the cultists in Daemonic: "Enough delays. Bring the sacrifices. Their blood—and the beauty of their marriage—shall serve us well, with or without the third key." PCs can Recall Knowledge about doru divs from observing its image. To contact Derashem, the cultists used the last of a rare magic powder that allows them to communicate with the divs they serve.

The Usij slew the members of a caravan when they arrived at the oasis, stacking the bodies nearby to poison the waters once they depart. They captured **Seda** (N female human tailor) and **Rasool Alame** (LN male human merchant), a newlywed couple returning to Aspenthar from a visit to Seda's parents in Pashow. Derashem wishes to sacrifice something beautiful to strengthen Sezruth (see area C) after the aghash's release, and the destruction of a new, happy marriage suits that goal. The cultists bound both captives in chains and keep them near the water.

In combat, if an Usij starts their turn without having been attacked since their last turn or engaging a foe in melee combat, that Usij moves to Seda and Rasool and knocks them into the water with a two-action activity. The chains drag the couple down and they start to drown. A PC can save both prisoners (as the chains bind them to one another) by succeeding at a DC 13 Athletics check to Swim (DC 15 for Levels 3–4) while adjacent to at least one prisoner. The prisoners fall unconscious after 4 rounds in the water and drown after 5 rounds unless the PCs save them.

The Usij fight to the death to please their div master. One casts *bane*, one uses their whip to disarm physically weak foes, and the rest attack with daggers and spells.

Derashem observes the battle and encourages the Usij. The doru div makes appreciative remarks at pain inflicted on the PCs and Usij alike. When the last Usij falls or a PC extinguishes the brazier, it makes one last threat in Daemonic before vanishing: "Ahriman's wrath approaches. You cannot withstand it."

The PCs can extinguish the brazier with a two-action activity to tip it while within reach, or by taking any other action that would extinguish a small fire.



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## LEVELS 1-2

### USIJ ACOLYTES (4)

### CREATURE -1

Page 17, art on page 28

## LEVELS 3-4

### USIJ CULTISTS (4)

### CREATURE 1

Page 23, art on page 28

**Rewards:** The Usij kept some treasures from the pillaged caravan and destroyed the rest. The PCs find several weeks' worth of provisions and two *minor healing potions* (or two *lesser healing potions* for Levels 3-4). Seda has a masterpiece shawl decorated with sapphires worth 2 gp she wove for her wedding. She offers it in thanks, accepting no refusal. If she survived, this beautiful item can repair a ward in area **B**. If she died, the tragedy makes it unsuitable.

A book merchant was transporting a copy of *Parvad's Calamities*, an Osiriani history of the wars with the Jistka Imperium, worth 4 sp. Derashem desired this tome and if any PC speaks Osiriani or succeeds at a DC 15 Society check to Decipher Writing, the PCs gain a +2 circumstance bonus to skill checks for Derashem's Covetous of Secrets ability.

**Development:** If a PC succeeds at a DC 15 Perception check to Seek, they notice a tattoo on one of the fallen cultist's arms. It depicts a stylized blue eye ringed with fangs; the PCs can attempt to Recall Knowledge about aghash divs (*Pathfinder Bestiary* 3 69) if they discover the tattoo, as the tattoo closely resembles an aghash's head.

If Seda and Rasool survive, the couple thank the PCs and plan to wait at the oasis for another caravan to pass through. They share that the Usij spoke reverently of killing them to "free the ancient one," and that "poison would flow from the desert."

The PCs must travel the remaining 54 miles to the Inspiring Wellspring to the southeast. After they have traveled this distance, proceed to **Event: Fierce Sandstorm**.

## EVENT: FIERCE SANDSTORM

As the PCs travel the remaining miles to the Inspiring Wellspring, read or paraphrase the following.

The few sounds of insects disappear and the sun dims, though no clouds touch the sky. A faint smudge on the southern horizon grows to a mountain and then fills the whole of the world as a mile-high wall of sand and roaring winds races across the desert. From the crest of the dune,

## EVIL GROWS STRONGER

As Sezruth tests its prison, ominous signs appear, giving the impression that time runs short. Ten minutes after the PCs arrive, a shudder passes through the structure, causing dust to spill from the ceiling. After thirty minutes, beetles and other vermin pour from the walls, fleeing the area. After an hour, the structure groans and sand slowly spills in from outside. After two hours the walls weep black ichor. After three hours, Sezruth corrupts the Wellspring, poisoning the waters. For each ward the PCs repair in area **B**, it takes one additional hour for Sezruth to corrupt the Wellspring.

the only shelter in sight is a half-buried stone structure, a tilted column pointing out of the sand with an open door and fallen megaliths dotted around it. Then the storm descends with a furious shriek of lashing winds.

The PCs must navigate the sandstorm to reach the Inspiring Wellspring. Each PC who succeeds at a DC 12 Acrobatics, Athletics, Crafting, Medicine, Nature, Survival, or appropriate Lore check (DC 15 for Levels 3-4) reduces the damage (such as by finding cover, constructing a barrier, or the like).

**Critical Success** The PC avoids taking any damage.

**Success** The PC takes 1d4 piercing damage (2d4 damage for Levels 3-4).

**Failure** The PC takes 2d4 piercing damage (3d4 damage for Levels 3-4).

**Critical Failure** The PC takes 2d4 piercing damage (3d4 damage for Levels 3-4) and is fatigued.

**Development:** The sandstorm soon passes over the PCs, and they arrive at the Inspiring Wellspring.

## INSPIRING WELLSPRING

Long ago, Kida Ameen's ancestors built a settlement and refuge that tapped into an underground waterway deep below. The endless water in the desert's heart made the location a trade and travel center that expanded until the div attacked. After centuries of storms, only the tower remains above the sands. The passage of time, along with the div attack, left the interior ruined.

Unless otherwise noted, the ruins are in darkness. Interior hallways are 8 feet high, and rooms are 15 feet high, and interior surfaces are made from quarried limestone. The areas described represent the relevant portions of the facility for this adventure, but numerous unexplored areas remain.

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The only entrance that remains leads to the Usij Encampment (see below), from which the PCs can reach the Fallen Temple (see below) and area **B** (page 11). Track how much time they spend in these areas; the aghash div Sezruth further corrupts the wellspring with the passage of time (see the Evil Grows Stronger sidebar on page 9).

## USIJ ENCAMPMENT

This room lies immediately inside the entrance.

*Filthy bedding, open crates, and a smoldering campfire fill one corner of the spacious vestibule. Several bodies molder near a dusty passageway to the east. A set of stairs sits opposite the entrance. A pile of smashed pottery and broken art objects sits in the center of the chamber while recent damage mars the ancient murals and reliefs on the chamber walls.*

This is the Usij's main camp. Bedding, rations, dried dung for the fire, and barrels of water sufficient for a dozen people for a week sit around the dozen bedrolls. The Usij piled the bodies of those who died trying to claim the key in the Fallen Temple nearby to use as emergency meat or offerings, as necessary.

The room is dimly lit while the door is open during the day. The PCs can secure the door against the storm outside with a successful DC 15 Crafting check to Repair it (DC 17 for Levels 3–4). This reduces the DCs to Investigate or Search (see below) by 2, but the closed door leaves the room in darkness.

PCs who succeed at a DC 14 Survival check to Track (DC 16 for Levels 3–4) locate evidence of recent traffic on the stairs. They also find footprints from the last few days and dried blood leading down the eastern corridor. PCs who succeed at a DC 16 Medicine check (DC 18 for Levels 3–4) to Investigate the bodies find they died from severe bludgeoning damage. PCs who critically succeed find parts of the bodies rapidly withered, evidence of undead attacks. These people perished from poltergeists battering them with rocks in the Fallen Temple.

