

# PATHFINDER SOCIETY®

YEAR OF THE SERPENT



## THE BLAKROS CONNECTION

By Robert Brookes



# THE BLAKROS CONNECTION

## Pathfinder Society Scenario #7-09

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*Pathfinder Society Scenario #7-09: The Blakros Connection* is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9, Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# THE BLAKROS CONNECTION

BY ROBERT BROOKES



The recent attack on the Grand Lodge by agents of the Aspis Consortium left Master of Spells Aram Zey dead and his soul bound to a strange artifact. One of the agents responsible for this attack, an elven victim of inhumane eldritch experiments known only by her research number 322, imprisoned Zey's soul within a magical lantern stolen from the Blakros Museum. This assassination was a part of 322's first field test should have left Zey's soul in Consortium hands. The Pathfinder Society has been scrambling since Aram's murder to discover the means by which the Consortium has prevented the Master of Spells's resurrection, and Master of Scrolls Kreighton Shaine has taken it upon himself to assemble a team of trusted agents to follow up on potential leads.

Unbeknownst to Shaine and the rest of the Pathfinder Society, 322 never delivered the lantern to the Aspis Consortium as intended. She instead absconded with the magical lantern into the largest library in Absalom, the Forae Logos. There she met with an enigmatic benefactor who promised knowledge about her origin and her powers: the night hag Aslynn. Just as the Pathfinders have scrambled to find 322, so too have elements within the Aspis Consortium tried to capture her. These shadowy agents tracked her to the Forae Logos, but they underestimated her power and her desire to remain out of Consortium hands; the ensuing battle caused significant damage to a wing of the Forae Logos and unleashed all manner of once-bound magic and entities. The Aspis pursuers fled, and the library's Learned Guard attempted to subdue 322, but lost her in the chaos. Library staff have since sealed the disrupted wing, and the Aspis agents linger nearby to see if the elven experiment emerges.

Meanwhile, 322 delved deeper into Forae Logos, following instructions fed to her in dreams by Aslynn. In a lost floor of the library, 322 discovered a tome called the *Libram of Forgotten Dreams*, a magical relic tied to the night hag. By means of a ritual contained within the Libram, 322 managed to physically enter the Dimension

## WHERE ON GOLARION?

*The Blakros Connection* takes place in the Blakros Museum and Forae Logos in the metropolis of Absalom, and it concludes with a journey to the Dimension of Dreams. For more information on the Blakros Museum and Forae Logos, see *Pathfinder Campaign Setting: The Pathfinder Society Field Guide* and *Pathfinder Campaign Setting: Guide to Absalom* respectively. For information about the Dimension of Dreams, see *Pathfinder RPG Occult Adventures*. These books are available in bookstores or game stores everywhere, and online at [paizo.com](http://paizo.com).

## Absalom



of Dreams. Aslynn met the elf there, and in exchange for the lantern containing Aram Zey's soul, she secreted 322 beyond the Dimension of Dreams to somewhere safer—at least by Aslynn's estimation.

Now, Shaine prepares his investigation to follow up on a potential lead about the lantern's origins in the infamous Blakros Museum.

## SUMMARY

The scenario begins with the PCs en route to the Blakros Museum with Master of Scrolls Kreighton Shaine to investigate the lantern that captured Zey's soul. He leaves his investigators with the caretaker Nigel Aldain, who escorts the PCs to the museum's basement and the records

## GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Occult Adventures (OA)*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic (UM)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

archive where they perform their initial research.

While the PCs investigate the archive, they encounter creatures left behind by the Aspis agent who originally absconded with the lantern and erased any record that the museum ever held it. After combating these threats, the Pathfinders follow leads to Forae

Logos, where the Blakros Museum keeps original copies of its register of artifacts. They learn more of the lantern's powers and the assassin's recent actions by following in her footsteps as she sought a means to escape. However, the library remains infused with planar energies, which the PCs must overcome while performing their research.

The notes they uncover lead to a long-forgotten hidden floor within the Forae Logos known as the Archive Absentia. After finding some clues, they secure the assistance of a prana ghost who can help them to follow 322 into the Dimension of Dreams. They uncover some of 322's suppressed memories there before the night hag Aslynn dispatches her own agents to throw the PCs off the elf's trail forever.

## GETTING STARTED

Before beginning the adventure, distribute a copy of **Player Handout #1** (see page 25) to each of the players. Each instructs the player to record a short secret about his character and then pass it back to the GM. These secrets feature in area C1, where the PCs will have a chance to uncover some of the secrets about each other.

The adventure begins en route to the Blakros Museum, with the PCs recruited by Shaine to assist in his

investigation of Aram Zey's murder. Read or paraphrase the following to get the adventure underway.

Most consider Master of Scrolls Kreighton Shaine a peculiar figure within the Pathfinder Society. However, ever since the death of Aram Zey, Shaine's demeanor and eccentricities have been subdued as he threw himself into a seemingly fruitless investigation of the Aspis Consortium agents that attacked Skyreach and murdered the Society's Master of Spells. Kreighton has enlisted the help of several

Pathfinders to follow up on a handful of leads relating to Zey's death. To drive home the importance of this investigation, Kreighton has personally escorted you through Absalom from the Grand Lodge to the grim spires of the Blakros Museum. There, Shaine holds out a folded missive before reaching the doors.

"This is a letter of writ indicating that you operate under the direct order of the Decemvirate. It does not compel assistance, but anyone within Absalom will think long and hard before refuse to cooperate. I have reason to believe

that an artifact—a magical lantern—played a pivotal role in stealing Aram Zey's soul after his murder. The curator of the Blakros Museum, Nigel Aldain, informed me that the building once housed such a relic. However, Nigel claims the lantern is now missing from the collection. He has agreed to open the museum's doors to the Pathfinder Society and cooperate with this investigation."

Shaine quietly looks over each person assembled with a weary stare and turned-down lips. "Search the museum for clues regarding the lantern. If there is a connection between this relic's disappearance and Zey's murder, continue to follow any leads you find until you have exhausted all possible avenues of research, then report back with your findings. Precious days have passed since I began my investigation, and every additional day gives the culprit more time to hide; research rarely happens quickly, yet I cannot remind you enough that time is of the essence. The soul of someone I consider a dear friend hangs in the balance." Kreighton takes in a deep breath then exhales slowly, trying to regain his composure. "I wish you luck, Pathfinders. Do you have any questions before I depart?"

Allow the PCs to ask questions of Kreighton before he leaves them to their search.



**KREIGHTON  
SHAINÉ**

**Can we trust Nigel Aldain?** “Be careful about who you trust. Anyone might have facilitated the infiltration of Skyreach—even someone within our own organization. Use Nigel as a resource, but be a critical recipient of all knowledge he offers.”

**How did you find out about the lantern?** “After Aram’s death, several specialists and I conducted a multitude of divinations at the site of his murder. While many results were inconclusive, we did discern that a female Aspis agent bearing a magical lantern absconded with a vital piece of Aram Zey—we speculate that it was his soul, preventing him from being resurrected. Beyond this, we know little. I inquired with Nigel regarding magical lanterns, and he volunteered information about the museum’s former possession.”

**What can we do with the writ?** “Treat it like a badge. You can use it to show that you represent the will of the Decemvirate. This should encourage most law-abiding organizations within Absalom to comply with reasonable requests related to your investigation. It does not grant you any legal immunity, though, so do not wield it recklessly and assume that it will protect you from the consequences.”

**What do we know about Nigel’s lantern?** “I have not had the opportunity to speak with Nigel regarding the lantern he once possessed. That responsibility now falls on you, as I must oversee other administrative tasks pertaining to the inquiry.” He pauses before admitting, “As well as my other duties, which I have neglected too long.”

Once the PCs are satisfied, Shaine takes his leave, allowing the PCs to enter the Blakros Museum, where Nigel Aldain is expecting them.

## Knowledge (local or history)

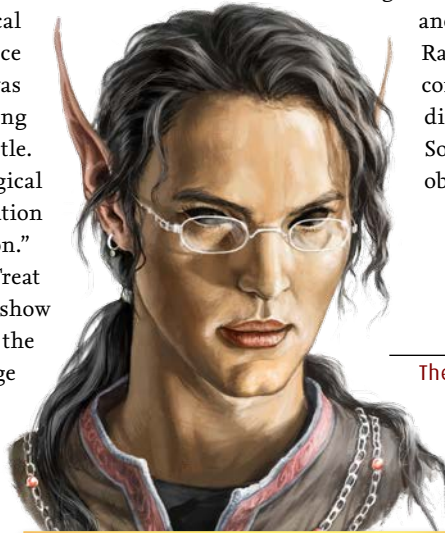
Based on the result of a Knowledge (local or history) check, the PCs might have knowledge regarding the history of the Blakros Museum. They recall all of the information whose DC is equal to or less than the result of their check.

**15+:** The Blakros Museum catalogues every relic that passes through its doors in great detail for both historical significance and value. If the lantern ever entered the museum, there would be a record of it.

**20+:** The Blakros Museum has changed hands several times and seen a number of conflicts within its walls. If something were stolen from the museum, it is possible that it disappeared during one of those struggles.

**25+:** The museum’s curator Nigel Aldain is a former member of the Pathfinder Society, and he held his old colleagues in contempt for several years afterward. While it shows good faith that Nigel is cooperating with the investigation, it is not outside of the realm of possibility that he might have had a hand—directly or indirectly—with the lantern’s disappearance.

**30+:** Long ago, the Blakros Museum was a fortress that belonged to an enigmatic wizard from Absalom’s ancient past: Ralzeros the Overwatched. Ralzeros purportedly possessed strange connections to the Dark Tapestry and disappeared without a trace centuries ago. Some of the museum’s collection includes objects that Ralzeros himself collected.



**NIGEL ALDAIN**

## SECRETS OF THE BLAKROS MUSEUM

The museum is closed to the public for the investigation, leaving the entrance hall uneasily quiet. The curator Nigel Aldain waits anxiously in the middle of the foyer with his hands clasped behind his back, pacing across the tile floor in the shadow of a looming bronze statue. He offers a practiced smile. “Such a pleasure to see my former comrades-in-arms on this somber day. I mourn the passing of a—ah—charismatic man

such as the Master of Spells. An exceedingly tragic loss, that.”

Adjusting his spectacles, Nigel motions for you to follow him deeper into the museum. “When I heard about the relic that may have snatched Master Zey’s spirit from the ether, I suspected it could have originated from the personal holdings of the museum’s first owner—a mad old wizard who saw fit to vanish without a trace centuries ago.” Nigel escorts you from the foyer of the Absalom Gallery, through a pair of double doors, and into a grand display of historical relics from Taldor and Osirion. “The building’s purchase included a sizeable collection, much of which we have kept locked up under tight security due to its unusual and often dangerous nature.”

Rather than proceed to another room, Nigel stops before a bare stone wall, and with a deft touch of several mosaic tiles, he opens a concealed door leading into a freight elevator operated by a series of chains and pulleys. Gesturing toward it, he offers words of cold comfort. “The Collection Esoterica contains several unusual objects of little historical import, but curious magical properties. Only I and select members of the Blakros family even know about this collection. To have an item go missing seems... well, rather unthinkable, wouldn’t you say?”

Nigel operates the lift, which is a slow mechanism that takes several minutes to make its descent to a subbasement. During this time, Nigel entertains any questions the PCs may have regarding the museum and the theft.

**When did you notice your lantern was missing?** “Once I spoke with Kreighton just a few days ago—regrettably after the Master of Spells perished. I do not often visit this part of the museum, and I check on the contents even less regularly. Since I discovered the lantern was missing, I performed an audit of my other possessions and found nothing else out of sorts.”

**What do you know about the lantern?** “Almost nothing. I don’t even know if it has a proper name, and it has been in the collection since before I was caretaker here. There has been so much going on that I haven’t had the time to closely examine most of the items kept in the archive.”

**Have you found any clues?** “The chest containing the lantern is empty and, curiously, I couldn’t find any record that we had ever even catalogued it; I was fairly certain we did. Other than that, I didn’t see anything else amiss. No one else has been down here since then.” He rolls his eyes and adds, “I wanted to, ah, preserve the scene for your keen eyes.”

**Has the museum ever seen trouble before?** Nigel furrows his brow in frustration. “I suppose that was a joke? No? Heavens, have you been living under a rock? There have been several unfortunate altercations here due to the value of the possessions I curate. The most recent involved a regretful encounter with Numeria’s Technic League that I would much rather not discuss in detail. Though, I will admit I am grateful for your organization’s assistance there.” Nigel scoffs. “The locals always said this place was cursed. Wouldn’t listen, though,” he concludes wryly. “I swore off jumping at superstitions the same day I turned in my *wayfinder*.”

**What is the Collection Esoterica?** “It is one of the largest collections of occult ephemera in the entire Inner Sea region. Most of the objects are just curiosities with no real magical properties. A handful of them are more than what they appear, though defy simple categorization. They are... elusive in nature, hard to precisely divine the power they hold. A handful of objects came from the personal collection of Ralzeros the Overwatched himself.”

**Who is Ralzeros?** “Most wizards have the wherewithal to maintain their own dignity, but Ralzeros had an unfortunate reputation for madness. He has been gone for centuries. Beyond his fixation on astronomy—or perhaps astrology—no one knows much about him. The Blakros family purchased the building and all its possessions a considerable time ago.”

## RESEARCH RULES

Throughout this scenario, the PCs must uncover information pertaining to Aram Zey’s murder. The research system represents the PCs’ sorting through extensive collections of texts, investigating subtle clues, and track down hidden leads in several different collections. A collection can be almost any source of information used for research, ranging from a complete library to a chest of disorganized documents.

Each research challenge is like an encounter and has two key statistics: a Complexity rating, which reflects the level of complexity of the information being searched, and knowledge points (kp), which are an abstract representation of the amount of information a given collection contains. A research challenge’s Complexity rating acts as the DC for a Research check to unravel that library’s clues. A Research check is akin to a Knowledge skill check, though many research challenges note additional skills a PC can use for that collection.

Attempting a Research check requires an uninterrupted 8-hour period of research, and a character cannot take 10 or take 20 on a Research check. Each 8-hour period of research grants a cumulative +1 bonus on Research checks in that collection. Up to two additional characters can use the aid another action to assist a primary researcher. In addition, some libraries grant a Knowledge bonus—a bonus on specific Knowledge checks (including Research checks) made within that library—due to the depth and completeness of its collections. Research checks cannot be made untrained unless the skill could normally be used untrained.

