



# SCARAB SAGES

Ypnos

Osirion is among the oldest nations, yet its greatness has waxed and waned over the ages. During the first great decline, the Jeweled Sages formed to preserve its wonders, storing them both in writing and within enchanted gems. A pair of scholars has revived the organization to recapture Osirion's lost glory and disseminate this forgotten knowledge to bring about a new golden age in the Inner Sea. Rebuilding the order depends upon recovering more of the original *sage jewels*, and recruiting extraordinary individuals to serve as new sages.

## REWARDS

**SCRIBE** (2+ goals): You gain a special scarab that gradually stores your memories and guards your life force. The gem grants a bonus on saving throws against death effects equal to 1 plus 1 for every four goals you have completed (rounded down).

**SOUL WARDEN** (4+ goals): Your scarab increases your effective Constitution score for determining when you would die from hit point damage by 4. If you permanently die, you can donate your scarab to another of your characters that belongs to the Scarab Sages faction. This character receives this card (discarding her current card).

**SAGE CANDIDATE** (7+ goals): The scarab grants the bonuses on saving throws and to Constitution to your allies within 30 feet. After spending Prestige Points in order to be restored to life, you gain a number of temporary Prestige Points equal to half the number expended. You may only spend these temporary points to retrain your character (*Pathfinder RPG Ultimate Campaign* 188) before the end of your next adventure, after which time unused points are lost.

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).
- Recover a gem worth at least 400 gp plus 100 gp per level you possess during an adventure.
- Participate in an adventure that includes at least three encounters in one of the following regions once controlled by Ancient Osirion: Geb, the Mana Wastes, Nex, Osirion, Rahadoum, or Thuvia.
- Donate an amount of gold equal to at least 100 times your character level to a library, museum, archive, or similar institution. If you attempt a Diplomacy check to influence a member of that institution during the adventure, you receive a cumulative +1 circumstance bonus on the check for every 100 gp donated.
- Recover a piece of the Numerian device known as the Sky Key, whose strange properties are of special interest to the faction leader Tahonikepsu.
- 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 credit and the Chronicle sheet to this character. Completing this goal counts as two goals for the purpose of earning faction rewards.