PCs Investigating the walls find intact carvings and murals showing water flowing forth from the sands and creating verdant surroundings, with travelers of multiple cultures coming together in peace. PCs who succeed at a DC 16 Society, Ancient Osirion Lore, Archaeology Lore, or other appropriate Lore check (DC 18 for Levels 3–4) notice that the inhabitants show minor features of elemental water ancestry and evidence of architecture inspired by the styles of the Jistka Imperium.

**Rewards:** PCs who succeed at a DC 15 Perception check to Seek (DC 17 for Levels 3–4) locate a small cedar box containing two lesser antidotes (and a *crying*

*angel pendant* for Levels 3–4) hidden among the Usij's bedding. The PCs also find a beautiful golden angel statuette among the destroyed relics in the room's center, an ancient religious symbol of Sarenrae worth 5 gp. PCs who are trained in Crafting or Religion recognize this as a work of art. The PCs can use this item in area **B** to repair a ward.

**Passage to the Fallen Temple:** The eastern corridor winds down a spiraling ramp and through excavated corridors of a collapsed marketplace for about 10 minutes, eventually leading to an intact stone archway (the entrance to the Fallen Temple; see below). The PCs notice numerous bloodstains and two more battered Usij corpses on the way.

**Stairs to Area B:** The stairs head down several flights past doorways buried in rubble for about 15 minutes before reaching an excavated landing, which opens into area **B** (page 11).

## FALLEN TEMPLE

## LOW

The destroyed marketplace holds aqueducts, fountains, and other features of once plentiful waterworks, now filled with dust. Following the ruined path leads to a recently excavated temple archway. The ceiling inside the temple is 20 feet high at its center.

*A faded mural of masked birds leading spectral figures inward in a spiral to the chamber's center adorns the cracked and broken ceiling. Statues are shattered and defaced in alcoves. A twisted corpse lies near the hallway. Old bones sit further inside, many pinioned with rusted blades.*

Haman Gabet was a patriarch and keyholder for one of the three keys to the Wellspring, and the key still remains on his body. Derashem lost many Usij trying to claim the key, eventually giving up and pursuing other methods. The key Kida gave the Pathfinders reacts as it approaches its sibling, slightly humming as condensation forms on it.

PCs who succeed at a DC 16 Religion check to Recall Knowledge recognize the masked, four-winged birds as nosoi psychopomps and the imagery of Pharasma's spiral. This knowledge grants them a +1 circumstance bonus to all checks to overcome the vengeful water spirits (see below). PCs wearing a religious symbol of Pharasma reduce the DCs of all checks to overcome these spirits by 1.

**Vengeful Spirits:** Angry spirits inside this fallen temple to Pharasma slew the Usij. During the Inspiring Wellspring's fall, many defenders and civilians sought refuge here, where the div slaughtered them all. The divs desecrated and unhallowed the temple, causing the



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dead to rise as vengeful spirits. The Usij's presence with Derashem stirred the spectral remnants here, and they continue to angrily lash out at anyone who enters.

As the PCs enter the fallen temple, they experience a variant Chase encounter, a series of obstacles assailing them in this chamber over several rounds. When they enter the archway, read or paraphrase the following.

*Ancient dust stirs, the wind flowing past like an indrawn breath. Faint whispers grow in number from sources just out of sight, flickers of motion dancing at the edge of perception.*

The PCs must overcome the obstacles to avoid or appease the spirits and obtain one of the three keys—and other treasures—from the chamber. Use the following rules to resolve this encounter: The GM presents the next obstacle in the series (starting with the first and proceeding in order), including a description of the obstacle, the checks the PCs can attempt to earn Chase Points (and their DCs), and the number of Chase Points required to overcome the obstacle. Each round, the PCs may take their turns in any order. On a PC's turn, they attempt any one required roll, and the result determines how many Chase Points they earn for the group. A PC can also choose not to act in a round, neither gaining nor losing Chase Points.

**Critical Success** The PCs gain 2 Chase Points.

**Success** The PCs gain 1 Chase Point.

**Critical Failure** The PCs lose 1 Chase Point.

Each obstacle remains until the PCs overcome it or until each PC has made one attempt (successful or otherwise) to earn Chase Points for that obstacle, at which point it dissipates and the next obstacle appears. Keep track of how many obstacles the PCs overcome by earning Chase Points (as opposed to those that dissipate because they failed to earn enough points), which impacts their rewards from this area as well as contributing to their secondary success conditions.

A PC can automatically succeed at one check (earning 1 Chase Point) by expending a *holy water* or by casting a spell of 1st level or higher that deals positive damage, either of which causes the spirits to recoil.

## LEVELS 1-2

### VENGEFUL SPIRITS

Page 18

### OBSTACLES 1 AND 2

## LEVELS 3-4

### VENGEFUL SPIRITS

Page 24

### OBSTACLES 3 AND 4

**Rewards:** The room shakes from the fury of the vengeful spirits, potentially burying the valuable objects here beyond recovery. If the PCs successfully overcome one or more obstacles, they calm the spirits enough to recover the items. If the PCs overcome at least two obstacles with Chase Points, they find one of the three keys, carved from a swirled teal jasper, clutched in Haman's skeletal hand at the rear of the chamber. They also find a low-grade cold iron shortsword embedded in a doru skull hidden in a collapsed wall. The skull crumbles into foul black dust when disturbed, but the blade remains.

If the PCs successfully overcome three or more obstacles, they also find an untarnished silver offering plate in a hidden recess in the altar, embossed with images of psychopomps and worth 2 gp. When they find the plate, Haman Gabet's spirit speaks to them, his voice echoing, "I sealed the fiend while my best warriors held it at bay. Now the wards fail. Please, rebuild the wards with the beauty it hates and weaken the aghash. Destroy it. Don't let corruption claim our legacy." Then the spirits fade. The plate is a work of art and the PCs can use it to repair a ward in area B.

## B. WARD CHAMBER

## MODERATE

A dry fountain crumbles in the center of a large, pillared chamber, dust-filled runnels for water leading to and from it. A closed marble double door engraved with reliefs bears a large circular lock with three key holes. Faint ruby light seeps from the other side where the wall and door have eroded and weakened. Four shattered altars line the wall.

Use the map on page 12 for this encounter. The PCs enter from the north, and the marble doors block the passage to the south, which leads to area C.

**Hazard:** The remaining Usij prepared a blood sacrifice to break the wards binding Sezruth in the chamber beyond the marble door. The PCs arrive just after the remaining Usij have killed two of their own, causing a circle of Daemonic runes to flare with red light and triggering the hazard's Siphon Blood reaction, granting Sezruth (the aghash in area C) 2 Blood Points.