Succeeding at a Research check reduces a research challenge’s knowledge points, similar to dealing damage to a creature’s hit points. The damage dealt by the primary researcher varies based on her training in the skill she used for the Research check. A primary researcher reduces a collection’s kp by  $1d12 +$  her Intelligence modifier if she has either the Skill Focus feat in the skill or has both 5 ranks in the skill and treats the skill as a class skill. Reduce this to  $1d8 +$  her Intelligence modifier if she has either 5 ranks in the skill or treats the skill as a class skill (but not both). Otherwise, she reduces the collection’s kp by  $1d4 +$  her Intelligence modifier. For every 5 by which a Research check exceeds the collection’s Complexity rating, the primary researcher decreases the kp total by 1 additional point. Rolling a natural 20 on a Research check acts like a critical threat, doubling the kp reduction if a second Research check with the same modifiers (taking no additional time) succeeds. Conversely, rolling a natural 1 on a Research check automatically results in failure, and the collection’s kp increases by  $1/4$  its maximum knowledge point total as the collection’s complexity causes a researcher to follow a wrong avenue of research.

As the knowledge points are decreased to various “trigger points,” the PCs uncover the collection’s corresponding secrets. By the time a collection’s kp total is reduced to 0, the PCs have learned all that they can from that library. In order to learn more, they must visit another collection and continue their research there.

Finally, this adventure assumes that the PCs are able to research for one 8-hour period per day for the purpose of calculating the adventure’s secondary success conditions. If the PCs have some special ability to remain awake and attentive for extraordinary lengths of time, treat this instead as a creative solution that can grant a bonus on the Research check (see below).

These rules are summarized for the players in **Player Handout #2** (see page 26).

**Additional Options:** The research rules only allow as many as three PCs to participate at once, which might bore other players. During any given 8-hour period, only one primary researcher can reduce the collection’s kp total; however, you can let two or more teams led by their own primary researchers investigate in tandem. Simply use the best result during any given phase, and let the PCs engage in a bit of friendly rivalry.

If a PC has a special ability that allows her to use an ability score other than Intelligence to modifier her Intelligence-based abilities (e.g. a lore oracle’s lore keeper revelation), she can instead use that ability score when reducing a library’s remaining kp.

Normally, any spell that does not explicitly modify Research checks is unlikely to impact these encounters. However, you can grant the primary researcher as much as a +5 bonus on her Research check to reward clever uses of spells, magic items, and other abilities.

**Four-Player Adjustment:** A group of only four PCs is less likely to have an especially talented primary researcher or competent secondary researchers. To reflect this, treat the primary researcher’s Intelligence modifier as 1 higher each time the PCs succeed at a Research check to reduce the collection’s remaining kp.

## A. THE COLLECTION ESOTERICA (CR 7 OR CR 10)

The freight elevator comes to a stop in a musty basement with walls of pitch-black stone. Beyond the lift’s sliding doors lies a cluttered archive stacked floor to ceiling with wooden crates, chests of documents, and other containers. The walls contain shelves that are cut into the stone walls, laden with bizarre trinkets and relics from across the world. “Here we are,” Nigel proclaims, stepping off the elevator. “The oddities and archives belonging to the Collection Esoterica. I ask that you not disturb any of the relics in the crates, but you are free to peruse any documents. If you find anything, come let me know. Otherwise, I’ll be working on more pressing matters upstairs.”

Once the PCs disembark from the lift, Nigel promptly takes it back upstairs, leaving the PCs in the basement. If they wish to call for the lift, they can pull a lever on the right side of the doors at the south end of the archive. It arrives about 5 minutes later.

This archive contains historical relics not currently on display in the museum proper. Some of the artifacts are damaged or deemed “disinteresting” by Nigel. However, the vast majority of the relics have not yet been properly categorized or recorded by the current museum administration. Nigel’s predecessor was a woman of unorthodox methods that left a labyrinthine mess of files behind following her disappearance nearly a decade ago.

## Research in the Collection Esoterica

Thanks to the Collection Esoterica’s disorganization, researching the lantern is a time-consuming affair. The collection’s paper assets consist of trunks full of ledgers, journals, notes, and manuscripts from explorers dating back nearly 600 years. Most of the information is wholly unrelated to the lantern the PCs seek, though most of the texts contain fascinating bits of lore on occult mysteries across Golarion. However, more than half of these finds are absolute fabrications. Nigel’s predecessor was in the process of sorting through and cataloguing all of this information when she disappeared years ago. Due to the occult nature of the Collection Esoterica, PCs that have access to occult skill unlocks (*Pathfinder RPG Occult Adventures* 194) or the Psychic Sensitivity feat (*Occult Adventures* 138) gain a +2 bonus on all Research checks here.

### Subtier 5–6 (CR 6)

#### COLLECTION ESOTERICA **CR 6**

**Complexity** 20

**Research check** Knowledge (arcana), Knowledge (history), Linguistics, or Perception; **Knowledge bonus** +3  
**kp** 25

### Subtier 8–9 (CR 9)

#### COLLECTION ESOTERICA **CR 9**

**Complexity** 25

**Research check** Knowledge (arcana), Knowledge (history), Linguistics, or Perception; **Knowledge bonus** +3  
**kp** 25

The PCs can learn the following information from research in the Collection Esoterica as they reduce the kp to the listed value.

**kp 20:** The Collection Esoterica contains a substantial list of unusual supernatural objects from around the Inner Sea region and beyond, some even come from

# A. The Collection Esoterica



1 square = 5 feet

Pathfinder Map Pack: Waterfront

unidentified lands. However, this initial investigation uncovers no reference to any kind of lantern.

**kp 15:** A water-damaged journal contains a sketch of a metal-framed lantern of exquisite (though infernal) design. The writing indicates that the lantern was gifted to the Blakros Museum, but with no legible indication of when or from whom. A PC who succeeds at a DC 20 Linguistics check can read some of the smudged text in order to learn that someone gifted the lantern to the Blakros Museum 47 years ago. Discovering this fact helps narrow down what age of documents to review, granting all PCs a +2 bonus on all subsequent Research checks attempted in the Collection Esoterica.

**kp 10:** The buyer of an auction lot in Kintargo 47 years ago donated many of those items to the museum. However, the reference numbers in the auction lot receipt do not correspond to the entries in the Blakros Museum’s codices of acquisition. In fact, someone altered the codices and replaced the original pages with forgeries to conceal the truth.

**kp 0:** A battered journal makes passing reference to “duplicate copies” of all Blakros Museum codices involving magical items registered with Forae Logos, per the Founding Law of Absalom. Unaltered copies of the codices detailing the lantern are likely still kept within Forae Logos, Absalom’s largest library.

**Creatures:** The culprit who stole the lantern was not able to spend as much time as she would have preferred covering her tracks. Fearing she might have left clues behind, she stationed creatures behind to observe the Collection Esoterica.

## Subtier 5–6 (CR 7)

**INVISIBLE STALKER** CR 7

hp 80 (*Pathfinder RPG Bestiary* 181, see page 28)

### TACTICS

**Before Combat** The invisible stalker remains stationary when it hears the lift approaching the basement. This confers a +40 bonus to the stalker’s Stealth checks to remain undetected due to its natural invisibility. The invisible stalker does not attack the PCs unless they spot it or begin investigating the records.

**During Combat** The invisible stalker uses flight, invisibility, and the numerous obstacles in the archive to perform hit and run tactics against the PCs.

**Morale** The invisible stalker fights to the death.

## Subtier 8–9 (CR 10)

**INVISIBLE STALKERS (2)** CR 7

hp 80 each (*Pathfinder RPG Bestiary* 181, see page 28)



## TACTICS

Use the tactics from Subtier 5–6.

## MNEMOR DEVILS (2)

CR 5

hp 57 each (*Pathfinder RPG Occult Bestiary* 21, see page 27)

## TACTICS

**Before Combat** The mnemor uses invisibility and the numerous obstacles to remain out of sight.

**During Combat** If a PC spots a mnemor devil, it strikes him with its proboscis, wipes his memory, and then hides again. If unable to remove a creature's memories—or if spotted by multiple creatures—one mnemor devil attempts to summon 6 lemures while the other attempts to summon a bearded devil. The mnemor devils then fall back and observe the PCs to the best of their ability.

**Morale** If reduced to 10 hp or fewer, a mnemor devil uses *greater teleport* to return to the infiltrator who originally summoned it in order to report its findings.

**Treasure:** As consolation for their having to rid the Collection Esoterica of its unwanted guests, Nigel rewards the PCs with several helpful items. In Subtier 5–6, this takes the form of a *wand of protection from evil*, two *potions of cure light wounds*, two *scrolls of glitterdust* and a set of *pipes of haunting*. In Subtier 8–9, his reward consists of an *oil of hold portal*, a *wand of cure moderate wounds* (7 charges), *deathwatch eyes* (*Pathfinder RPG Ultimate Equipment* 224), and a set of *pipes of pain* (*Ultimate Equipment* 315). In both subtiers, Nigel insists the pipes leave the museum before they cause more “incidents.”

**Development:** Once the PCs have discovered that they can secure a copy of the original catalogue detailing the lantern at the Forae Logos, they likely wish to head there immediately. If they confront Nigel Aldain about the creatures in the basement, he immediately becomes defensive, assures the PCs that he had no foreknowledge of their presence, and insists that it had to be an isolated incident. He is flustered by the news of yet another deadly creature wandering the museum, but he is telling the truth.

**Rewards:** If the PCs fail to defeat the outsider guardians and identify the Forae Logos as their next destination, reduce each PC's gold earned as follows.

*Subtier 5–6:* Reduce each PC's gold earned by 637 gp.

*Out of Subtier:* Reduce each PC's gold earned by 930 gp.

*Subtier 8–9:* Reduce each PC's gold earned by 1,223 gp.

## TO THE FORAE LOGOS

The Forae Logos is the largest library in Absalom, defended by a private force known as the Learned Guard. When the PCs arrive, the library is clearly not operating at full efficiency, and security is visibly heightened. Dozens of Learned Guard stand watch at the entrance foyer, and

## SCALING ENCOUNTER A

Make the following adjustments to accommodate group of four PCs.

**Subtier 5–6:** The invisible stalker is fatigued. Furthermore, the exceptional dustiness partially outlines the invisible stalker, granting it only concealment against attacks; a PC must still identify which square to target but suffers a reduced miss chance.

**Subtier 8–9:** Remove one of the invisible stalkers from the encounter.

two of these sentries and the ifrit Second Archivist Qilaus Sandaril approach the PCs as they enter.

The Forae Logos is a tremendous building, as much a cathedral as it is a library. Beyond its imposing entry arch stands the grand foyer, an immense chamber of tiered balconies decorated with ancient marble statues, creeping ivy, and an overhead skylight decorated with astrological designs.

In spite of the structure's serene grandeur, a palpable sense of tension hangs in the air. Dozens of heavily armored guards brandishing halberds observe the foyer from the balconies, and few visitors grace this spacious hall, making it feel unwelcomingly empty. “Excuse me!” calls an immaculately groomed man with a thick Kelish accent, dull orange skin, faintly incandescent tattoos along his neck, and golden eyes that seem to flicker like candlelight. Accompanied by two of the Learned Guard, he swiftly moved to intercept the visitors.

“I am Second Archivist Qilaus Sandaril of Forae Logos. I regret to inform you that we are in a state of heightened security at present and can only admit visitors on a case-by-case basis for the foreseeable future.”

The elf 322 fled to the Forae Logos shortly after the Aspis Consortium's attack on Skyreach. Led here by cryptic dreams provided by the night hag Aslynn, 322 slipped unnoticed into the library and made her way into a restricted wing that contained potentially hazardous magical tomes. She hoped to find a specific magical tome seen in her dreams—one that Aslynn promised would offer 322 answers. Unfortunately for the elf, Aspis specialists pursued her into the Forae Logos, and the ensuing battle destroyed several of the hazardous tomes. Chain reactions of magical interference triggered a catastrophic release of supernatural forces that nearly spread into the rest of the library. The archivists worked quickly to magically seal that wing and have kept watch and assessed the damage since.

Second Archivist Sandaril is willing to answer most questions the PCs might ask.

**Why is security so tight?** “An unknown party broke into a sealed records wing several days ago. An altercation

of some nature occurred, whereby dangerous magic was unleashed. We have contained this effect but have yet to discover the nature of the intrusion or undo the damage.”

**Do you know anything about the intruders?** “At least one was an elf—a woman carrying an unusual lantern of some sort. Members of the Learned Guard spotted her when they responded to the sound of combat. There were other cloaked and masked figures fighting her, but they escaped the wing using teleportation magic soon after being spotted. The elf fled deeper into the wing; she may still be there for all we know. We had to seal the entrance and dimensionally lock the area before the unleashed magic spread to other areas.”

**What damage was done?** “The wing houses a collection of magical books with dangerous properties—too many to list in passing conversation. Our preliminary investigation suggested at least one planar breach. We are awaiting the arrival of a specialist from Nex before we proceed further.”

**We are inquiring about a copy of a codex from the Blakros Museum.** “Archival codices are located on the ground floor, records retention, stack six. You are permitted to research it yourself, or I can send someone to retrieve a copy of the desired indices for you.”

**Can we investigate the sealed wing?** “I can’t let you in there without the permission of Head Librarian Brivit Nae, and barring any official warrant or the like, I doubt she would allow visitors.”

If the PCs present the writ that Kreighton Shaine gave them, Qilaus Sandaril slips on a leather glove lined with metal mesh to handle it. “That is a compelling legal document. I am not one to deny the Decemvirate their will, of course, and perhaps the head librarian will think likewise.” With the PCs’ leave, he takes the letter to his superiors then returns with it. “This is not an ideal situation, mind you, but you have permission to enter. I must profess we are at a loss as to what the infiltrators were attempting to accomplish there. Perhaps you might be able to discover their reason for entering Forae Logos and what caused their altercation.”

**Development:** The PCs have two goals here. First, they should recover a copy of the backup codex detailing the powers and origin of the lantern (a task easily accomplished in 20 minutes by traveling to a less dangerous part of the library). The unwieldy ledger describes a lantern with an intricate metal frame included as part of an estate auction in the Chelish city Kintargo. An anonymous buyer purchased a sizeable lot that included the lantern, and that person in turn donated much of the objects to the Blakros Museum in 4668 AR. The documentation detailed the lantern’s legendary ability to absorb the soul of a dying man, and anyone holding the lantern could demand that the imprisoned spirit answer her questions. The stories suggest that it could hold but one soul, and the curator

speculated that capturing another might set the current captive free. However, the lantern’s inactive state suggested the powers were either fictional or dormant.

