



SCARAB SAGES

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Osirion is among the oldest nations, yet its greatness has waxed and waned over the ages. A pair of scholars has revived the Jeweled Sages, an organization dedicated to recapturing Osirion's lost glory and disseminating forgotten knowledge to bring about a new golden age in the Inner Sea. Rebuilding the order depends on recovering more of the original *sage jewels*, recruiting extraordinary individuals to serve as new sages, and tapping into the elemental forces that ancient societies wielded to create their lost kingdoms.

SEASON 8 REWARDS

PLANAR SAGE (2+ goals): You are versed in the ancient cultures and the bound elementals that helped built their wonders. You are trained in Knowledge (history and planes) and treat your bonus on these checks as though it were 3 plus the number of goals you have completed. If your own skill bonus is higher, you instead gain a +2 bonus on that check.

SOUL WARDEN (4+ goals): You studied ancient secrets that help anchor your soul to your body. Treat your Constitution score as 4 points higher for the purposes of determining when hit point damage kills you.

ELEMENTAL WARD (7+ goals): You are skilled at defending yourself and your allies against creatures with the air, earth, fire, or water subtypes. You and all allies within 10 feet gain a sacred bonus to AC and on all saving throws against such foes equal to 1 plus 1 for every 4 goals you have completed (rounded down).



Once per adventure when you accomplish one of the following goals, you may check a box that precedes it. Once all of a goal's boxes are checked, the goal is complete. You earn special rewards based on the number of goals you have completed.

- Explore an ancient site during the course of an adventure. To qualify, the original occupants must have abandoned the site at least 1,000 years ago, and it must cover at least 2,500 square feet (a 50-ft.-by-50-ft. area).
- Recruit a named NPC scholar, archaeologist, extraplanar authority, or similar figure to join the Scarab Sages. Recruitment requires a Diplomacy or Knowledge (local) check (DC = 15 + your character level).
- Recover a gem worth at least 400 gp plus 100 gp per level you possess during an adventure. A gem-like wondrous item such as an *elemental gem* or a *pearl of power* fulfills this goal, but its market price must be at least twice this value.
- Successfully conclude—such as with violence, negotiation, or coercion—an encounter with an elemental creature. If slain, the elemental must have a Challenge Rating at least equal to your character level.
- Participate in an adventure that includes at least two encounters that do not take place on the Material Plane.
- Become possessed by a creature using *magic jar*, the malevolence ability, or a similar effect. Alternatively, permanently destroy a haunt.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Appraise, Knowledge (any), or Linguistics.
- / Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