## LEVELS 1-2

### EMPOWERING BLOOD

Page 19

### HAZARD -1

## LEVELS 3-4

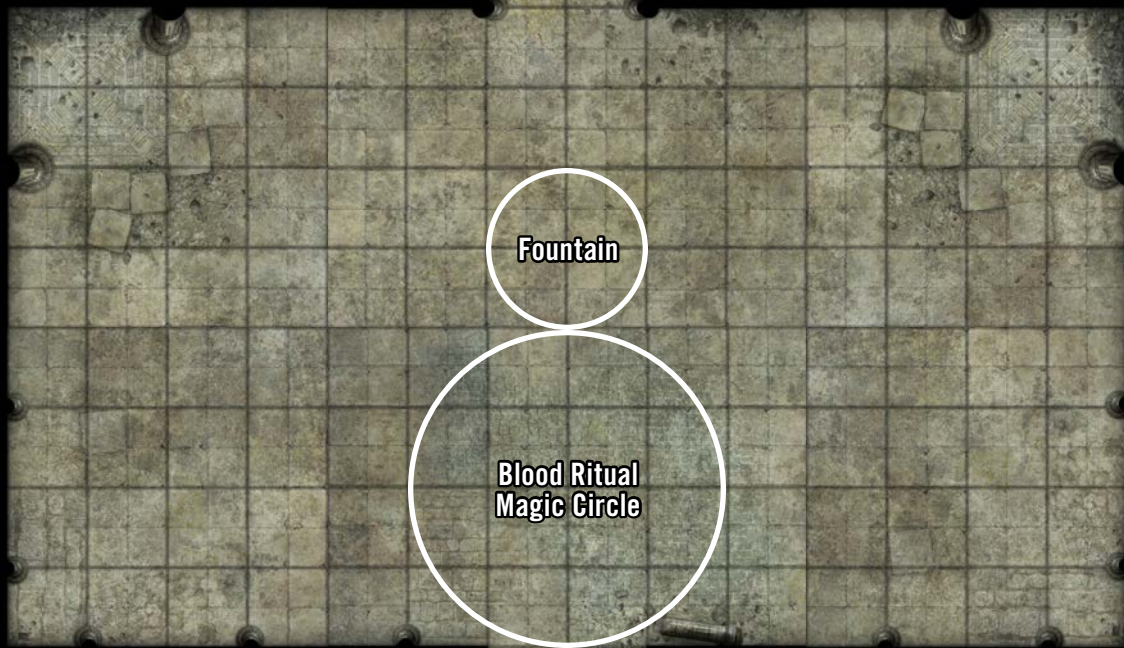
### EMPOWERING BLOOD

Page 25

### HAZARD 1

# IN PURSUIT OF WATER

## B. WARD CHAMBER



1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set



# IN PURSUIT OF WATER

**Creatures:** Derashem is a doru div (*Bestiary* 3 68) that previously served a conjuror in Pashow as a familiar. The doru's obsession with how civilizations collapse led it to a historical account detailing the fall of the Inspiring Wellspring. Sensing Ahriman's guidance, Derashem had Usij assassinate its master, find the Wellspring, and search for the three lost keys. Derashem plans to trade Sezruth's freedom for knowledge of past destruction the aghash witnessed firsthand, then slowly poison the Wellspring, spreading corruption across the desert.

On noticing the PCs, Derashem eagerly orders the surviving cultists to bleed the intruders for sacrifice. The Usij lure the PCs to fight them within the empowering blood hazard's area, hoping to strengthen Sezruth. Derashem uses *charm* and *invisibility* to avoid strong PCs and attacks weak-looking PCs to poison them. If the PCs make significant noise while approaching, Derashem uses *illusory object* to create the image of a second circle of runes identical to the true hazard, hoping it confuses the PCs.

## LEVELS 1-2

### USIJ ACOLYTES (2)

### CREATURE -1

Page 19, art on page 28

### DORU

### CREATURE 1

Page 19

## LEVELS 3-4

### USIJ CULTISTS (3)

### CREATURE 1

Page 25, art on page 28

### DORU

### CREATURE 1

Page 25

**Rewards:** The third key, made from gabbro stone and threaded with platinum, is already in the door mechanism. Additionally, the PCs find an intact porcelain wren worth 2 gp in the dust around the fountain, amid the broken remnants of its flock. The PCs can use this work of art to repair one of the wards here (see below).

Derashem's journal contains notes in Daemonic about its former master, Golpari, the blood magic it's using to empower Sezruth, details of what it learned about Sezruth and the Inspiring Wellspring, and a record of the search for the keys, encompassing the Usij efforts detailed in the adventure background on page 3.

**Marble Door:** The south wall and double door leading to the Wellspring (area C) are marble, in contrast to previous rooms. The door bears detailed carvings of the

three families who shared the Inspiring Wellspring, all coming together and working as one, with water flowing from the keyholes to them and carrying signifiers of prosperity. Ancient magic reinforces the door. To open the door to area C, the PCs must turn all three keys simultaneously. As they do, the stone rolls back along the mechanism like flowing water and the figures in the carvings move about through an ingenious work of stonemasonry. The PCs can substitute a *knock* spell for one key, and if three more creatures (in addition to the two cultists already sacrificed prior to the encounter) are reduced to 0 Hit Points in the area of the empowering blood hazard, the lock on the door crumbles with a crack of thunder, and the stone doors collapse on their hinges.

**Wards:** The broken altars once held objects of great crafting skill and beauty, but are now broken and ruined. PCs who succeed at a DC 14 Arcana, Occultism, Religion or appropriate Lore check (16 for Levels 3-4), or those who spoke with Haman Gabet in the Fallen Temple, recognize the broken wards serve to weaken a creature barricaded beyond the marble doors, and block its teleportation.

If the PCs place an item of great beauty on an altar, they activate that ward (see area C for the effects of these wards). They can use the especially suitable objects they find during the adventure, including Seda's shawl in Area A, the golden holy symbol from the Usij Encampment, the silver plate from the Fallen Temple, the porcelain wren found in this area, or any other art object worth at least 5 gp (15 gp for Levels 3-4).

**Development:** Even with wards in place, it's immediately apparent the wards containing the fiend beyond the marble doors are mere hours from failing, unleashing the creature on Thuvia once more. The PCs should have ample reason to explore the passage leading to the Fallen Temple (if they have not done so already), where they can find the third key necessary to open the door and confront the div.

## C. WELLSPRING

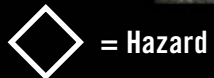
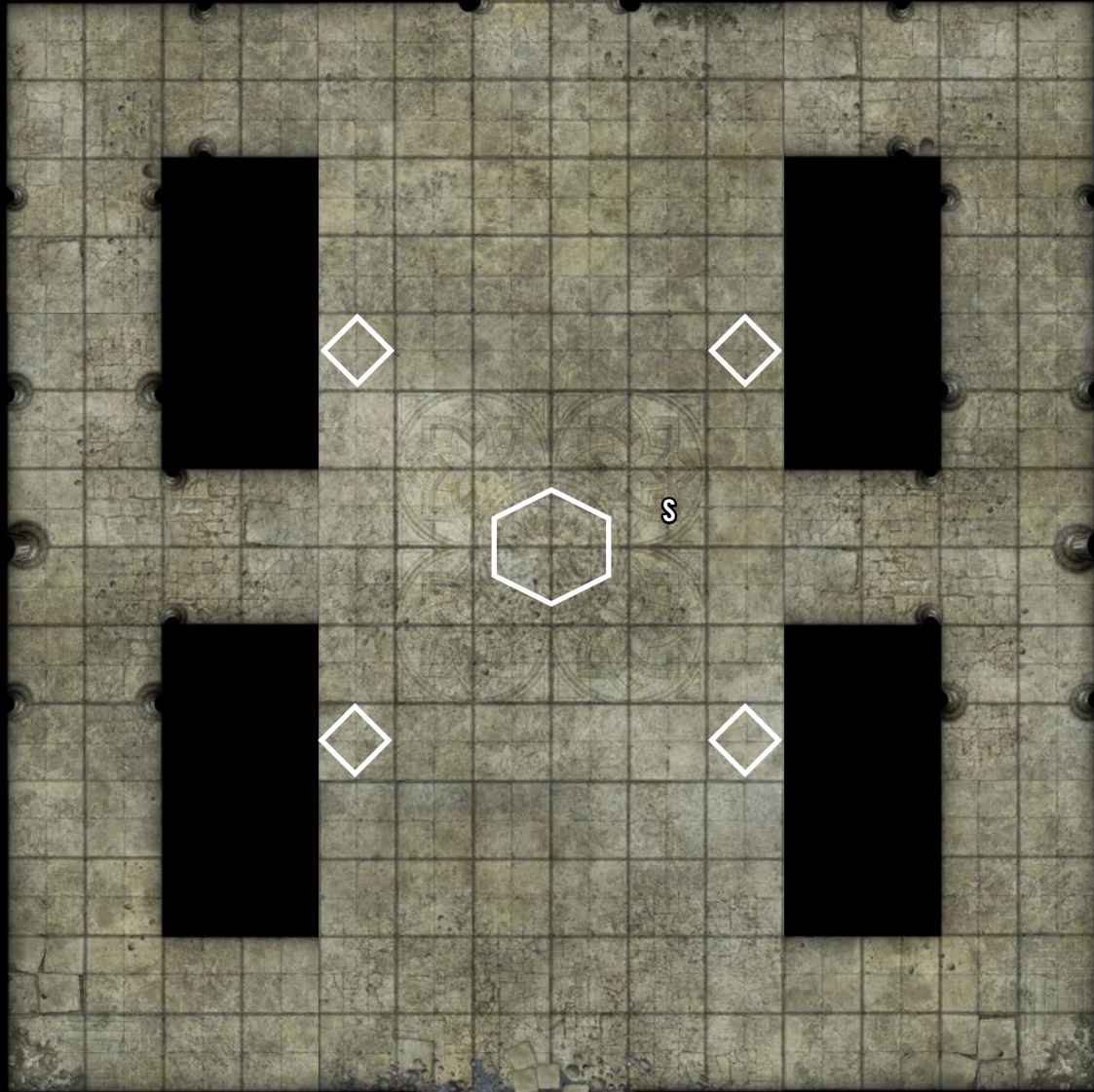
## SEVERE