The second, and more immediate, goal is to investigate the attack on the Forae Logos. Once the PCs are ready, Qilaus Sandaril escorts them to area **B**.

## B. THE SEALED WING

Second Archivist Sandaril escorts the PCs to the library’s sealed section with a quartet of the Learned Guard. He uses a *wand of knock* to open the entrance and warns the PCs that the area beyond is not only under the effects of a *dimensional lock* spell (cast by one of the library’s staff mages), but also whatever unknown fallout that still persist from the battle days earlier.

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*Second Archivist Sandaril dismisses the ward sealing the wing with a wave of a wand. After sparks cease dancing across the doors, two of the Learned Guard move to pull them open to reveal a ten-foot-wide hallway littered with scorched books and drifting motes of multicolored light. Where the hallway turns, shifting hues of iridescent light drift like oil slicks in the air, accompanied by strange, disembodied noises of distant laughter and whimpering agony.*

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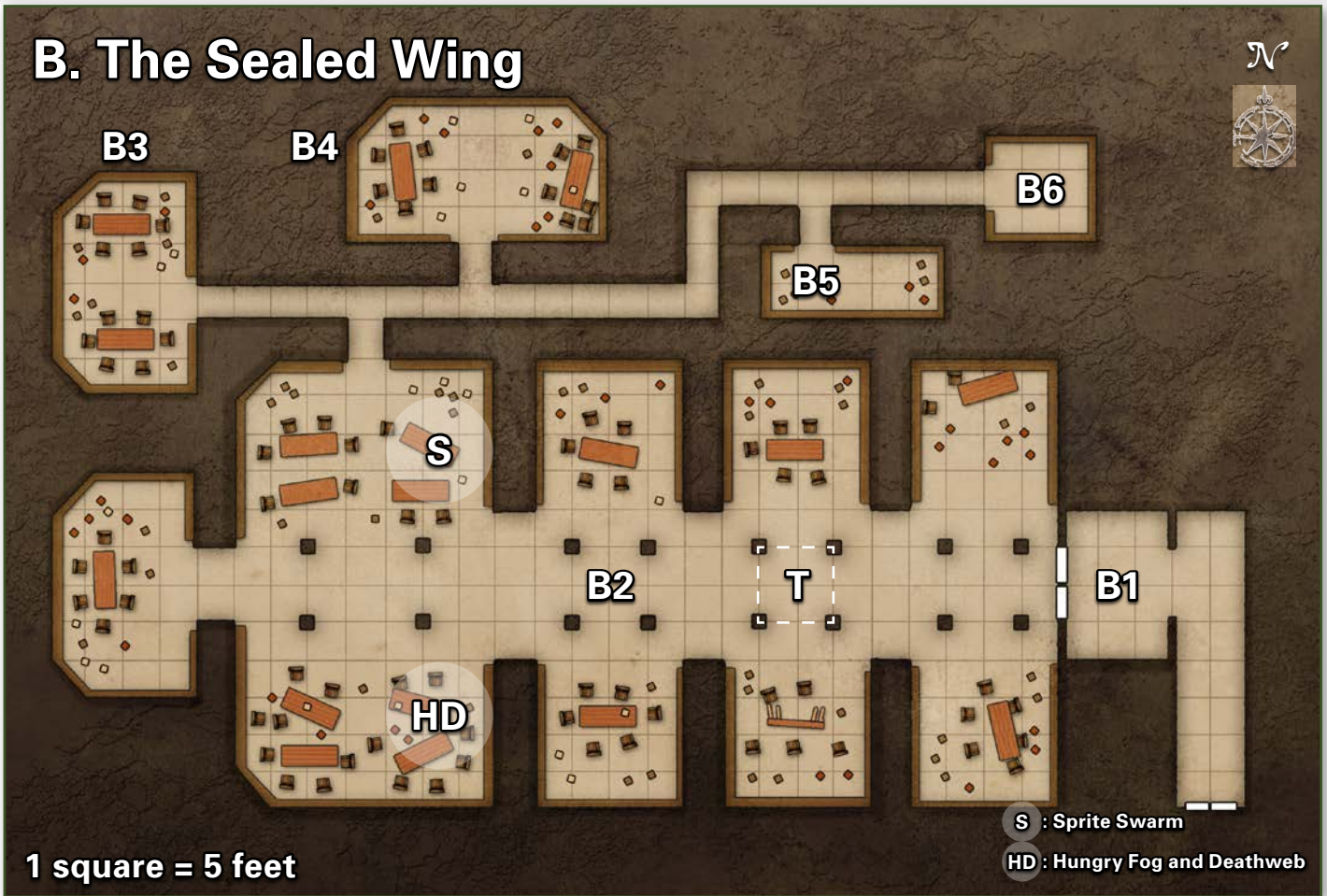
Sandaril looks anxious as the group enters, and the Learned Guard swiftly shut the door behind them. Soon after closing the doors, Sandaril’s muffled incantation on the other side precedes a final click as the entrance is sealed once more.

The battle between 322 and her pursuers, short as it was, caused significant damage to this wing of the Forae Logos. The most notable casualty was an especially dangerous book: the *Illuminated History of the Eldest*. Retrieved from the First World a century ago, it presented compelling theories regarding the origins of the enigmatic Eldest. Once destroyed, the book tore a hole from the Material Plane into the First World. This rift grew larger with each passing moment before being suppressed by the presence of the *dimensional lock*. While the blocked rift is no longer visible or accessible, its lingering effects permeate the library, turning the entire sealed wing into a primal magic zone (see below).

The PCs’ research goal begins in area **B4**. Several other parts of this wing also tie into the research challenge, as noted in their descriptions.

**Hazards:** The entirety of area **B** is an especially potent primal magic zone, capable of causing unpredictable magical results. Whenever a creature activates a magic item, casts a spell, or uses a spell-like ability in the sealed wing, there is a 50% chance that the spell effect is replaced by a special primal magic effect. A spellcaster casting a spell, using a spell-like ability, or activating a spell completion or spell trigger magic item can attempt

## B. The Sealed Wing



1 square = 5 feet

S : Sprite Swarm

HD : Hungry Fog and Deathweb

a concentration check (DC = 15 + twice the spell's level) to focus the magic and avoid triggering a primal magic effect. Creatures activating other kinds of magic items do not have the option of attempting a concentration check to avoid triggering a primal magic effect.

The save DC of any of the primal magic effects is 16 in Subtier 5–6 or 19 in Subtier 8–9. The effective caster level for any effect is 7 in Subtier 5–6 or 10 in Subtier 8–9. The primal magic zone can only sustain three effects at once, and should a creature trigger a fourth effect, the oldest effect ends immediately.

### d% Primal Magic Effect

**01–10** The entire sealed wing is affected by *reverse gravity* for 1d4 rounds. Creatures adjacent to the walls or pillars may attempt a Reflex save to secure themselves and avoid falling. Creatures who “fall” up to the ceiling take 3d6 points of falling damage and in Subtier 8–9 must also succeed at a Reflex save or suffer an additional 2d6 points of bludgeoning damage from falling tables and chairs. When the duration of the reverse gravity ends, the PCs suffer the same effects as when the reverse gravity effect began.

**11–35** The creature who triggered the primal magic effect is subject to the violent thrust form of *telekinesis* in a random direction (determine as a splash weapon) with an attack bonus equal to 10 + that creature's caster level.

**36–43** The creature that triggered the primal magic effect is flash frozen, suffering 2d6 points of cold damage and being staggered for 1 round. A successful Fortitude save halves this damage and negates the staggering effect.

**44–59** The entire sealed wing shakes violently. All creatures that cannot fly must succeed at a Reflex save or fall prone. The sealed wing continues to shake for 1d4 rounds, and creatures must continue to successfully save each round or fall prone.

**60–75** The temperature suddenly drops in the entire sealed wing, covering every surface with a thin layer of frost. Every creature in the sealed wing takes 1d6 points of cold damage per round for 1d4 rounds, after which time the temperature normalizes again. A successful Fortitude save negates this damage.

**76–90** A 20-foot-radius area, centered on the creature who triggered the primal magic effect, bursts

**SCALING ENCOUNTER B2**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 5–6:** Reduce the sprite swarm’s starting hit points to 35.

**Subtier 8–9:** The deathweb is injured and missing legs. Reduce its maximum hit points to 60, and it has a 50% chance each round of being staggered until the beginning of its next turn.

into spectral flames for 1d4 rounds. Any creature that enters or begins its turn in this area takes 1d6 points of fire damage and catches on fire (a successful Reflex save halves this damage and prevents the creature from catching on fire). These flames do not affect inanimate objects.

**91–99** The creature that triggered the primal magic event is affected by *haste* until the end of its next turn.

**100** Roll twice and apply both results.

**B1. Entrance**

This hallway connects the sealed wing to the Forae Logos proper. At the end of the hall there is a foyer filled with a shifting haze of multicolored lights and phantasmal sounds that change in hue and tone at random intervals.

The lights in this hall fill the entire 15-by-20-foot foyer and behave like a *minor image* cast by a 6th-level spellcaster. The effect is harmless and merely serves as an indicator of the unusual supernatural forces unleashed by 322’s battle with the Aspis specialists. The pair of double doors to the west are ajar, leading into a ruined library.

**B2. The Ruined Library (CR 6 or CR 9)**

Once a repository for dangerous magical books, the library now resembles a battlefield. Tables are overturned and books litter the floor. Some of these tomes float listlessly in the air as if they weighed nothing, their pages slowly turning by unseen hands. Others lie in smoldering heaps on the floor, arcing with sporadic goutts of electricity or flame. Haunting music fills the library, a mixture of Taldan nursery rhymes and lilting, arrhythmic tunes plucked on invisible strings.

This part of the library saw the worst of the fighting. Significant energy damage mars the walls and books. Tables are skewed, flipped over, or otherwise damaged. Dozens of books are suspended in the air, rotating weightlessly. If touched, these books suddenly regain gravity and fall to the ground noisily.

**Creatures:** In Subtier 5–6, a swarm of sprites emerged from the First World before the *dimensional lock* effect was placed on the area. These sprites are terrified of their sudden transition to the Material Plane and presume that the PCs are somehow responsible for pulling them from their home. They relentlessly attack and harass the PCs under the misguided belief that killing these strangers will open a portal back to the First World.

In Subtier 8–9, the rift to the First World opened near the somber realm of Count Ranalc. A hungry fog accompanied by an undead hive known as a deathweb investigated the rift and became trapped in the sealed wing. At the start of combat, the deathweb and hungry fog occupy overlapping spaces.

**Trap:** The library remains charged with energy from the destruction of another magical tome. It explodes when a creature enters the marked area, and its effect does not trigger any primal magic effects.

**Subtier 5–6 (CR 6)**

**SPRITE SWARM CR 5**

**hp** 45 (*Pathfinder Campaign Setting: Fey Revisited* 62, see page 29)

**TACTICS**

**During Combat** On the first round of combat in which at least one PC is within 10 feet, the sprite swarm uses its angry glow ability.

**Morale** Unaware that they are mortal on the Material Plane, the sprites fight to their unexpected deaths.

**SOUND BURST TRAP CR 3**

**Type** magic; **Perception** DC 27; **Disable Device** DC 27

**DESCRIPTION**

**Trigger** location; **Reset** automatic (1 round)

**Effect** spell effect (*sound burst*, 1d8 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in 10-ft. spread)

**Subtier 8–9 (CR 9)**

**DEATHWEB CR 6**

**hp** 71 (*Pathfinder RPG Bestiary* 3 65, see page 27)

**TACTICS**

**During Combat** The deathweb attempts to stay within the hungry fog. It also uses its web ability to pin creatures in place so that the hungry fog can more easily envelop them.

**Morale** The deathweb fights until destroyed.

**HUNGRY FOG CR 6**

**hp** 59 (*Pathfinder RPG Bestiary* 3 152, see page 28)

**TACTICS**

**During Combat** The hungry fog attacks the nearest living

creatures and strikes at them with its negative energy touch. If there are no living creatures within reach, the mindless fog attacks the deathweb (which heals the deathweb).

## BURNING ARC TRAP

CR 5

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

### DESCRIPTION

**Trigger** location; **Reset** automatic (1 round)

**Effect** 6d6 fire damage (DC 14 Reflex save for half damage); multiple targets (two secondary targets within 15 feet of the primary target take 3d6 fire damage, Reflex DC 14 half)

**Treasure:** The severed arm (see development below) wears a *ring of spell knowledge I* (*Ultimate Equipment* 174) and is mere inches away from a +1 *composite longbow* [+2 Str] in Subtier 5–6. In Subtier 8–9, these treasures are instead a +1 *adaptive composite longbow* [+2 Str] (*Ultimate Equipment* 134) and a *ring of counterspells*.

**Development:** Once the First World invaders are defeated, the PCs can search the sealed wing for signs of the Aspis fugitive. A PC who succeeds at a DC 15 Perception check (DC 20 in Subtier 8–9) finds a human arm severed just below the elbow lying under one of the library tables. This arm belonged to Alktorios Galatou, one of the elite operatives who pursued 322. The sudden appearance of a planar fissure caused the wound, and the sustained magic of the area has kept it relatively fresh. This allows PCs with spells like *blood biography* (*Pathfinder RPG Advanced Player's Guide* 206) to learn more about the agent.

**Rewards:** If the PCs fail to defeat the First World invaders, reduce each PC's gold earned as follows.

*Subtier 5–6:* Reduce each PC's gold earned by 341 gp.

*Out of Subtier:* Reduce each PC's gold earned by 474 gp.

*Subtier 8–9:* Reduce each PC's gold earned by 608 gp.

## B3. Lower Planes Archive

This library contains tomes pertaining to Hell and its infuriatingly complex legal system as well as codices on the Abyss and Abaddon. Several of the books in this room are burned beyond recognition, while others are weeping blood into slowly evaporating pools. A palpable presence of dread and desperation fills the entire chamber.

**Hazard:** An unnatural aura fills the room, and any PC who spends more than 1 hour studying in this section of the library must succeed at a DC 16 Will save (DC 20 in Subtier 8–9) or be affected by *crushing despair* until they leave area B. Creatures who succeed at the save are immune to this room's effects for 24 hours.

## B4. Planar References

While much of the sealed wing is in considerable disrepair, this library seems largely untouched by the battle that had come

before. Bookcases that rise from floor to ceiling line the walls of this spacious library, and the table in the middle of the room is strewn with open books and crumpled notes referencing lists of books and page numbers. These jottings look fairly recent.