A pungent, musty scent chokes the air. Grim bone fetishes strung with knotted hair hang from walls and pillars scratched with fiendish runes that prick and sting the eye when looked upon. A central altar of skulls encircled with soiled rags flickers with ruby light. Behind the foulness, the burble of clean, flowing water beckons from a pristine waterfall in the rear of the chamber.

This chamber controls the flow of water from the waterway further below. Pillars built around the waterfall have metal handles that fold out from the stone, and

# IN PURSUIT OF WATER

## C. WELLSPRING



= Hazard

S = Sezruth

1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set



# IN PURSUIT OF WATER

different positions direct water to decorative features, cisterns, and pools as needed. Channels are visible in the partially transparent floor when the water flows through, creating beautiful patterns of motion through the room. These patterns count as an active ward (see Wards below). If Sezruth corrupted the waters (see the Evil Grows Stronger sidebar on page 9), the waterfall now flows with sludge, and this ward has eroded away.

Use the map on page 14 for this encounter. The PCs enter the room from area **B** to the north.

**Empowering Blood and Wards:** The empowering blood in area **B** feeds the aghash's strength. By default, Sezruth starts with 2 Blood Points from the sacrifices the Usij made in area **B**, plus additional Blood Points based on the activation of the empowering blood hazard. For each active ward in area **B** and **C**, reduce the number of Sezruth's Blood Points from the empowering blood by 1 (minimum 0). If at least one ward is active, Sezruth cannot use *dimension door*.

**Hazard:** Sezruth spent centuries laying curses on the chamber through Daemonic runes and bone fetishes placed on the pillars.

## LEVELS 1–2

### FORETOLD RUIN

Page 22

### HAZARD 1

## LEVELS 3–4

### FORETOLD RUIN

Page 27

### HAZARD 3

**Creatures:** The aghash div Sezruth engineered the attack on the Inspiring Wellspring 300 years ago, despising that the waters ennobled the mortals here to creative endeavor. In the div's haste, it didn't see the wards placed outside the chamber, a trap the keyholders laid to contain Sezruth while they sealed the room.

Sezruth found it could not leave this room. The div spent centuries tearing at its prison, mutilating the remains of those who died fighting, and desecrating the chamber. The water's purity and ever-flowing nature defied Sezruth's efforts to corrupt it. The recent blood offerings and Usij blasphemies reinvigorated Sezruth, and the div renewed its efforts to curse the water.

When the PCs enter the room, Sezruth emerges from its hiding place among the piles of bloody rags near the bone circle. The div conjures a sandstorm that extinguishes any unprotected flames, then focuses

attacks on the conscious PC with the highest Charisma, using Cursed Gaze to hinder other PCs that interfere and tearing through anyone who gets in the way.

If there are no active wards, Sezruth flees with *dimension door* when reduced below 20 Hit Points (40 for Levels 3–4). If any wards are active, Sezruth fights to the death.



SEZRUTH

# IN PURSUIT OF WATER

For larger groups of PCs, Sezruth is accompanied by one or more zombies. These are former residents of the Wellspring who now serve Sezruth as mindless undead. Sezruth avoids catching them in the sandstorm if possible. The zombies fight to the death.

## LEVELS 1–2

### SEZRUTH

### CREATURE 3

Page 21, art on page 29

## LEVELS 3–4

### SEZRUTH

### CREATURE 5

Page 26, art on page 29

**Development:** After the PCs defeat Sezruth, the foulness in the room diminishes. The PCs can freely investigate the chamber and learn how the water controls work if they haven't already. The passage south leads deeper into the Wellspring, behind the waterfall—a potential area for future exploration, but with the Usij defeated, the PCs should return to Aspenthar to make their report.

If the PCs flee the chamber or are defeated, Sezruth destroys one remaining ward each round, then places a curse on the waters and departs the Inspiring Wellspring to plan further wickedness. The div does not pursue PCs who flee, relishing the fear and knowledge of failure these mortals now carry.

If the PCs defeated Sezruth, but the aghash cursed the waters before they arrived (see *Evil Grows Stronger* on page 9), a PC can reverse the curse with a successful DC 17 Occultism or Religion check (DC 19 for Levels 3–4). Expending *holy water* grants a +2 item bonus on his check. Each PC can attempt this check once. If the PCs fail, the curse's hold grows too strong to easily remove.

## CONCLUSION

The PCs meet with Gol Amri on returning to Aspenthar. If the PCs defeated the div and secured the Wellspring, she praises Prince Zinlo for his infinite wisdom in selecting the Pathfinders for this task. If they laid to rest the vengeful spirits and rescued Seda and Rasool, she commends them for performing noble needs beyond their mandate.

Gol Amri affirms that per the arrangement with Venture-Captain Diya Akan, the Pathfinders shall have continued rights of exploration for any unexplored portions of the reclaimed Wellspring. She presents the PCs with a crystal chalice filled with small topaz, sapphires, and black opals worth 20 gp as a reward for their success. She impresses on them that the gems are the colors of Aspenthar's heraldry, and that this gift is a sign of Prince Zinlo's approval—a most precious gift indeed.

If the PCs instead failed to defeat the div, Gol Amri tersely dismisses them, vowing to waste no more time on Pathfinders.

## REPORTING NOTES

Check box **A** if Sezruth survived. Check box **B** if Sezruth corrupted the Wellspring and the PCs did not purify it.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they defeat Sezruth, Derashem, and the Usij. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they accomplish at least two of the following tasks: save Seda and Rasool in area **A**; reach the Inspiring Wellspring in 7 days or less; lay the vengeful spirits to rest by earning enough Chase Points to overcome at least 3 obstacles in the Fallen Temple chase; or defeat Sezruth before the div corrupts the Wellspring in area **C**. Doing so earns each PC 2 additional Reputation with their chosen faction.



# IN PURSUIT OF WATER

## APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. OASIS (LEVELS 1-2)

#### USIJ ACOLYTES (4)

#### CREATURE -1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +5

**Languages** Common, Daemonic

**Skills** Athletics +4, Deception +4, Religion +4

**Str** +1, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

**Items** dagger, religious symbol of Ahriman, whip

**AC** 15; **Fort** +5, **Ref** +3, **Will** +7

**HP** 8

**Death Frenzy** ➤ **Trigger** The Usij acolyte is reduced to 0 Hit Points, and the acolyte can see or hear a div within 60 feet;

**Effect** The Usij acolyte makes a melee Strike before dying.

**Speed** 25 feet

**Melee** ➤ dagger +6 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Melee** ➤ whip +6 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+1 slashing

**Ranged** ➤ dagger +4 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

**Divine Prepared Spells** DC 16, attack +8; **1st** *bane*; **Cantrips** (1st) *daze*, *detect magic*, *divine lance*, *guidance*

## SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Replace one Usij acolyte with an Usij cultist.

**12–13 Challenge Points:** Replace two Usij acolytes with Usij cultists.

**14–15 Challenge Points:** The PCs face three Usij acolytes and two Usij cultists.

**16–18 Challenge Points (5+ players):** The PCs face two Usij acolytes and three Usij cultists.

#### USIJ CULTISTS (0)

#### CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common, Daemonic

**Skills** Athletics +7, Deception +6, Religion +6

**Str** +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

**Items** dagger, religious symbol of Ahriman, whip

**AC** 16; **Fort** +7, **Ref** +5, **Will** +8

**HP** 21

**Death Frenzy** ➤ **Trigger** The Usij cultist is reduced to 0 Hit Points, and the cultist can see or hear a div within 60 feet;

**Effect** The Usij cultist makes a melee Strike before dying.

**Speed** 25 feet

**Melee** ➤ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Melee** ➤ whip +7 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+4 slashing

**Ranged** ➤ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

**Divine Prepared Spells** DC 17, attack +9; **1st** *bane*, *harm* \*2, *heal*; **Cantrips** (1st) *daze*, *detect magic*, *divine lance*, *guidance*, *shield*

# IN PURSUIT OF WATER

## FALLEN TEMPLE (LEVELS 1-2)

### VENGEFUL SPIRITS

#### WHISPERING SPIRITS

#### OBSTACLE 1

**Chase Points** 2; **Overcome** DC 13 Crafting or Intimidation to block out the noise, DC 15 Performance or Religion to counter-chant

Ghostly voices echo around the room.

#### GRASPING HANDS

#### OBSTACLE 1

**Chase Points** 2; **Overcome** DC 16 Acrobatics or Stealth to avoid the bones, DC 14 Athletics or Strike with bludgeoning damage against AC 14 to break them

Bones stir and long-dead limbs grasp at the living.

#### SPECTRAL GUARDIANS

#### OBSTACLE 2

**Chase Points** 3; **Overcome** DC 16 Acrobatics or Reflex save to avoid the specters, DC 14 Intimidation or Performance to inspire bravery

Spectral figures swirl about the room, passing through the living with a horrifying chill.

#### FALL OF MORTALS

#### OBSTACLE 2

**Chase Points** 3; **Overcome** DC 14 Arcana or Occultism to recognize the memories as someone else's, DC 16 Will save to shut out the memories

Spectral memories of the div attack reveal the sickening horrors of the past.

### SCALING FALLEN TEMPLE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Increase the DC of all checks in the challenge by 1.

**12-13 Challenge Points:** Increase the number of Chase Points required for each obstacle by 1.

**14-15 Challenge Points:** Increase the DC of all checks in the challenge by 2 and increase the number of Chase Points required for each obstacle by 1.

**16-18 Challenge Points (5+ players):** Increase the DC of all checks in the challenge by 2 and increase the number of Chase Points required for each obstacle by 2.



# IN PURSUIT OF WATER

## B. WARD CHAMBER (LEVELS 1-2)

### USIJ ACOLYTES (2)

### CREATURE -1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +5

**Languages** Common, Daemonic

**Skills** Athletics +4, Deception +4, Religion +4

**Str** +1, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

**Items** dagger, religious symbol of Ahriman, whip

**AC** 15; **Fort** +5, **Ref** +3, **Will** +7

**HP** 8

**Death Frenzy** **Trigger** The Usij acolyte is reduced to 0 Hit Points, and the acolyte can see or hear a div within 60 feet;

**Effect** The Usij acolyte makes a melee Strike before dying.

**Speed** 25 feet

**Melee** dagger +6 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Melee** whip +6 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+1 slashing

**Ranged** dagger +4 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

**Divine Prepared Spells** DC 16, attack +8; **1st** *bane*; **Cantrips** (1st) *daze*, *detect magic*, *divine lance*, *guidance*

### DORU

### CREATURE 1

NE TINY DIV FIEND

*Bestiary* 3 68

**Perception** +7; greater darkvision

**Languages** Common, Daemonic; telepathy (touch)

**Skills** Acrobatics +7, Arcana +8, Deception +6, Religion +5, Stealth +7, Thuvia Lore +10

**Str** +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3

**AC** 16; **Fort** +4, **Ref** +9, **Will** +7

**HP** 20; **Weaknesses** cold iron 3, good 3

**Covetous of Secrets** Dorus have a weakness for secrets, hoarding them like a miser hoards gold. A creature can tempt a doru with some bit of obscure knowledge the doru doesn't know or thinks they don't know. Presenting the hint of the secret is a single action, which has the concentrate and linguistic traits, and requires a skill check using Deception, Lore, or Performance (or some other appropriate skill determined by the GM) against the doru's Will DC. On a success, the doru is fascinated for as long as the presenter draws out the explanation of the secret (spending 1 action each round doing so, to a maximum of 1 minute). On a critical success, the doru is fascinated for that duration plus 1 minute more as it ponders the implications of the secret. Regardless of the outcome, the doru is temporarily immune to that creature's attempts to present it with secrets for 1 day.

**Speed** 15 feet, fly 30 feet

**Melee** bite +9 (agile, evil, finesse, magic, poison), **Damage** 1d6 piercing plus 1 evil and doru venom

## SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one Usij acolyte to the encounter.

**12-13 Challenge Points:** Add two Usij acolytes to the encounter.

**14-15 Challenge Points:** The PCs face one Usij acolyte, two Usij cultists, the doru, and the empowered blood hazard.

**16-18 Challenge Points (5+ players):** The PCs face three Usij cultists, the doru, and the empowered blood hazard.

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *charm*, *illusory object*; **Cantrips** (1st) *detect magic*

**Doru Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and stupefied 1 (1 round); **Stage 3** 1d6 poison and stupefied 2 (1 round).

### EMPOWERED BLOOD

### HAZARD -1

UNIQUE MAGICAL NECROMANCY TRAP

**Stealth** DC 10 (untrained)

**Description** Glowing red Daemonic runes blaze when blood falls on them.

**Disable** DC 18 Thievery (untrained) to scratch out enough runes to disrupt the magic or *dispel magic* (1st level; counteract DC 15) to counteract the runes

**Siphon Blood** (necromancy) **Trigger** A creature is reduced to 0 HP in the magic circle; **Effect** Sezruth (the aghash div in area C) gains 1 Blood Point.

**Reset** The hazard resets at the beginning of each round until it is disabled.

# IN PURSUIT OF WATER

## USIJ CULTISTS (0)

## CREATURE 1

UNCOMMON

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +8

**Languages** Common, Daemonic

**Skills** Athletics +7, Deception +6, Religion +6

**Str** +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

**Items** dagger, religious symbol of Ahriman, whip

**AC** 16; **Fort** +7, **Ref** +5, **Will** +8

**HP** 21

**Death Frenzy** ➤ **Trigger** The Usij cultist is reduced to 0 Hit Points, and the cultist can see or hear a div within 60 feet;

**Effect** The Usij cultist makes a melee Strike before dying.

**Speed** 25 feet

**Melee** ➤ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Melee** ➤ whip +7 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+4 slashing

**Ranged** ➤ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

**Divine Prepared Spells** DC 17, attack +9; **1st** *bane*, *harm* \*2, *heal*; **Cantrips (1st)** *daze*, *detect magic*, *divine lance*, *guidance*, *shield*



# IN PURSUIT OF WATER

## C. WELLSPRING (LEVELS 1-2)

### SEZRUTH

### CREATURE 3

**UNIQUE** **NE** **MEDIUM** **DIV** **FIEND**  
Variant aghash div (*Bestiary* 3 69)

**Perception** +10; greater darkvision

**Languages** Common, Daemonic; telepathy 100 feet

**Skills** Arcana +7, Athletics +7, Deception +10, Intimidation +10, Religion +8, Stealth +9

**Str** +2, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3

**AC** 17; **Fort** +7, **Ref** +7, **Will** +10; +1 status to all saves vs. magic

**HP** 55; **Immunities** curse; **Weaknesses** cold iron 5, good 5

**Empowered Blood** The Usij cultists' blood magic strengthens Sezruth. He begins with 2 Blood Points from sacrifices just before the PCs arrived, and gains 1 additional Blood Point for each time the empowered blood hazard is activated in area **B** (page 11). The adjustments are not cumulative.