All of the books in this vast collection detail the myriad planes. Some of the books here also detail the enigmatic Dimension of Dreams and the creatures that reside within. 322 spent several days hidden away in this library following a trail of clues from her dreams. The notes that reference books and page number should provide the PCs a place to start their own research and uncover whatever 322 sought.

## Research in Planar References

The PCs' investigation in area B begins here. Using the notes left behind by 322, they can follow her initial path of research and learn the following as they reduce the collection's knowledge points.

### Subtier 5–6 (CR 7)

#### SEALED WING COLLECTION

CR 7

**Complexity** 20

**Research check** Knowledge (arcana), Knowledge (planes),

Linguistics, or Profession (librarian); **Knowledge bonus** +3  
**kp** 30

### Subtier 8–9 (CR 10)

#### SEALED WING COLLECTION

CR 10

**Complexity** 25

**Research check** Knowledge (arcana), Knowledge (planes),

Linguistics, or Profession (librarian); **Knowledge bonus** +4  
**kp** 30

Note that the PCs cannot reduce the library's kp to fewer than 16 without spending at least one 8-hour period in the Lower Planes Archive in area B3, which subjects those researchers to its hazard.

**kp 25:** Someone here was researching the Dimension of Dreams. Pages have been torn from some books, only to be used as bookmarks in others. Notes on the torn pages reference literature contained in the Lower Planes Archive elsewhere in the sealed wing. According to the registry, one book on the Dimension of Dreams is missing: the *Libram of Forgotten Dreams*. This book purportedly contains dozens of rituals pertaining to that realm.

**kp 15:** The researcher veered away from the Dimension of Dreams and toward seemingly random books on Abaddon, the Abyss, and Hell. She has underlined unrelated passages and circled chapter numbers. A PC who succeeds at a DC 20 Linguistics check detects a code

in the underlined passages and grants the PCs a +4 bonus on all future Research checks during this challenge.

**kp 10:** The nameless researcher's investigation eventually became haphazard and inexplicable, though with patience it becomes clear that she was attempting to decipher some sort of encoded message—some of which earlier patrons of this library left in the margins of books. A PC who succeeds at a second DC 20 Linguistics check continues to decrypt the encoded text and grants the PCs an additional +4 bonus on all future Research checks in this challenge.

**kp 0:** The entire decoded message indicates the location of a hidden passage in area **B6** and the location of the trigger mechanism concealed inside one of the bookcases.

## B5. Demiplane References

The myriad books in this collection contain fantastical titles such as *Journey to the Heart of Mnemovore*, *Prisoners of the Crux*, *Seekers of Jandalay*, and *Visions of Herald's Fall*. These titles and more analyze known demiplanes, pocket dimensions, and other interstitial dimensions such as the First World and the Plane of Time.

## B6. Astral References

*This small library feels unusually claustrophobic, with its looming shelves rising higher than the room is wide. Books are scattered across the floor, though none of them appear damaged. Rather, this library looks like it was hastily searched.*

Most of the books in this small library reference features, traits, and inhabitants of the Astral Plane. A handful of tomes reference an esoteric plane hidden within the Astral Plane known as the Akashic Record.

**Development:** The eastern bookcase conceals a masterfully hidden door (Perception DC 40 to notice) that leads to the entrance of a hidden floor in Forae Logos known as the Archive Absentia. The PCs can discover this hidden passage by studying the books of the sealed wing, beginning in area **B4**.

## THE ABSENTIA ARCHIVE

Read or paraphrase the following once the PCs discover, open, and begin exploring the space beyond the secret door in area **B6**.

*With a soft click the bookcase swings out quietly like a door. An ancient spiral staircase—just barely wide enough for a person to traverse—lies behind the hidden door and ascends at a steep, unlit incline. Scratched into the stone walls is graffiti in dozens of languages. At the top of the staircase, a stone archway opens into a cramped vault with four-and-a-half-foot high ceilings held up by squat, stone columns. Dozens of small*

*nooks line the walls of this confined space, filled with musty old pillows, dust-covered books, and ancient cobwebs. Old candles, long unlit, sit in pools of congealed wax alongside empty lanterns. Two low-ceiling corridors lead off in opposite directions. The entire secret space gives the impression of being a refuge from the rest of the library, a quiet place to study or socialize that has long since been forgotten.*

Most pieces of the graffiti each lists a different single name and a date, indicating generations of students that at one time slipped away from their studies into this hidden chamber. The most recent date engraved is 4606 AR, over 100 years ago.

This narrow staircase leads up into the forgotten Archive Absentia, an architectural mistake that left a series of small chambers hidden between the ground level and second floor of the Forae Logos. In the ancient past, students utilizing these libraries slipped away to socialize and read in private within these claustrophobic sanctuaries. However, knowledge of the archive's access points faded after the turbulent upheaval following Aroden's death a century ago. The *dimensional lock* in area **B** does not extend up into the Archive Absentia.

A single pair of footprints in the dust leads down one winding corridor. This is the path 322 followed when she stole away into this area several days ago. Near the back of the network of tiny rooms, she cleared the area of cobwebs, created a chalk diagram on the floor, and assembled a ring of candles that still burn with heatless flame. An enormous tome—the *Libram of Forgotten Dreams*—lies open atop the diagram. The elf required several days to fully understand and complete the ritual that allowed her to escape to the Dimension of Dreams, and during this time she left many notes and comments scrawled in the margins of the tome.

If a PC inspects the tome and reads some of these notes, give them **Player Handout #3** (see page 26). A PC who succeeds at a DC 15 Knowledge (arcana or planes) check while paging through the tome determines that it describes the nature of—and how to travel to—the Dimension of Dreams. A comprehensive study of the rituals within would take weeks, if not months.

**Treasure:** 322 left behind some of her worldly possessions here before embarking for other worlds. In Subtier 5–6, these include a *scroll of breath of life*, a *cloak of resistance +2*, a *headband of alluring charisma +2*, and two pinches of *dust of darkness*. In Subtier 8–9, these items are instead a *scroll of breath of life*, a *cloak of resistance +4*, and two pinches of *dust of darkness* (*Ultimate Equipment* 293). In both subtiers, she also left behind an amulet of polished obsidian beads worth 10 gp; this has little value, however the strength of 322's dreamscape can grant it considerable psychic energy at the end of the adventure if any of the

PCs have earned the Spoils of the Siege (322) boon from a previous adventure.

**Development:** Once the PCs have read through 322's notes, read or paraphrase the following.

The candlelight gradually grows to an unnatural intensity. Soon, a shimmering form of golden light blossoms into being, taking the form of a Garundi woman in regal robes and with the symbol of a winged eye hanging around her neck. The apparition first takes on a stern, chastising countenance, raising one hand in the air as if to castigate everyone in the room. Then, as her luminous eyes register her many guests, she adopts a less aggressive posture.

"Heavens blessed," she whispers. "You're not the same guests at all, are you?" While clearly some form of spirit, there is no visible malevolence in this phantasmal woman's eyes. Rather, she overflows with a palpable aura of compassion and concern. "My name is Aliyas Ardenvaugh, I am—I was—curator of this wing of the Forae Logos. It... It'd been so long since I've seen another soul. Now so many guests in just a short time! How unusual. Are you peers of the woman who was here? Three-twenty-two?" She wrinkles her nose at the name.

Aliyas appears to be a ghost at casual observation; however, a PC who succeeds at a DC 24 Knowledge (planes) check discerns that Aliyas is in fact a prana ghost, a type of incorporeal, good-aligned outsider. Aliyas was a high-ranking librarian of the Forae Logos more than a hundred years ago and perished in an accident during the turbulent times that followed Aroden's death. She spent much of her childhood here, secretly reading and whiling away her time before becoming burdened with more adult responsibilities. The ornament around her neck is the holy symbol of Aroden, the dead god of innovation, history, and human culture.

The PCs likely have many questions for Aliyas. Below is information she can share regarding their investigation.

**Are you a servant of Aroden?** "Once, yes. He did not bestow my gifts directly, yet I admired—no, still admire—Aroden's ideals of knowledge and wisdom. I know he is gone, but in a way perhaps his memory lives on in me."

**Do you know what happened to Aroden?** "He is gone. If there is more to know, I have acknowledged the wisdom that it is a secret Aroden did not wish revealed."

**Is 322 the name of the person who stole the Libram of Forgotten Dreams?** "Yes, that poor girl. She came here, fleeing a fight she did not start. I offered her comfort and compassion, but she refused both. I could tell she was troubled, but she preferred the company of the libram more than that of another wayward soul."

**Where is 322 now?** "She performed a ritual found in the *Libram of Lost Dreams*, which put her to sleep. Eventually, her body and possessions simply faded away. I feel she was drawn somewhere else by powerful magic."

**Did 322 have a lantern?** "Oh my, yes—a grim-looking thing! It flickered with such an unusual light, and she would talk to it, ask it questions. If it responded, I could not hear."

**What kind of questions did 322 ask the lantern?** "Mostly advice regarding the ritual she was intending to perform—specifics of arcane study and magical insight. She only asked one question that was not of a practical nature: 'Do you forgive me?'"

**What ritual did 322 perform?** "She performed a powerful and complex ritual that shunted her sleeping mind into the Dimension of Dreams. It did not send her into any one particular person's dream but rather into the raw psychic essence of that plane—into the untempered echoes of memory between dreams."

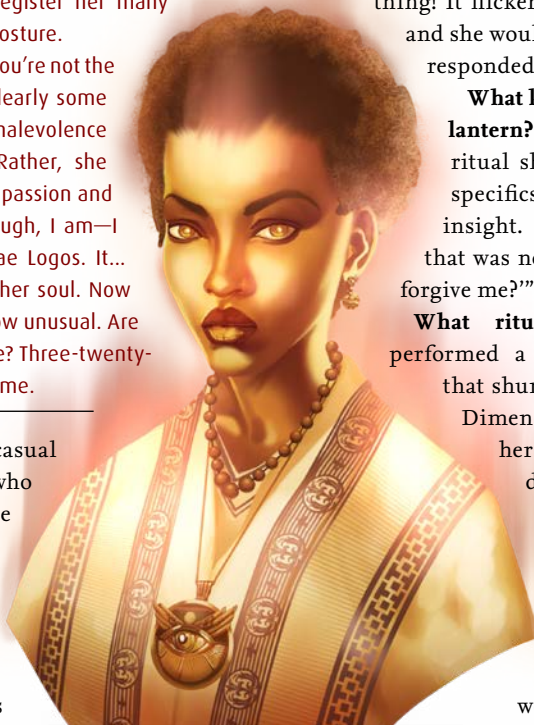
**What do you know of the Dimension of Dreams?** "I know it is a place of great wonder and just as great danger. Those who travel there in dreams can use their will to effect great and impossible change to the dreamscapes around them. Those that travel there bodily have no such gift, and risk death... or worse."

**Who is the woman that 322 mentions in her notes?** "I do not know."

**Who was 322 fighting?** "I did not see the battle—merely heard it—so I cannot offer a first-hand witness. She called them 'Criers.' She was terrified of them."

**Did 322 do anything else while she was here?** "She slept and ate the rare handful of food. When she wasn't sleeping she would sometimes cry, though quietly. She would have no comfort I offered. It was... difficult to listen to."

**Can you help us?** "If you wish to follow 322, I would be proud to offer assistance! I once studied the *Libram of Lost Dreams* when I was alive, you see, and I am



**ALIYAS  
ARDENVAUGH**

**OPTIONAL ENCOUNTER**

The creatures in area **C1** are an optional encounter and can be omitted if time is running short. Run this encounter only if more than 90 minutes remain in which to complete the scenario; otherwise, move directly to area **C3** after the PCs have completed their research.

familiar with the rituals therein. With your assistance, I could send your consciousnesses into the Dimension of Dreams to the same untempered dreamscape that 322 sought. What awaits you there, I do not know.” She pauses before adding with a half smile, “But isn’t the chance to find the answer exciting?”

The only way for the PCs to follow 322’s trail is to pursue her into the Dimension of Dreams with Aliyas’s help. In order to do this, the PCs must perform an occult ritual called Reflection of the Memory Pool (using a simplified version of the ritual rules on pages 208–209 of *Occult Adventures*), which puts them to sleep and sends their minds into the Dimension of Dreams. Even if the PCs fail to perform the occult ritual perfectly, their lucid bodies still travel to the Dimension of Dreams, however, the PCs suffer significant penalties as a result for the remainder of the adventure.

Performing the ritual takes 50 minutes and requires the PCs succeed at three Knowledge (arcana) or Perform (sing) checks and three Knowledge (planes) checks. The ritual’s primary caster must perform five of these checks, each of which takes 10 minutes. Any number of secondary participants can perform the sixth check or use the aid another action to assist the primary caster. As she does not intend to travel to the Dimension of Dreams, Aliya cannot act as the primary caster, but she can automatically succeed at the sixth check or any check to aid the primary caster.

If the PCs fail two or three of the six skill checks, all of the PCs take 2d6 points of damage and gain the fatigued condition as they enter the Dimension of Dreams. If they fail four or more of the skill checks, they instead take 4d6 damage and gain the fatigued condition. No matter how many checks they fail, the PCs’ bodies go limp, and their minds travel to 322’s dreamscape in area **C1** (see the text on page 17). Furthermore, the ritual protects each PC from any random disadvantages normally associated with traveling to the Dimension of Dreams with a lucid body.

**Rewards:** If the PCs do not find 322’s discarded gear, reduce each PC’s gold earned as follows.

*Subtier 5–6:* Reduce each PC’s gold earned by 760 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 1,122 gp.

*Subtier 8–9:* Reduce each PC’s gold earned by 1,485 gp.

**C. 322’S DREAMSCAPE**

When 322 completed the ritual, her consciousness projected into a region of raw, untempered psychic energy frequented by Aslynn in the Dimension of Dreams. The elf’s mind reflexively molded this dream-matter into shapes analogous to her personal life experiences. Although 322 has since departed, the impressions of her mind yet linger in this dreamscape.

Aslynn has already completed her bargain with 322, and the night hag has dispatched agents native to the Dimension of Dreams to comb through the elf’s psychic imprints for other information about the waking world that might be of value. The PCs, too, can use these psychic impressions to learn more about 322 and her predicament. While Aslynn is frustrated by the PCs’ presence, she is also intrigued by their resourcefulness and hesitates to use all of the power at her disposal to push them out of the dream until she is certain she’s learned everything of value that she can from them.