**1-2 Blood Points:** Sezruth gains 5 temporary Hit Points.

**3-4 Blood Points:** Sezruth gains 5 temporary Hit Points. Sezruth is quickened 1 and can use the extra action to Stride toward or Strike the foe it is aware of with the highest Charisma score.

**5 or more Blood Points:** Sezruth gains 10 temporary Hit Points. Sezruth is quickened 1 and can use the extra action to Stride toward or Strike the foe it is aware of with the highest Charisma score.

**Hatred of Beauty** While aghashes hate all mortals, they particularly despise beautiful objects and beautiful or charismatic mortals. When not in physical peril, an aghash is compelled to destroy art and other works of beauty. An aghash can't enter an area of pristine beauty without first marring it in some way. Given a choice, an aghash attacks a foe with the highest Charisma score first. If barred from doing so by force or some magical effect, they take 1d6 mental damage at the end of their turn.

**Speed** 25 feet

**Melee** ♦ claw +12 (agile, evil, finesse, magical), **Damage** 1d6+4 slashing plus 1d4 evil

**Divine Innate Spells** DC 19; **4th dimension door**, *outcast's curse*; **2nd touch of idiocy** (at will); **1st illusory object** (at will); **Cantrips (2nd)** *detect magic*

**Divine Ritual** DC 19; *div pact*

**Cursed Gaze** ♦♦ (concentrate, curse, divine, emotion, enchantment, fear, mental, visual) The aghash fixes their gaze on one creature they can see within 20 feet. The creature must attempt a DC 19 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d4 mental damage and becomes frightened 1.

**Failure** The creature takes 4d4 mental damage and becomes either frightened 2 or stunned 1 (the aghash's choice).

## SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one unkillable zombie shambler to the encounter.

**12-13 Challenge Points:** Add two unkillable zombie shamblers to the encounter.

**14-15 Challenge Points:** Add three unkillable zombie shamblers to the encounter.

**16-18 Challenge Points (5+ players):** Add four unkillable zombie shamblers to the encounter.

**Critical Failure** The creature takes 8d4 mental damage and becomes frightened 2 and stunned 2.

**Sandstorm** ♦♦♦ (conjunction, divine, earth) **Frequency** once per day; **Effect** The aghash creates a temporary sandstorm in a 30-foot emanation that lasts for 5 rounds. Creatures within the emanation take a -4 circumstance penalty to Perception checks and must succeed at a DC 17 Fortitude save. On a failure, they're forced to hold their breath or else they start suffocating. A creature within the sandstorm at the end of its turn takes 1d4 slashing damage. Divs are immune to all effects of an aghash's sandstorm.

## UNKILLABLE ZOMBIE SHAMBLERS (0)

## CREATURE 0

**UNCOMMON** **NE** **MINDLESS** **UNDEAD** **ZOMBIE**

*Bestiary* 340

**Perception** +0; darkvision

**Skills** Athletics +5

**Str** +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 12; **Fort** +6, **Ref** +0, **Will** +2

**HP** 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** all damage 3; **Weaknesses** critical hits 6, positive 5

**Speed** 25 feet

**Melee** ♦ fist +7, **Damage** 1d6+3 bludgeoning plus grab

**Jaws** ♦ (attack) **Requirement** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

# IN PURSUIT OF WATER

## FORETOLD RUIN

## HAZARD 1

UNCOMMON COMPLEX MAGICAL TRAP


**Stealth** +10 (trained)

**Description** Daemonic curses slither and crawl through malevolent runes carved in four stone pillars.

**Disable** DC 17 Thievery (trained) to scratch out a pillar's runes, *dispel magic* (1st level; counteract DC 15) to counteract a pillar's magic, or DC 18 Athletics (Force Open) to push a pillar over. Disabling a pillar requires two actions. Disabling all four pillars or slaying Sezruth disables the trap.

**AC** 16; **Fort** +10, **Ref** +4

**Pillar Hardness** 5; **Pillar HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

**Spite**  **Trigger** A non-evil creature enters the room. **Effect** The trap casts *phantom pain* (DC 17) on the creature, and then rolls initiative.

**Routine** (4 actions) The trap loses 1 action each turn for each disabled pillar. On its initiative, the trap uses each action to afflict a different non-evil creature in the room with thirst. The creature must attempt a DC 17 Fortitude save.

**Critical Success** The creature is temporarily immune to additional negative effects from the foretold ruin hazard's reaction for 24 hours. The hazard has no awareness of this immunity and continues to target this creature.

**Success** The creature is unaffected.

**Failure** The creature is fatigued until they drink water. If the creature was already fatigued, they take 1d6 nonlethal mental damage.

**Critical Failure** The creature is fatigued until they drink water and takes 1d6 nonlethal mental damage. If the creature was already fatigued, they instead take 2d6 nonlethal mental damage.



# IN PURSUIT OF WATER

## APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. OASIS (LEVELS 3-4)

#### USIJ CULTISTS (4)

#### CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common, Daemonic

**Skills** Athletics +7, Deception +6, Religion +6

**Str** +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

**Items** dagger, religious symbol of Ahriman, whip

**AC** 16; **Fort** +7, **Ref** +5, **Will** +8

**HP** 21

**Death Frenzy** ➤ **Trigger** The Usij cultist is reduced to 0 Hit Points, and the cultist can see or hear a div within 60 feet;

**Effect** The Usij cultist makes a melee Strike before dying.

**Speed** 25 feet

**Melee** ♦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Melee** ♦ whip +7 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+4 slashing

**Ranged** ♦ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

**Divine Prepared Spells** DC 17, attack +9; **1st** *bane*, *harm* \*2, *heal*; **Cantrips (1st)** *daze*, *detect magic*, *divine lance*, *guidance*, *shield*

## SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one Usij cultist to the encounter.

**23-27 Challenge Points:** Add two Usij cultists to the encounter.

**28-32 Challenge Points:** Add two Usij cultists with the elite adjustment to the encounter.

**33+ Challenge Points (5+ players):** The PCs face two Usij cultists and four elite Usij cultists.

# IN PURSUIT OF WATER

## FALLEN TEMPLE (LEVELS 3-4)

### VENGEFUL SPIRITS

#### WHISPERING SPIRITS

#### OBSTACLE 3

**Chase Points** 2; **Overcome** DC 15 Crafting or Intimidation to block out the noise, DC 18 Performance or Religion to counter-chant

Ghostly voices echo around the room.

#### GRASPING HANDS

#### OBSTACLE 3

**Chase Points** 2; **Overcome** DC 19 Acrobatics or Stealth to avoid the bones, DC 16 Athletics or Strike with bludgeoning damage against AC 16 break them

Bones stir and long-dead limbs grasp at the living.

#### SPECTRAL GUARDIANS

#### OBSTACLE 4

**Chase Points** 3; **Overcome** DC 19 Acrobatics or Reflex save to avoid the specters, DC 16 Intimidation or Performance to inspire bravery

Spectral figures swirl about the room, passing through the living with a horrifying chill.

#### FALL OF MORTALS

#### OBSTACLE 4

**Chase Points** 3; **Overcome** DC 16 Arcana or Occultism to recognize the memories as someone else's, DC 19 Will save to shut out the memories

Spectral memories of the div attack reveal the sickening horrors of the past.

### SCALING FALLEN TEMPLE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Increase the DC of all checks in the challenge by 1.

**23-27 Challenge Points:** Increase the number of Chase Points required for each obstacle by 1.

**28-32 Challenge Points:** Increase the DC of all checks in the challenge by 2 and increase the number of Chase Points required for each obstacle by 1.

**33+ Challenge Points (5+ players):** Increase the DC of all checks in the challenge by 2 and increase the number of Chase Points required for each obstacle by 2.



# IN PURSUIT OF WATER

## B. WARD CHAMBER (LEVELS 3–4)

### USIJ CULTISTS (3)

### CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common, Daemonic


**Skills** Athletics +7, Deception +6, Religion +6

**Str** +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

**Items** dagger, religious symbol of Ahriman, whip


**AC** 16; **Fort** +7, **Ref** +5, **Will** +8


**HP** 21


**Death Frenzy**  **Trigger** The Usij cultist is reduced to 0 Hit Points, and the cultist can see or hear a div within 60 feet.

**Effect** The Usij cultist makes a melee Strike before dying.

**Speed** 25 feet

**Melee**  dagger +7 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Melee**  whip +7 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+4 slashing

**Ranged**  dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

**Divine Prepared Spells** DC 17, attack +9; **1st** *bane*, *harm* \*2, *heal*; **Cantrips (1st)** *daze*, *detect magic*, *divine lance*, *guidance*, *shield*

### DORU

### CREATURE 1

NE TINY DIV FIEND

*Bestiary* 3 68

**Perception** +7; greater darkvision

**Languages** Common, Daemonic; telepathy (touch)

**Skills** Acrobatics +7, Arcana +8, Deception +6, Thuvia Lore +10, Religion +5, Stealth +7

**Str** +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3

**AC** 16; **Fort** +4, **Ref** +9, **Will** +7

**HP** 20; **Weaknesses** cold iron 3, good 3

**Covetous of Secrets** Dorus have a weakness for secrets, hoarding them like a miser hoards gold. A creature can tempt a doru with some bit of obscure knowledge the doru doesn't know or thinks they don't know. Presenting the hint of the secret is a single action, which has the concentrate and linguistic traits, and requires a skill check using Deception, Lore, or Performance (or some other appropriate skill determined by the GM) against the doru's Will DC. On a success, the doru is fascinated for as long as the presenter draws out the explanation of the secret (spending 1 action each round doing so, to a maximum of 1 minute). On a critical success, the doru is fascinated for that duration plus 1 minute more as it ponders the implications of the secret. Regardless of the outcome, the doru is temporarily immune to that creature's attempts to present it with secrets for 1 day.

**Speed** 15 feet, fly 30 feet

## SCALING ENCOUNTER B


To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add one Usij cultist to the encounter.

**23–27 Challenge Points:** Add two Usij cultists to the encounter.

**28–32 Challenge Points:** Add two Usij cultists with the elite adjustment to the encounter.

**33+ Challenge Points (5+ players):** Add two Usij cultists with the elite adjustment to the encounter. Increase the doru's Hit Points by 10.

**Melee**  bite +9 (agile, evil, finesse, poison, magical), **Damage** 1d6 piercing plus 1 evil and doru venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *charm*, *illusory object*; **Cantrips (1st)** *detect magic*

**Doru Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and stupefied 1 (1 round); **Stage 3** 1d6 poison and stupefied 2 (1 round).

### EMPOWERED BLOOD


### HAZARD 1

UNIQUE MAGICAL NECROMANCY TRAP

**Stealth** DC 12 (untrained)

**Description** Glowing red daemonic runes blaze when blood falls on them.

**Disable** DC 20 Thievery (untrained) to scratch out enough runes to disrupt the magic or *dispel magic* (1st level; counteract DC 15) to counteract the runes

**Siphon Blood**  (necromancy) **Trigger** A creature is reduced to 0 HP in the magic circle; **Effect** Sezruth (the aghash div in area C) gains 1 Blood Point.

**Reset** The hazard resets at the beginning of each round until it is disabled.

# IN PURSUIT OF WATER

## C. WELLSPRING (LEVELS 3–4)

### SEZRUTH

### CREATURE 5

**UNIQUE** **NE** **MEDIUM** **DIV** **FIEND**  
Variant aghash div (*Bestiary* 3 69)

**Perception** +14; greater darkvision

**Languages** Common, Daemonic; telepathy 100 feet

**Skills** Arcana +10, Athletics +10, Deception +14, Intimidation +14, Religion +12, Stealth +13

**Str** +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +5

**AC** 20; **Fort** +10, **Ref** +13, **Will** +14; +1 status to all saves vs. magic

**HP** 85; **Immunities** curse; **Weaknesses** cold iron 5, good 5

**Empowered Blood** The Usij cultists' blood magic strengthens Sezruth. He begins with 2 Blood Points from sacrifices just before the PCs arrived, and gains 1 additional Blood Point for each time the empowered blood hazard activated in area **B** (page 11). The adjustments are not cumulative.

**1–2 Blood Points:** Sezruth gains 10 temporary Hit Points.

**3–4 Blood Points:** Sezruth gains 10 temporary Hit Points. Sezruth is quickened 1 and can use the extra action to Stride toward or Strike the foe it is aware of with the highest Charisma score.

**5 or more Blood Points:** Sezruth gains 15 temporary Hit Points. Sezruth is quickened 1 and can use the extra action to Stride toward or Strike the foe it is aware of with the highest Charisma score.

**Hatred of Beauty** While aghashes hate all mortals, they particularly despise beautiful objects and beautiful or charismatic mortals. When not in physical peril, an aghash is compelled to destroy art and other works of beauty. An aghash can't enter an area of pristine beauty without first marring it in some way. Given a choice, an aghash attacks a foe with the highest Charisma score first. If barred from doing so by force or some magical effect, they take 1d6 mental damage at the end of their turn.

**Speed** 25 feet

**Melee** ♦ claw +15 (agile, evil, finesse, magical), **Damage** 2d6+5 slashing plus 1d8 evil

**Divine Innate Spells** DC 22; **4th** *dimension door*, *outcast's curse*; **2nd** *touch of idiocy* (at will); **1st** *illusory object* (at will); **Cantrips (2nd)** *detect magic*

**Divine Ritual** DC 22; *div pact*

**Cursed Gaze** ♦♦ (concentrate, curse, divine, emotion, enchantment, fear, mental, visual) Sezruth fixes their gaze on one creature they can see within 20 feet. The creature must attempt a DC 22 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d8 mental damage and becomes frightened 1.

**Failure** The creature takes 4d8 mental damage and becomes either frightened 2 or stunned 1 (aghash's choice).

## SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

For every 4 Challenge Points beyond 16, add one zombie brute to the encounter.

**Critical Failure** The creature takes 8d8 mental damage and becomes frightened 2 and stunned 2.

**Sandstorm** ♦♦♦ (conjunction, divine, earth) Frequency once per day; **Effect** The aghash creates a temporary sandstorm in a 30-foot emanation that lasts for 1 minute. Creatures within the emanation take a –4 circumstance penalty to Perception checks and must succeed at a DC 19 Fortitude save. On a failure, they're forced to hold their breath or else they start suffocating. A creature within the sandstorm at the end of its turn takes 1d10 slashing damage. Divs are immune to all effects of an aghash's sandstorm.

## ZOMBIE BRUTES (0)

## CREATURE 2

**NE** **LARGE** **MINDLESS** **UNDEAD** **ZOMBIE**

*Bestiary* 341

**Perception** +4; darkvision

**Skills** Athletics +9

**Str** +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 15; **Fort** +10, **Ref** +3, **Will** +6

**HP** 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

**Speed** 25 feet

**Melee** ♦ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus improved push 5 feet



# IN PURSUIT OF WATER

## FORETOLD RUIN

## HAZARD 3

UNCOMMON COMPLEX MAGICAL TRAP


**Stealth** +13 (trained)

**Description** Daemonic curses slither and crawl through malevolent runes carved in four stone pillars.

**Disable** DC 20 Thievery (trained) to scratch out a pillar's runes, *dispel magic* (2nd level; counteract DC 18) to counteract a pillar's magic, or DC 21 Athletics (Force Open) to push a pillar over. Disabling a pillar requires two actions. Disabling all four pillars or slaying Sezruth disables the trap.