**Special:** If any PC has the Acquainted with Aslynn boon from *Pathfinder Society Scenario #5–09: The Traitor’s Lodge*, the night hag remembers them from their initial encounter. She uses that knowledge to her advantage as noted in the encounters that take place in area C.

**Exploring the Dimension of Dreams**

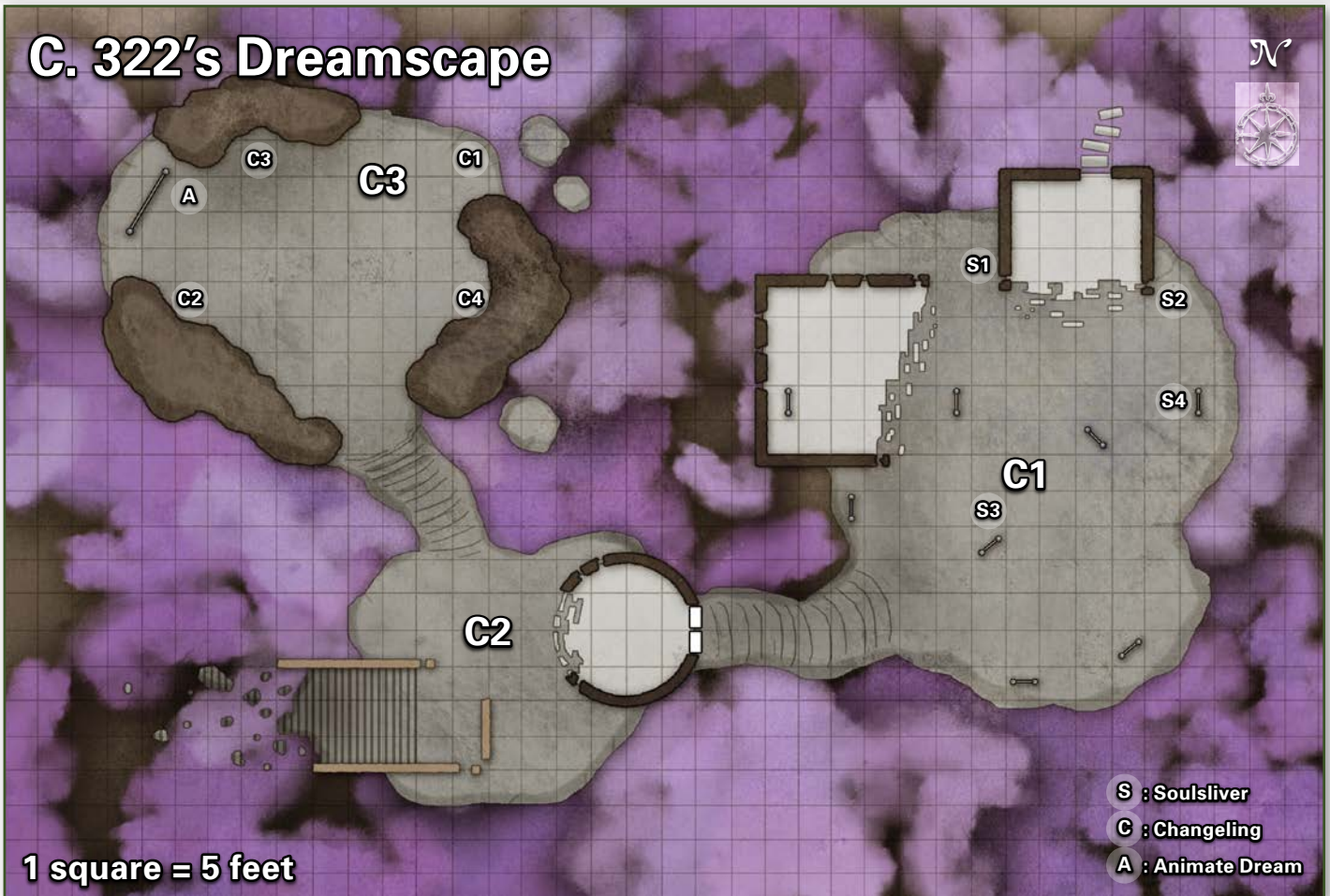
The Dimension of Dreams is a plane with the highly morphic trait (*Pathfinder RPG GameMastery Guide* 186), which allows some visitors to perform incredible feats by sheer force of will. As a standard action a number of times during the dream equal to the creature’s Charisma bonus (minimum 1), the dreamer can attempt one impossible action, such as casting a spell, gaining an effect of a spell as if it were cast, or conjuring a magic item. This requires a successful Charisma check (DC = 10 + the level of the spell being cast or spell effect replicated or half of the caster level of the item conjured; nonmagical items are caster level 0). Other fantastic feats are also possible with GM approval and a Charisma check with a DC determined by the GM. If the check fails, the dreamer cannot perform the feat. During this adventure, a PC is unable to create effects whose spell level is 7 or higher.

The Reflection of the Memory Pools occult ritual has partly stabilized this dreamscape, suppressing the Dimension of Dream’s wild magic property in this region.

The Dimension of Dreams can be a dangerous place, even if the PCs are not physically here. Due to the nature of the occult ritual, no harm that comes to the PCs here (nor expendable resources used) is reflected in the material world. Slain PCs awaken unharmed in the Archive Absentia. If a PC falls from one of the islands, he effectively dies and awakens. The PCs know that they can leave the Dimension of Dream at any time by attempting



## C. 322's Dreamscape



to “wake up” as a full-round action. Despite their current state, the PCs can still be affected by spells such as *sleep*.

### C1. The Memory Pools (CR 6 or CR 9)

Vibrant, billowing smoke streams forth from between the pages of the *Libram of Forgotten Dreams*. These soporific clouds churn furiously like a tornado, swallowing up the entirety of the room. Between the wisps of clouds, the Archive Absentia begins to fade away, and with it Aliyas. What was once the Archive Absentia of Forae Logos is now a crumbling stone lodge with a sagging, dilapidated roof. Half of the lodge is simply gone, crumbling away into a barren gray rock. Beyond the lodge’s walls lies an infinite sea of muted rainbow-hued clouds that churn above and below. A brilliant red-orange sunset glow comes from one end of the flat horizon, though no sun is visible. In the opposite direction, the horizon is a curtain of impenetrable darkness. What remains of the world appears to be little more than an island of stone set adrift on a cushion of swirling clouds. Huge pieces of jagged stone float weightlessly in the sky beyond—some of them studded with crumbling statues of elves in armor, others carrying mighty coiled serpents of carved stone that embrace the fragmented islands.

Enormous mirrors rise at skewed angles, having ruptured through the nearby stone surface. These mirrors reflect the dreamscape around them, but curiously, not any creatures.

These mirrors are an expression of the Dimension of Dreams called “memory pools.” These pools collect and contain memory fragments from lost dreamscape that otherwise collapse and disappear when their dreamers awaken. The form they take is subjective and changes from dreamscape to dreamscape.

The mirrors do not show the PCs’ reflections. Rather, a creature within 10 feet of a mirror sees swirling, indistinct shapes of events both real and unreal. Some of these ephemeral images depict blurry glimpses into 322’s battle with the Aspis operatives that pursued her. The PCs can perform research with the collection of mirrors as if it were a library, though nearly all information uncovered pertains directly to 322. A PC can identify the mirrors’ nature—including their research potential—with a successful DC 15 Knowledge (planes) or Sense Motive check.

In addition, the PCs must fend off Aslynn’s agents before they can perform any substantial research (see the Creatures entry on page 18).

**SCALING ENCOUNTER C1**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 5–6:** The soulslivers have already expended their daily use of *mirror image*.

**Subtier 8–9:** Remove one soulsliver from the encounter.

**Research in the Memory Pools**

Research in the Dimension of Dreams is not as straightforward and linear as it is on the Material Plane. Performing a Research check in area C1 only requires 8 minutes of work, rather than the typical 8 hours. If a primary researcher fails a Research check here, she and any PCs who assisted her are assaulted by psychic feedback that deals 2 point of Intelligence damage. A creature reduced to 0 Intelligence awakens as if slain.

**Subtier 5–6 (CR 7)**

**MEMORY POOLS** **CR 7**

**Complexity** 20

**Research check** Knowledge (local), Perception, or Sense

Motive; **Knowledge bonus** +0

**kp** 35

**Subtier 8–9 (CR 10)**

**MEMORY POOLS** **CR 10**

**Complexity** 25

**Research check** Knowledge (local), Perception, or Sense

Motive; **Knowledge bonus** +0

**kp** 35

**kp 30:** The initial investigation of the memory pools only reveals personal information about the PCs, presenting scenes leftover from their forgotten dreams. Each participating PC uncovers one such scene, and the GM should distribute to each player a random copy of **Player Handout #1** that was filled out by the players at the beginning of the session. Allow the player who wrote the secret to tell a brief vignette that illustrates the memory in about 30 seconds.

**kp 25:** A vision boils to the surface of the mirror, showing an elven girl with dark hair hiding in the hollow of a tree at night. She is barefoot, soaked in rain, and covered in dirt. A flash of lightning causes the girl to look up, and suddenly a figure in a hooded cloak wearing a golden owl mask stands before her. The masked figure offers out one hand to the girl as the vision ends.

**kp 20:** The same girl from before appears standing in a field. The owl-masked figure approaches her from

behind, resting a hand on her shoulder. The girl raises one hand to the sky and a blot of darkness filled with twinkling points of light appears above her. The masked figure nods, approvingly.

Distribute any remaining completed copies of **Player Handout #1** to the researchers, and repeat the process described in the entry above.

**kp 15:** Screams emanate from the mirror as the image of the elven girl—now an adult—appears. She is strapped to a bed, where she thrashes wildly. Men in black jackets and wearing onyx masks in the shape of animal skulls stand around her. As she thrashes, tentacles of darkness erupt from the air around her body. One snatches a masked figure by the head, and the others recoil in shock. The tentacle squeezes, there is an ear-piercing scream, and then an explosion of bone and gore that ends the vision.

**kp 10:** The elf fades into view wearing a hooded black cloak and dark armor. Someone outside of view discretely hands her a lantern of metal and whorled glass. There is concern visible in her features, and there is no mistake now that she is the assassin who killed Aram Zey. Another cloaked figure wearing an Aspis badge addresses her by a number, not a name: “322.”

**kp 5:** Aram Zey’s stoic face comes into view, lit by an eerie blue glow. Blood covers his chin and jaw, and an obsidian scythe blade sticks out of his chest. He exhales luminous, whispering vapor. The vision follows the twisting path of this spiritual energy through the air, before it is trapped within a lantern held by the elven woman.

**kp 0:** “You are under orders to return!” cries a voice from within the mirror. Several hooded figures dressed in black and red, wearing onyx stag skull masks surround 322. “The Professor expects you, 322. Come with us.” The encounter is clearly taking place in the now sealed wing of Forae Logos.

322 shakes her head and brandishes a knife at one of the masked figures. “You don’t own me. No one owns me anymore! Come, take your chances with the Void!” Darkness flecked with stars engulfs the elf, and the vision fades.

**Creatures:** Aslynn’s agents currently lurk among the memory pools, researching the elf’s memories. When the PCs pass by or approach the mirrors, these soulslivers emerge and attack. If a PC possesses the Acquainted with Aslynn boon, one soulsliver looks like him instead. All soulslivers gain a +2 bonus on attack rolls against that PC.

**Subtier 5–6 (CR 6)**

**ASLYNN’S EYES (2)** **CR 4**

Dream eater soulsliver (*Pathfinder Campaign Setting: Dungeons of Golarion* 42, *Pathfinder RPG Bestiary* 4 250)

NE Medium outsider (extraplanar, shapechanger)

**Init** +8; **Senses** darkvision 120 ft.; Perception +12

## DEFENSE

**AC** 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

**hp** 25 (3d10+9); fast healing 1

**Fort** +6, **Ref** +7, **Will** +3

**Immune** mind-affecting effects, **Resist** acid 5, fire 5

**Weakness** vulnerable to sonic

## OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +8 (1d4+5)

**Special Attacks** death throes (DC 14), dream eating (DC 14), psychic assault (DC 14)

**Spell-Like Abilities** (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close*, *silent image* (DC 14)

1/day—*mirror image*

## TACTICS

**Before Combat** The soulslivers already have a reserve of 2 psychic points.

**During Combat** Aslynn's soulslivers appear as duplicates of 322 with mirror-like eyes. At the start of combat the soulslivers use *mirror image*, then use either their dream eating ability if no creatures are attacking them in melee.

**Morale** The soulslivers fight to the death.

## STATISTICS

**Str** 20, **Dex** 19, **Con** 16, **Int** 13, **Wis** 14, **Cha** 17

**Base Atk** +3; **CMB** +8; **CMD** 23

**Feats** Dodge, Improved Initiative

**Skills** Acrobatics +10, Bluff +9, Disguise +9 (+13 when using change shape), Intimidate +9, Perception +12, Sense Motive +8, Stealth +14; **Racial Modifiers** +4 Disguise when using change shape, +4 Perception, +4 Stealth

**Languages** Aklo, Common; telepathy 30 ft. (other dream eaters only)

**SQ** change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

## SPECIAL ABILITIES

**Death Throes (Su)** When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 14 half).

**Dream Eating (Su)** As a full-round action that provokes attacks of opportunity, a soulsliver can consume a creature's subconscious dreams (DC 14 Will negates). The victim takes 1d4 points of Charisma damage, and the soulsliver gains a number of psychic points equal to the Charisma drained (maximum 3). A sleeping target (including the PCs, due to the nature of the ritual) takes a –2 penalty on saves to resist this ability.

**Mirror Travel (Su)** At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror

indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

**Perfect Copy (Su)** When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

**Psychic Assault (Su)** As a swift action, a soulsliver can imbue its slam attack with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations (DC 14 Will negates). The magnitude of the effect depends on how many psychic points the soulsliver spends in the assault. By expending 1 point, the soulsliver can the victim to become dazzled for 1d6 rounds. By expending 3 points, it can cause the victim to become staggered for 1d6 rounds.

## Subtier 8–9 (CR 9)

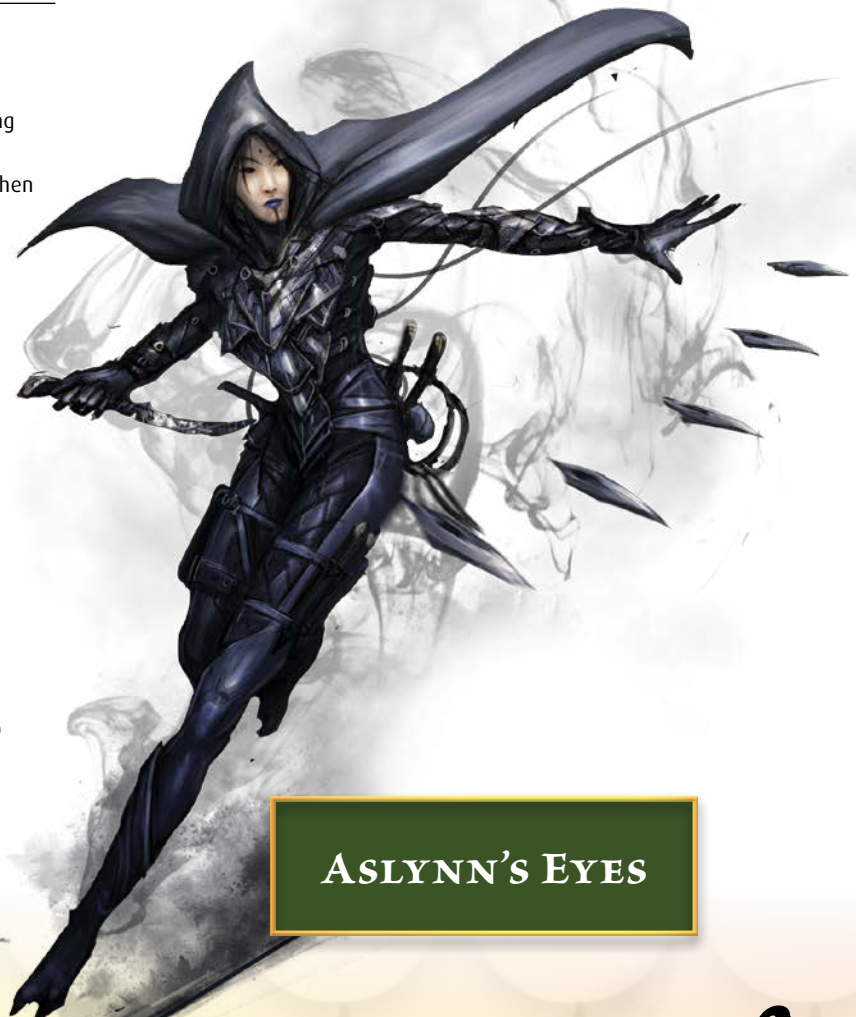
### ASLYNN'S EYES (3)

CR 6

Dream eater soulsliver (*Pathfinder Campaign Setting:*

*Dungeons of Golarion 42, Pathfinder RPG Bestiary 4 250*)

NE Medium outsider (extraplanar, shapechanger)



ASLYNN'S EYES

**322'S DISCOVERIES**

If at least one player brings a Chronicle sheet from *Pathfinder Society Scenario #6–98: Serpents Rise* and earned the Spoils of the Siege (322) boon, 322's dreamscape is even stronger thanks to her successes during that adventure. This grants each of the Daughters of Aslynn 10 temporary hit points and increases the saving throw DCs of their spells and special abilities by 1. In addition, any PC suffering from a fear effect takes an additional 1d6 points of nonlethal damage every time he takes damage in area **C3**.

If the PCs successfully defeat Aslynn's minions in area **C3**, players with the Spoils of the Siege (322) boon find that the obsidian necklace the elf left behind in the Absentia Archive is infused with occult energies absorbed by the dreamscapes collapse. This item appears in the boon 322's Foe on the adventure's Chronicle sheet.

**Init** +8; **Senses** darkvision 120 ft., low-light vision; Perception +16

**DEFENSE**

**AC** 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

**hp** 66 (7d10+28); fast healing 1

**Fort** +9, **Ref** +9, **Will** +4

**Immune** mind-affecting effects; **Resist** acid 5, **fire** 5

**Weaknesses** vulnerable to sonic

**OFFENSE**

**Speed** 40 ft.

**Melee** 2 slams +13 (1d4+6)

**Special Attacks** death throes (DC 17), dream eating (DC 17), psychic assault (DC 19)

**Spell-Like Abilities** (CL 3rd; concentration +7)

3/day—*mage hand*, *open/close*, *silent image* (DC 15)

1/day—*mirror image*

**TACTICS**

Use the Tactics in Subtier 5–6 on page 19.

**STATISTICS**

**Str** 22, **Dex** 19, **Con** 18, **Int** 13, **Wis** 15, **Cha** 18

**Base Atk** +7; **CMB** +13; **CMD** 28

**Feats** Ability Focus (psychic assault), Dodge, Improved Initiative, Power Attack

**Skills** Acrobatics +14, Bluff +14, Disguise +14 (+18 when using change shape), Knowledge (planes) +19, Perception +16, Sense Motive +12, Stealth +18; **Racial Modifiers** +4 Disguise when using change shape, +4 Perception, +4 Stealth

**Languages** Aklo, Common; telepathy (other dream eaters, 30 ft.)

**SQ** change shape (any humanoid; *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

**SPECIAL ABILITIES**

See the Aslynn's Eyes special abilities in Subtier 5–6 on page 19.

**Psychic Assault (Su)** See the ability in Subtier 5–6 on page 19.

By expending 5 points, the soulsliver can make the victim

nauseated for 1d6 rounds. By expending 7 points, it can make the victim confused for 1d6 rounds.

**C2. 322's Nightmares**

The twisting path of winding stone that leads to the next dream island ends at a crumbling tower that looks to be torn free from a much larger building. Loose bricks float through the air around the tower's disassembled peak, and a warped wooden door provides direct access inside.

**C3. Aslynn's Mirror (CR 8 or CR 11)**

The highest of the dream islands overlooks the entirety of the psychic archipelago. Huge cliffs of stone rise from the ground, each one fused with deformed statues of humanoids in wracked expressions of terror, clawing at their own eyes. An immense mirror that appears to swirl with gray smoke towers at the back of the island. The silhouette of a horned woman stands within, holding a lantern that burns with blue fire.

This island is where Aslynn's minions entered the untempered dreamscape. This is also, ultimately, where 322 was able to slip back into the Material Plane under Aslynn's guidance.

**Creatures:** Aslynn exists on the other side of the mirror on another plane, observing the PCs. If one of the PCs possesses the Acquainted with Aslynn boon, she calls out to him by name with notable amusement. Soon after acknowledging the PCs, Aslynn sends powerful emissaries to confront the PCs. A wailing chorus of women's voices fills the air as translucent figures coalesce from the very fabric of the dreamscape. These ghastly beings appear as gaunt women with stubby horns at their foreheads and wicked, sharp teeth. Their bodies dissolve into billowing clouds of milky smoke below the waist. The horned woman in the mirror cackles with glee as these ectoplasmic women appear, then she too dissolves into a cloud of swirling smoke. That same smoke erupts from the surface of the mirror, blackening as it reaches the Dimension of Dreams from whatever realm lies on the other side. The smoke undulates, churns, and begins to coalesce into a creature—an animate dream in Subtier 5–6 or an especially daunting feargaunt in Subtier 8–9.

The spectral women are animus shades of the night hag's changeling daughters, undead resulting from those slain in psychic combat and reshaped by Aslynn's magic to do her will. Animus shades are willful, hate-driven creatures that loathe others of their kind. Though the night hag's power keeps them relatively focused, a PC who succeeds at a DC 25 Bluff or Diplomacy check as a full-round action can convince one animus shade to attack its nearest "sister" for 1d3 rounds; for

every 5 points by which the PC exceeds the DC, one additional animus shade joins the infighting. A PC can only convince the shades to rebel once before Aslynn reasserts control and prevents further meddling. A PC can learn of this weakness with a successful DC 23 Knowledge (religion) check.

## Subtier 5–6 (CR 9)

### ANIMATE DREAM CR 8

**hp** 90 (*Pathfinder RPG Bestiary* 2 29, see page 27)

#### TACTICS

**During Combat** The animate dream casts *phantasmal killer* against any heavily armored opponent that does not have the Acquainted with Aslynn boon. If foes do not approach it to fight, it casts *confusion* before entering combat with its touch attacks.

**Morale** If reduced to 42 or fewer hp, the animate dream uses *dimension door* to move to area **C1** or **C2** in order to use its ranged spells again before re-engaging in melee combat. It then fights until destroyed.

### DAUGHTERS OF ASLYNN (2) CR 3

Changeling animus shade witch (ley line guardian) 2 (*Pathfinder RPG Bestiary* 4 29, *Pathfinder Campaign Setting: Occult Bestiary* 7, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Occult Adventures* 125)

NE Medium undead (humanoid, changeling, incorporeal)

**Init** +1; **Senses** darkvision 60 ft.; Perception +15

**Aura** mental static (30 ft., DC 13)

#### DEFENSE

**AC** 16, touch 15, flat-footed 14 (+3 deflection, +1 Dex, +1 dodge, +1 natural)

**hp** 17 (2d6+8)

**Fort** +3, **Ref** +1, **Will** +6; +4 bonus vs. channeled energy

**Defensive Abilities** channel resistance +4, incorporeal, mental schism; **Immune** undead traits

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** incorporeal touch +2 (animus insinuation, DC 13)

**Ranged** rend psyche +2 touch (3d6 plus 1d6 Charisma damage)

**Special Attacks** animus insinuation, corrupt intent, hex (coven), rend psyche

**Witch Spells Known** (CL 2nd; concentration +4)

1st (5/day)—*ill omen*<sup>APG</sup>, *ray of enfeeblement* (DC 13), *shield of faith*

0 (at will)—*bleed* (DC 12), *daze* (DC 12), *detect magic*, *spark*<sup>APG</sup> (DC 12), *touch of fatigue* (DC 12)

**Patron** wisdom

#### STATISTICS

**Str** —, **Dex** 13, **Con** —, **Int** 15, **Wis** 16, **Cha** 16

**Base Atk** +1; **CMB** +2; **CMD** 16

**Feats** Dodge

### SCALING ENCOUNTER C3

Make the following adjustments to accommodate a group of four PCs.

**Subtier 5–6:** Remove the daughters of Aslynn from the encounter.

**Subtier 8–9:** Remove two daughters of Aslynn from the encounter.

**Skills** Acrobatics +3, Fly +13, Intimidate +15, Perception +15, Sense Motive +7, Spellcraft +7; **Racial Modifiers** +8 Intimidate, +8 Perception

**Languages** Aklo, Common, Draconic, Giant

**SQ** conduit surge 6/day

#### SPECIAL ABILITIES

**Animus Insinuation (Sp)** Whenever an animus shade touches a creature, it inspires that creature's animus to rise up and overthrow the creature's dominant personality. This effect functions as per *id insinuation II* (*Occult Adventures* 173) except that either way, the effect only targets a single creature touched and lasts for 2 rounds, without the need for concentration.

**Corrupt Intent (Su)** An animus shade subverts the intent and willpower of its enemies, filling them with doubt and conflicting desires that play into the animus shade's hands. Whenever a creature strikes the animus shade with a melee or ranged attack, it must succeed at a DC 13 Will save or take a –1 penalty on all further attacks against the animus shade for 1d4 rounds. Each subsequent failed save against this ability by a creature already under its effect increases the total penalty by 1 and extends the duration of the effect by 1 round.

**Mental Static Aura (Su)** A creature with this ability creates a field around it that makes concentrating difficult for those without this ability. Living creatures within 30 feet must succeed at a DC 13 concentration check to cast a spell with a thought component (*Occult Adventures* 144). Failing this check causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failure means that they cease concentrating on the spell or effect. Creatures with this ability are immune to its effects and can cast spells normally.

**Rend Psyche (Su)** As a standard action, an animus shade unleashes a jet of dark energy at a creature within 30 feet. On a successful ranged touch attack, the target is wracked with mental agony as its own animus attempts to wrench free from its physical form. This violent struggle deals 3d6 damage as well as 1d6 points of Charisma damage. A successful DC 13 Will save halves the damage and negates the Charisma damage. The save DC is Charisma-based.

Subtier 8–9 (CR 12)

**ASLYNN'S WILL** **CR 10**

Giant feargaunt (*Pathfinder Campaign Setting: Occult Bestiary* 28, *Pathfinder RPG Bestiary* 295)

CE Huge outsider (extraplanar, incorporeal)

**Init** +8; **Senses** darkvision 60 ft.; Perception +18

**Aura** nightmare (60 ft., DC 20)

**DEFENSE**

**AC** 22, touch 22, flat-footed 17 (+7 deflection, +4 Dex, +1 dodge, +2 profane, -2 size)

**hp** 126 (12d10+60)

**Fort** +9, **Ref** +12, **Will** +11

**Defensive Abilities** incorporeal

**OFFENSE**

**Speed** fly 40 ft. (perfect)

**Melee** tormenting touch +14 (8d6)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** tormenting touch

**Spell-Like Abilities** (CL 12th; concentration +16)

At will—*fear* (DC 18), *ghost sound* (DC 14)

3/day—*confusion* (DC 18), *nightmare* (DC 19), *phantasmal killer* (DC 18)

**TACTICS**

**During Combat** The feargaunt casts *phantasmal killer* against any heavily armored opponent that does not have the Acquainted with Aslynn boon. It then uses its tormenting touch to strike foes in melee.

**Morale** The feargaunt fights to the death.

**STATISTICS**

**Str** —, **Dex** 19, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19

**Base Atk** +12; **CMB** +18; **CMD** 38

**Feats** Blind-fight, Dodge, Flyby Attack, Improved Initiative, Lunge, Skill Focus (Stealth)

**Skills** Bluff +19, Craft (nightmare) +15, Fly +23, Intimidate +19, Knowledge (planes) +17, Perception +18, Sense Motive +18, Stealth +17

**Languages** Abyssal, Common (can't speak); telepathy 100 ft.

**SQ** never far behind, prideful defense

**SPECIAL ABILITIES**

**Oneiric Titan (Ex)** Due to its incorporeal nature, the giant simple template grants the feargaunt a +2 profane bonus to AC and a +2 bonus to its Intelligence in place of any bonuses to natural armor or Strength.

**Never Far Behind (Su)** A number of times per day equal to its Charisma modifier, a feargaunt can teleport to a square adjacent to a creature that's still shaken from the feargaunt's nightmare aura or damaged by its tormenting touch. This ability functions as *greater teleport*, and only if the feargaunt and the creature are both in the Dimension of Dreams.

**Nightmare Aura (Su)** A feargaunt is cloaked in a 60-foot-radius aura of fear, which manifests as darkened shadows, subtle rot, and skewed perspective. The first time a creature ends its

turn within the aura, it must succeed at a DC 20 Will save or be shaken for as long as it stays within the aura and for 1d4 rounds thereafter. Creatures within the aura suffering from any fear effect automatically fail Charisma checks to attempt impossible feats in a dreamscape (*Pathfinder RPG Occult Adventures* 243). The feargaunt can suppress or reactivate this aura as a swift action. If the creature succeeds at the save, it cannot be affected again by the aura for another 24 hours. This is a mind-affecting fear effect. The DC is Charisma-based.

**Prideful Defense (Su)** A feargaunt gains a deflection bonus to its Armor Class equal to its Wisdom modifier, in addition to the deflection bonus an incorporeal creature normally receives based on its Charisma modifier.

**Tormenting Touch (Su)** A feargaunt's touch is an incorporeal touch attack that deals 8d6 points of damage and bypasses damage reduction. A creature that is suffering from a fear effect and is struck by the feargaunt's tormenting touch also takes 1d2 points of Charisma bleed damage. This bleed damage can be stopped as normal, but it also stops when the subject is no longer suffering from a fear effect.

**DAUGHTERS OF ASLYNN (4)** **CR 6**

Changeling animus shade witch (ley line guardian) 5 (*Pathfinder Campaign Setting: Occult Bestiary* 7, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Bestiary* 4 29, *Pathfinder RPG Occult Adventures* 125)

NE Medium undead (humanoid, changeling, incorporeal)

**Init** +6; **Senses** darkvision 60 ft.; Perception +17

**Aura** mental static (30 ft., DC 13)

**DEFENSE**

**AC** 17, touch 16, flat-footed 14 (+3 deflection, +2 Dex, +1 dodge, +1 natural)

**hp** 40 (5d6+20)

**Fort** +4, **Ref** +3, **Will** +7; +4 bonus vs. channeled energy

**Defensive Abilities** channel resistance +4, incorporeal, mental schism; **Immune** undead traits

**OFFENSE**

**Speed** fly 30 ft. (perfect)

**Melee** incorporeal touch +4 (animus insinuation, DC 13)

**Ranged** rend psyche +4 touch (2d6 plus 1d6 Charisma damage)

**Special Attacks** animus insinuation, corrupt intent, hexes (coven, tongues), rend psyche

**Witch Spells Known** (CL 5th; concentration +7)

2nd (5/day)—*blindness/deafness* (DC 14), *owl's wisdom*, *touch of idiocy*

1st (7/day)—*ill omen*<sup>APG</sup>, *inflict light wounds* (DC 13), *ray of enfeeblement* (DC 13), *reduce person* (DC 13), *shield of faith*

0 (at will)—*bleed* (DC 12), *dancing lights*, *daze* (DC 12), *detect magic*, *spark*<sup>APG</sup> (DC 12), *touch of fatigue* (DC 12)

**Patron** wisdom

**STATISTICS**

**Str** —, **Dex** 14, **Con** —, **Int** 15, **Wis** 16, **Cha** 16

**Base Atk** +2; **CMB** +4; **CMD** 18

**Feats** Dodge, Improved Initiative, Mobility

**Skills** Acrobatics +4, Fly +15, Intimidate +19, Perception +17, Sense Motive +9, Spellcraft +10; **Racial Modifiers** +8 Intimidate, +8 Perception

**Languages** Aklo, Common, Draconic, Giant

**SQ** conduit surge 6/day

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## SPECIAL ABILITIES

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Use the statistics in Subtier 5–6 on page 21 for a daughter of Aslynn’s animus insinuation, corrupt intent, mental static aura, and rend psyche abilities.

**Development:** If the PCs fail to defeat Aslynn’s incorporeal minions, proceed to the adventure’s conclusion. Remember that any PC that dies merely awakens in the archive Absentia. If the PCs do defeat Aslynn’s minions, read or paraphrase the following.

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The gigantic mirror cracks from top to bottom, showering the ground with shards of glass. Dark gray mist, churning like boiling water, seeps from the fissures and forms a shadowy cloud. “Fated, that one. Bound in threads not of her making, impotently thrashing against them and yet—as long as they tug, she dances.” The voice, coarse and ancient, emanates from a feminine silhouette now visible within. Far taller than any human, she shakes her head and sets her wild mane of hair dancing between her jagged horns. “She dances on and on, and there you are—running behind her. But who, they ask, threaded the strings?” The silhouette raises one arm, holding aloft a familiar-looking lantern burning with a cold blue light.

“Introductions now, I suppose. I am Aslynn.” Her tone is heavy with amusement. “I am the weaver, the maker, an inveterate taker. Here I am, dreamers. What now?”

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While Aslynn appears to be present in the Dimension of Dreams, the PCs are actually witnessing a *projected image* (CL 17th) sent here by unknown means. Any attack the PCs attempt against Aslynn is utterly harmless, for she is nothing more than a figment. If the PCs break her mirror (hardness 2, 10 hp), they dispel the image, and Aslynn can no longer communicate with them. Likewise, a PC can attempt an impossible feat (see Exploring the Dimension of Dreams on page 16) to destroy the image, causing Aslynn to recoil in pain and disappear.

Otherwise, the night hag is remarkably talkative (though unhelpfully cryptic). Allow the PCs to converse with her at their leisure; likely questions and her answers are below. In addition, she greets any PC who has the Acquainted with Aslynn boon by name, saying “We meet again. I had a feeling the fates weren’t done with you in that dusty old lab. You have a role yet to play in all of this. I’m curious to see how it all... ties together.” If the GM has had a chance to review any such PC’s Chronicle sheets, Aslynn might also reference those PCs’ recent deeds to

unsettle the Pathfinders with how much she knows about them already.

**Where is 322?** “Gone. Away from those who would harm her, for now. She has a role yet to play in what is to come, but, venomous serpents are ever so persistent, aren’t they?”

**Who is looking for 322?** “Her creators, of course. They made her who she is, not realizing who she could become. Then they marvel at their own shortsightedness. How amusing.” Aslynn avoids naming the Criers directly, unless the PCs mention the name specifically.

**Who are the Criers?** “One of many layers to an onion, rotten to the core. Players on our stage who have been here far longer than you Pathfinders have ever realized.”

**What do the Criers want?** “Hah! What does anyone want? To win.” Aslynn stays cryptic about the Criers’ motivation.

**Give us the lantern!** “Oh child, this is neither the time nor the place. My little light has a much longer part to play in the events to come.”

**What events?** “Ones you too will play a part in, soon. But neither here, nor now.”

**Why do you want the lantern?** “Why did you come here, seeking forgotten dreams? Why, to find the answer to a question, was it not? What loftier goal is there, than the truth?”

**What truth do you seek?** “That’s not the question you should be asking, child. But rather, what does my little light know?”

**What does your little light know?** “The truth!” Aslynn cackles, amused at herself.

Once the PCs have exhausted Aslynn’s information, her smoky form withdraws into her mirror, which turns a matte black color—assuming the PCs didn’t destroy it. Whether she is driven off or leaves of her own accord, Aslynn realizes that she can no longer safely plum 322’s memories here. She allows the dreamscape to collapse, and the world begins to crumble around the PCs. They can either wake themselves up at any time, or they will be forced awake when the last bit of land crumbles under their feet as they fall into the dreamscape mist.

**Rewards:** The PCs are unable to take any treasure from the dreamscape, but they can expect rewards from the Pathfinder Society once they conclude the adventure. If the PCs failed to defeat the creatures in area C3, reduce each PC’s gold earned as follows.

*Subtier 5–6:* Reduce each PC’s gold earned by 833 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 1,499 gp.

*Subtier 8–9:* Reduce each PC’s gold earned by 2,166 gp.

## CONCLUSION

Whether or not they survived their encounter in the Dimension of Dreams, the PCs awake safe and sound back in the Archive Absentia. Hours have passed while

the PCs slept, despite how much time appeared to pass in the dream. Second Archivist Qilaus Sandaril has followed the PCs here and is in conversation with Aliyas. He is astounded by the discovery of the Archive Absentia and thanks the PCs for their heroic efforts in subduing the planar disturbance. Aliyas, likewise, thanks the PCs for helping to reunite her with the Forae Logos's staff, and she intends to carry out her duties for as long as she remains capable of maintaining her spiritual form.

Kreighton Shaine eagerly awaits the PCs' findings. He is astounded by the PCs story, especially if they were able to communicate directly with the Aslynn. Armed with knowledge of the lantern's powers and that it now is in the possession of a powerful night hag, the Master of Scrolls seems even more determined than ever to recover Aram Zey's soul. He and several other planes-savvy Pathfinder begin launching their own inquiries to track Aslynn and the elf322 before any further harm befalls the deceased Master of Spells. The PCs have secured critical intelligence in the name of the Pathfinder Society, and their accomplishments will not soon be forgotten.

However, the mysterious Criers and the night hag Aslynn are still at large. So long as the PCs entered the dreamscape, the night hag now knows of them and will watch them more closely; these PCs earn the Acquainted with Aslynn boon on their Chronicle sheets. Each such PC also receives the Impossible Feat boon.

**Treasure:** If the PCs defeated the creatures in area C3, they were able to acquire additional intelligence that especially impresses Kreighton Shaine. In return, he rewards each PC with one of the following items of her choice: a *malleable symbol* (*Ultimate Equipment* 309), a

*lesser ring of revelation* (*Ultimate Equipment* 173), a *seducer's bane* (*Ultimate Equipment* 274), or a *voidfrost robe* (*Ultimate Equipment* 219). These items appear on the adventure's Chronicle sheet, and a PC may only purchase one. In Subtier 8–9, the options also include *bracers of sworn vengeance* (*Ultimate Equipment* 272), a *manual of gainful exercise +1*, a *ring of blinking*, or a *robe of scintillating colors*. A PC must purchase the manual on the Chronicle sheet in order to benefit from reading it.

## Reporting Notes

If at least one PC who played this adventure had the Acquainted with Aslynn boon, check box A on the reporting sheet. If the PCs conversed with Aslynn in area C3, check box B. If they forcibly destroyed Aslynn's *projected image*, check box C.

## Primary Success Conditions

The PCs complete their primary mission if they recover the records detailing the lantern's powers and uncover all of the information from 322's mirrors in the Dimension of Dreams. Doing so earns each PC 1 Prestige Point as well as the Aggressive Researcher boon on his Chronicle sheet.

## Secondary Success Conditions

The PCs complete their secondary mission so long as they conclude the research in the Blakros Museum and the Forae Logos in less than 6 days total. Doing so allows the Society to continue the search while the trail is still relatively fresh and earns each PC 1 additional Prestige Point.



## PLAYER HANDOUT #1: PATHFINDER SECRET

Write your character's name and a personal secret about your character below, and return this handout to the GM.

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## PLAYER HANDOUT #2: RESEARCH RULES REFERENCE

In order to uncover key information in a library or other collection, you must succeed at several Research checks. There are several terms to know.

**Complexity:** This represents how complex the library is, and it is the DC for any Research checks.

**Knowledge Bonus:** Many libraries grant a bonus on certain Knowledge checks. While researching there, add this bonus on any Knowledge skill checks made as Research checks.

**Knowledge Points (kp):** These act as the library's hit point total. As you reduce the library's kp, you will uncover more of its secrets. Once the kp reaches 0, you have learned all that collection has to offer during this adventure.

**Primary Researcher:** One PC must act as the primary researcher, and it is her skill check that determines if the group succeeds or fail at researching during that 8-hour period. A high Intelligence score, multiple ranks in Knowledge skills (or other writing-related skills), or Skill Focus in one of those skills all make for an excellent primary researcher.

**Secondary Researcher:** Up to two PCs can use the aid another action to assist the primary researcher.

Attempting a Research check requires 8 hours of uninterrupted work, and any spells or other tools you use to augment their Research checks must last at least 8 hours; the GM might make an exception for particularly clever use of spells and abilities.

Read quickly, and don't let the trail go cold!

## PLAYER HANDOUT #3: NOTES IN THE LIBRAM

The *Libram of Forgotten Dreams* contains numerous scribbles in its margins, including the following notes in the same handwriting.

**The Professor: Masked. Woman: Enigma. What does she want?**

322. 322. 322. This isn't my name anymore.

This passage is familiar from my last dream. Is she guiding me? I don't know who she is, but she will help me be free of the Professor. She has to. I will make her.

I won't let the Criers take me back. I WON'T LET THEM.

The old crone in my dreams wants the lantern in exchange for my freedom. Good. Better to be rid of this cursed thing.

The black stars beckon.

## APPENDIX 1: STAT BLOCKS

The following stat blocks are used in this scenario.

### ANIMATE DREAM CR 8

*Pathfinder RPG Bestiary 2 29*

NE Medium outsider (extraplanar, incorporeal)

**Init** +4; **Senses** darkvision 60 ft.; Perception +17

#### DEFENSE

**AC** 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)

**hp** 90 (12d10+24)

**Fort** +10, **Ref** +8, **Will** +12

**Defensive Abilities** incorporeal; **SR** 19

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch +16 (6d8 negative energy plus nightmare curse)

**Spell-Like Abilities** (CL 12th; concentration +17)

3/day—*deep slumber* (DC 18), *dimension door*, *nightmare* (DC 20)

1/day—*confusion* (DC 19), *fear* (DC 19), *phantasmal killer* (DC 19)

#### STATISTICS

**Str** —, **Dex** 18, **Con** 15, **Int** 10, **Wis** 15, **Cha** 21

**Base Atk** +12; **CMB** +16; **CMD** 32

**Feats** Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility

**Skills** Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19

**Languages** telepathy 100 ft.

#### DESCRIPTION

This indistinct figure suddenly takes on a nightmarish shape, not quite human or animal or fiend.

#### SPECIAL ABILITIES

**Nightmare Curse (Ex)** An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; *save* Will DC 21; *frequency* 1/day; *effect* 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or dispel evil, dream, or remove curse.

### DEATHWEB CR 6

*Pathfinder RPG Bestiary 3 65*

N Large undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +15

**Aura** infestation (5 ft., 1d6 plus poison)

#### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 71 (11d8+22)

**Fort** +5, **Ref** +5, **Will** +8

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** bite +15 (2d8+12)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** web (+9 ranged, DC 15, 11 hp)

#### STATISTICS

**Str** 26, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15

**Base Atk** +8; **CMB** +17; **CMD** 29 (41 vs. trip)

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike

**Skills** Climb +16, Perception +15, Stealth +16; **Racial Modifiers** +4 Stealth

**SQ** compression

#### DESCRIPTION

This animated husk from an enormous spider seems filled with thousands of living spiders that fall from its body like drops of blood.

#### SPECIAL ABILITIES

**Poison (Ex)** Infestation—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves.

**Infestation (Su)** An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation.

### DEVIL, MNEMOR CR 5

*Pathfinder Campaign Setting: Occult Bestiary 23*

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +8; **Senses** darkvision 60 ft., *detect magic*, *detect thoughts*, see in darkness; Perception +11

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 57 (6d10+24)

**Fort** +6, **Ref** +9, **Will** +7

**Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +11 (1d6+4), proboscis +10 touch (memory siphon)

**Special Attacks** memory siphon

**Psychic Magic** (CL 6th; concentration +9)

16 PE—*aversion*<sup>OA</sup> (2 PE, DC 15), *calm emotions* (2 PE, DC 15), *confusion* (4 PE, DC 17), *deja vu*<sup>OA</sup> (1 PE), *invisibility* (2 PE)

**Spell-Like Abilities** (CL 6th; concentration +9)

Constant—*detect magic*, *detect thoughts* (DC 15)

At will—*greater teleport*, *suggestion* (DC 15)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures 50%)

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 18, **Int** 17, **Wis** 15, **Cha** 17

**Base Atk** +6; **CMB** +10; **CMD** 24

**Feats** Improved Initiative, Power Attack, Weapon Focus (claw)

**Skills** Bluff +12, Diplomacy +12, Knowledge (religion) +11, Knowledge (planes) +16, Knowledge (all others) +8, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +13, Use Magic Device +9; **Racial Modifiers** +4 Knowledge

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**SQ** easily forgotten

---

#### DESCRIPTION

This ghoulish figure wears a tattered robe and stares with milky-white eyes, a proboscis-like tongue snaking out over its distended jaw.

---

#### SPECIAL ABILITIES

**Easily Forgotten (Su)** A mnemor devil's appearance and presence are difficult to fix in one's mind. Once a mnemor devil moves out of line of sight of a creature (or otherwise becomes unseen), that creature must succeed at a DC 16 Will save or be unable recall the last known location or direction of the devil. Such a creature cannot recall the details or nature of their encounter with the devil, though it retains a vague recollection that the encounter occurred. The mnemor can choose to suppress this ability.

**Memory Siphon (Sp)** A creature struck by a mnemor devil's proboscis suffers the effect of the *memory lapse*<sup>APG</sup> spell with no saving throw. Additionally, the mnemor devil can choose to attempt to affect the creature as with the *repress memory*<sup>OA</sup> spell (DC 16 Will save negates)—the spell targets the creature struck, rather than the mnemor devil itself, and spell resistance applies. If the target is a willing creature, the mnemor devil may alter memories of any length, as if through multiple applications of *repress memory*<sup>OA</sup>.

**Psychic Magic (Sp)** A mnemor devil can cast a limited number of psychic spells (including the emotion and thought components) by spending one or more uses of psychic energy (PE).

### HUNGRY FOG

CR 6

*Pathfinder RPG Bestiary 3* 152

N Huge ooze

**Init** -3; **Senses** blindsight 60 ft.; Perception -5

**Aura** bewitching brume (10 ft., DC 8)

---

#### DEFENSE

**AC** 5, touch 5, flat-footed 5 (-3 Dex, -2 size)

**hp** 59 (7d8+28)

**Fort** +6, **Ref** -1, **Will** -3

**Defensive Abilities** gaseous, negative energy affinity;

**DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic;

**Resist** cold 10

**Weaknesses** vulnerable to wind

---

#### OFFENSE

**Speed** fly 15 ft. (perfect)

**Melee** +5 touch (6d6 negative energy)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** enveloping mists (DC 17, 3d6 negative energy and staggered)

---

#### STATISTICS

**Str** —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +5; **CMB** +5; **CMD** 12 (can't be tripped)

---

#### DESCRIPTION

Horrid shapes form within this cloying green mist, which pulses sporadically and with seeming voracity.

---

#### SPECIAL ABILITIES

**Bewitching Brume (Su)** Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect.

**Enveloping Mists (Ex)** A hungry fog can engulf foes (see *Bestiary 3* 294). A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes.

**Gaseous (Ex)** A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

**Vulnerable to Wind (Ex)** A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

### INVISIBLE STALKER

CR 7

*Pathfinder RPG Bestiary 181*

N Medium outsider (air, elemental, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; Perception +12

---

#### DEFENSE

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

**hp** 80 (7d10+42)

**Fort** +11, **Ref** +11, **Will** +4

**Defensive Abilities** natural invisibility; **Immune** elemental traits

---

#### OFFENSE

**Speed** 30 ft., fly 30 (perfect)

**Melee** 2 slams +12 (2d6+4)

---

#### STATISTICS

**Str** 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

**Base Atk** +7; **CMB** +11; **CMD** 25

**Feats** Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

**Skills** Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

**Languages** Auran, Common

**SQ** improved tracking

---

## DESCRIPTION

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

---

## SPECIAL ABILITIES

**Improved Tracking (Ex)** An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

**Natural Invisibility (Ex)** This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

---

## SPRITE SWARM

**CR 5**

*Pathfinder Campaign Setting: Fey Revisited 62*

CN Diminutive fey (swarm)

**Init** +7; **Senses** low-light vision, *detect evil*, *detect good*; Perception +14

---

## DEFENSE

**AC** 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 size)

**hp** 45 (10d6+10)

**Fort** +4, **Ref** +10, **Will** +7

**Defensive Abilities** swarm traits

**DR** 2/cold iron; **Immune** weapon damage

---

## OFFENSE

**Speed** 15 ft., fly 60 ft. (perfect)

**Melee** swarm (2d6 plus distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** angry glow, concentrated rush, distraction (DC 16)

**Spell-Like Abilities** (CL 5th; concentration +5)

Constant—*detect evil*, *detect good*

1/day—*mass daze*<sup>UM</sup> (DC 14)

---

## STATISTICS

**Str** 3, **Dex** 17, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +5; **CMB** —; **CMD** —

**Feats** Alertness, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception)

**Skills** Fly +30, Intimidate +10, Perception +14, Sense Motive +9, Stealth +28

**Languages** Common, Sylvan

**SQ** mob mentality

---

## DESCRIPTION

Thousands of tiny, colorful winged humanoids crawl from every corner of the forest to form this buzzing, writhing swarm.

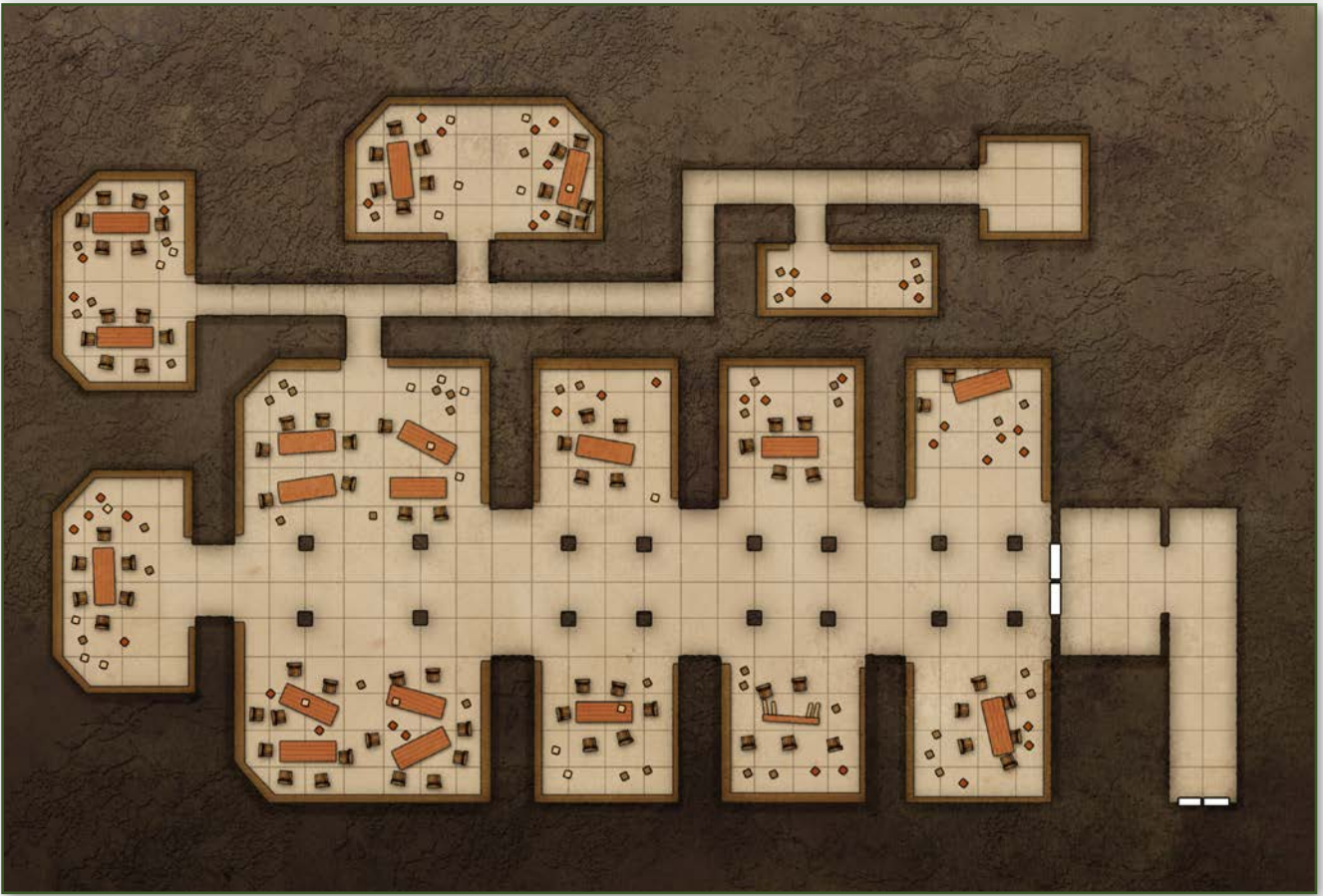
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## SPECIAL ABILITIES

**Angry Glow (Su)** Once per minute as a full-round action, the sprites that make up a sprite swarm may coordinate their luminous abilities to create a singular, searing glow. Creatures within 10 feet of a sprite swarm with line of sight must succeed at a DC 16 Fortitude save or be blinded for 1d4 rounds. A creature that succeeds at its save is dazzled for 1 round. The save DC is Constitution-based.

**Concentrated Rush (Ex)** Once every 1d4 rounds, if more than one creature occupies a sprite swarm's space, the swarm may use its attack action to concentrate on one of these creatures to deal 4d6 points of damage in place of its normal swarm damage. Other creatures within the horde's space do not take swarm damage that round.

**Mob Mentality (Ex)** As long as a sprite swarm has at least 10 hit points, it retains its Intelligence score and can act accordingly. Even so, it cannot be targeted by mind-affecting spells or effects that target a single creature. If its hit points fall below 10, the swarm is considered mindless as the individual creatures within begin to panic.



## Pathfinder Society Scenario #7-09: The Blakros Connection

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
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<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points

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# Pathfinder Society Scenario #7-09: The Blakros Connection

Character Chronicle #

Core Campaign

	A.K.A.		
Player Name	Character Name	Pathfinder Society #	Faction

**This Chronicle sheet grants access to the following:**

**Aggressive Researcher:** You have proven your mettle in Absalom's greatest libraries, and in the course of your research, you uncovered many facts that were not immediately relevant but might one day prove useful. You can cross this boon off your Chronicle sheet before attempting a Knowledge (arcana, history, or planes) check in order to treat your final check result as if it were 25, even if you are not trained in the skill. Alternatively, you may instead gain a +5 bonus on the check.

**Acquainted with Aslynn:** The entity known as Aslynn knows who you are and what you did in the Forae Logos. Whether this is to your advantage or detriment is as yet unknown.

**Impossible Feat:** The extraordinary actions possible within a dream might not be possible while awake, but you nonetheless dream of performing a similarly spectacular deed. You may cross this boon off your Chronicle sheet before attempting a skill check, saving throw, or attack roll to add 1d6 to the result of your check. If you roll a 6, roll the six-sided die again and combine the results. You may repeat this process up to twice for a maximum additional bonus of +18.

**322's Foe:** You have pursued the elusive elf known as 322 and uncovered an amulet imbued with her occult energy. You gain access to the following unique magic item at the listed discount.

**Heartstone of the Wronged** (Aura moderate evocation and transmutation; CL 8th; Slot neck; Discounted Price 8,000 gp): One larger glassy talisman that resembles a night hag's heartstone hangs from this amulet of obsidian beads. Its wearer gains immunity to disease. Once per day as an immediate action when she fails a saving throw against an effect that would cause confusion, she can activate the amulet to attempt a second saving throw with a +2 insight bonus and use the second result. Finally, if the wearer is an oracle with the dark tapestry mystery, she treats her effective oracle level as 2 higher when determining the effects of the many forms revelation.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,286	2,571
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,014	4,027
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,741	5,482
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total

All Subtiers	Subtier 8-9
<p><i>cloak of resistance +2</i> (4,000 gp)</p> <p><i>headband of alluring charisma +2</i> (4,000 gp)</p> <p><i>malleable symbol</i> (10,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 309)</p> <p><i>pipes of haunting</i> (6,000 gp)</p> <p><i>ring of revelation, lesser</i> (10,000 gp; <i>Ultimate Equipment</i> 173)</p> <p><i>ring of spell knowledge I</i> (1,500 gp; <i>Ultimate Equipment</i> 174)</p> <p><i>seducer's bane</i> (9,900 gp; <i>Ultimate Equipment</i> 274)</p> <p><i>voidfrost robes</i> (11,000 gp; <i>Ultimate Equipment</i> 219)</p>	<p><i>+1 adaptive composite longbow</i> (3,400 gp; <i>Ultimate Equipment</i> 134)</p> <p><i>bracers of sworn vengeance</i> (25,000 gp; <i>Ultimate Equipment</i> 272)</p> <p><i>cloak of resistance +4</i> (16,000 gp)</p> <p><i>manual of gainful exercise +1</i> (27,500 gp)</p> <p><i>pipes of pain</i> (12,000 gp; <i>Ultimate Equipment</i> 315)</p> <p><i>ring of blinking</i> (27,000 gp)</p> <p><i>ring of counterspells</i> (4,000 gp)</p> <p><i>robe of scintillating colors</i> (27,000 gp)</p>

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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