**AC** 18; **Fort** +12, **Ref** +6

**Pillar Hardness** 10; **Pillar HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

**Spite**  **Trigger** A non-evil creature enters the room. **Effect** The trap casts *phantom pain* (DC 23) on the creature, and then rolls initiative.

**Routine** (4 actions) The trap loses 1 action each turn for each disabled pillar. On its initiative, the trap uses each action to afflict a different non-evil creature in the room with thirst. The creature must attempt a DC 20 Fortitude save.

**Critical Success** The creature is temporarily immune to additional negative effects from the *foretold ruin* hazard's reaction for 24 hours. The hazard has no awareness of this immunity and continues to target this creature.

**Success** The creature is unaffected.

**Failure** The creature is fatigued until they drink water. If the creature was already fatigued, they take 1d6 nonlethal mental damage.

**Critical Failure** The creature is fatigued until they drink water and takes 1d6 nonlethal mental damage. If the creature was already fatigued, they take 2d6 nonlethal mental damage.

# IN PURSUIT OF WATER

## APPENDIX 3: GAME AIDS



DIYA AKAN

KIDA AMEEN



GOL AMRI

USIJ CULTIST





# IN PURSUIT OF WATER

## APPENDIX 3: GAME AIDS



SEZRUTH

# IN PURSUIT OF WATER

33A

12B

18B

04B

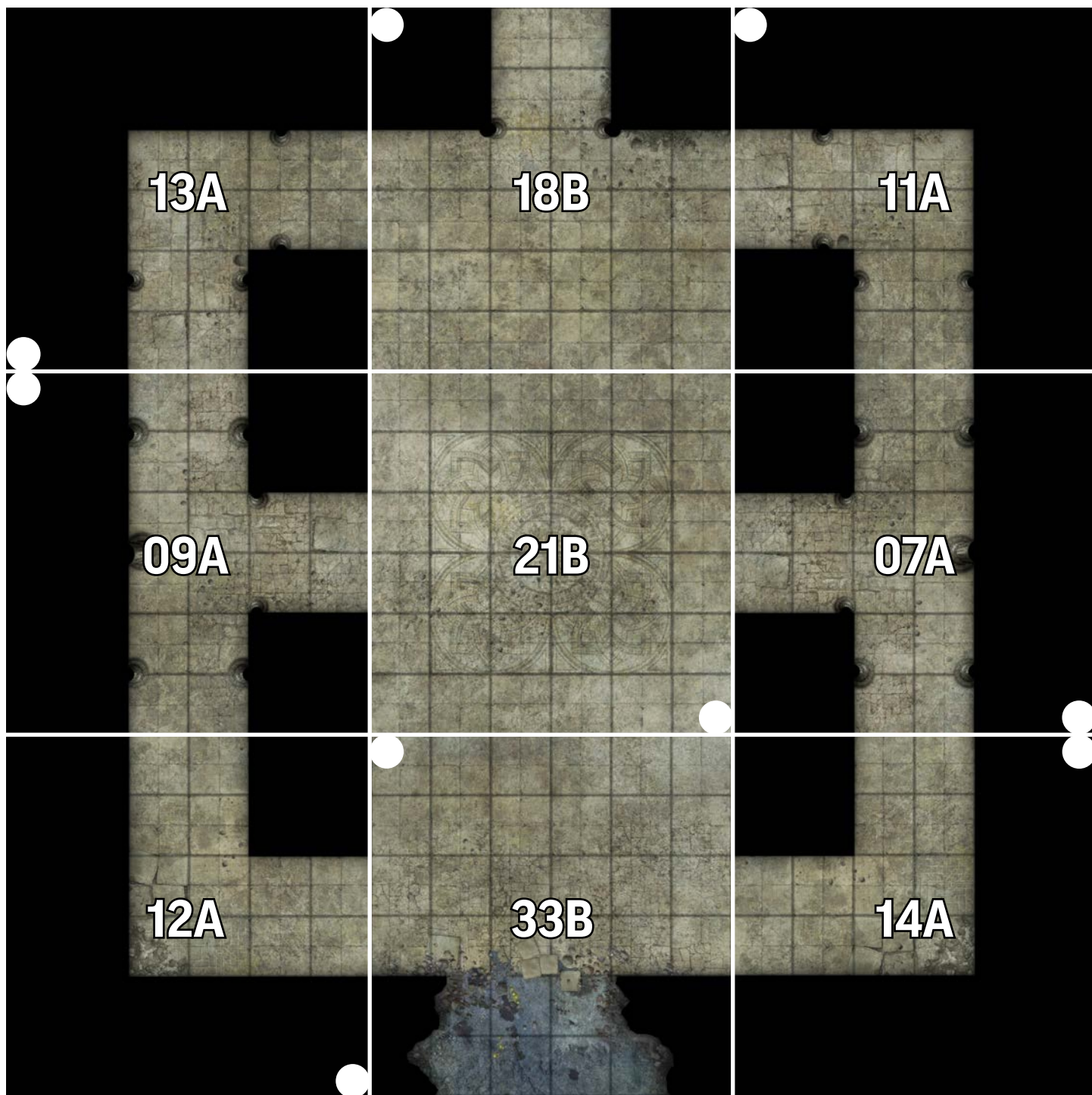
09B

22B

03B



# IN PURSUIT OF WATER



# IN PURSUIT OF WATER

## ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

## TREASURE BUNDLES

- ☐ ☐ Oasis, page 6: 2 Treasure Bundles for defeating the Usij at the oasis.
- ☐ Usij Encampment, page 10: 1 Treasure Bundle for reaching the Usij encampment.
- ☐ ☐ Fallen Temple, page 10: 1 Treasure Bundle for overcoming at least 2 obstacles, and 1 additional Treasure Bundle for overcoming at least 3 obstacles.
- ☐ ☐ Ward Chamber, page 11: 2 Treasure Bundles for defeating the enemies in area **B**.
- ☐ ☐ ☐ Wellspring, page 13: 3 Treasure Bundles for defeating the enemies in area **C**.

# IN PURSUIT OF WATER



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Reputation Earned: _____
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel
		<input type="checkbox"/>	
		<input type="checkbox"/> Slow Track	
		<input type="checkbox"/> Dead	
		<input type="checkbox"/> Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel
		<input type="checkbox"/>	
		<input type="checkbox"/> Slow Track	
		<input type="checkbox"/> Dead	
		<input type="checkbox"/> Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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		<input type="checkbox"/>	
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Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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		<input type="checkbox"/> Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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		<input type="checkbox"/> Infamy	



# IN PURSUIT OF WATER

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## Scenario #2-21: In Pursuit of Water

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
<p>You set off from Aspenthar, one of the city-states of Thuvia, in search of an ancient ruin buried deep in the desert. Prince Zinlo of Aspenthar supplied you with provisions, and you also received an ancient key thought to be tied to the location. You knew that the Usij—vile field-worshipping cultists—were also looking for the key, though their undoubtedly foul intentions remained a mystery. You battled Usij and desert dangers on the way to the ruin, which you learned was an ancient and holy site called the Inspiring Wellspring that fell to div attacks long ago. There, you <input type="checkbox"/> laid ancient spirits to rest, <input type="checkbox"/> prevented the Usij from corrupting the Wellspring, and <input type="checkbox"/> defeated an aghash div that had been imprisoned in the Wellspring. In so doing, you earned the approval of Prince Zinlo of Aspenthar.</p>			
Boons		Rewards	
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at <a href="http://paizo.com">paizo.com</a> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions.</p>		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #