

PATHFINDER SOCIETY®

Year of Factions' Favor



CALL OF THE COPPER GATE

By Christopher Wasko



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HOW TO PLAY

Pathfinder Society Scenario #9-05: Call of the Copper Gate is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

Call of the Copper Gate makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Occult Adventures* (OA), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

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CALL OF THE COPPER GATE

By Christopher Wasko



Long ago, the wizard and astrologer Ralzeros the Overwatched became obsessed with watching and charting the endless expanses beyond Golarion. Dissatisfied with relying solely upon his own observations, Ralzeros formed compacts with several otherworldly beings to expand his research, including inscrutable forces from the Dark Tapestry. These entities told him of a doorway called the Gate of Beyond that led to their distant realms. Ralzeros ventured to the Gate and constructed a giant observatory of black basalt around it. To protect against the malevolent influence of beings from beyond the stars, Ralzeros created an extradimensional laboratory, sealing the only passage between it and the rest of his observatory with a copper door warded with his most powerful spells. He linked this gateway to a set of three beacons, each designed to reinforce the copper doorway's wards and alert him if anything went awry inside the laboratory. As Ralzeros delved deeper into forbidden knowledge, however, his mind grew increasingly unhinged, and eventually he disappeared without a trace.

Centuries later, the prominent Blakros family purchased Ralzeros's old estate and converted it into the famous Blakros Museum, which boasts one of the most impressive collections of historical artifacts in the Inner Sea region. The Blakros Museum has seen its share of troubles over the years. In 4689 AR, Imrizade Blakros happened upon the dormant Gate of Beyond, and it formed a hidden connection with the recesses of her mind. About 20 years later, Imrizade found herself compelled to open the Gate, but a team of Pathfinder Society agents stopped her and destroyed the Gate. Imrizade survived the ordeal and returned to her life as a daring adventurer, but the incident never truly left her. She developed strange new sorcerous powers that she eventually learned to control, but she was also plagued with bizarre nightmares of alien worlds.

Soon after this incident, the Pathfinder Society came to the Blakros family's aid again, helping to sever a dark pact the family made with an influential organization on the Shadow Plane. Although the pact was broken, the tie between the museum and the Shadow Plane remained.

WHERE ON GOLARION?

Call of the Copper Gate takes place in several noteworthy locations throughout Absalom, the City at the Center of the World. The adventure begins in the Pathfinder Society's Grand Lodge and then progresses to the renowned Arcanamirium and the famous Blakros Museum. To learn more about Absalom, see *Pathfinder Campaign Setting: Guide to Absalom* or *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in local bookstores and hobby shops, as well as online at paizo.com.



The museum's curator, Nigel Aldain, used the museum's connection to the Shadow Plane in conjunction with an artifact known as the *shadow obelisk* to reshape the Museum's architecture. The Blakros family was pleased with Aldain's renovations, and the expanded exhibit space bolstered the Museum's popularity. However, this shift greatly strained the connection between Ralzeros's copper gate and the laboratory beyond, weakening the powers of the beacons and allowing the influence of the Dark Tapestry to seep into the extradimensional facility.

In the years since Ralzeros's disappearance, the beacons have found new homes: one in the vaults of the Pathfinder Society's Grand Lodge, one in storage at Absalom's premier



Scaling DCs

To accommodate a group of four PCs, anytime this scenario calls for a skill check, reduce the DC of the skill check by 2.

magic academy, the Arcanamirium, and one on display in the Blakros Museum. The influence of the Dark Tapestry now extends beyond the copper gate, corrupting the laboratory's link to the beacons and using the tainted magical conduit to reach onto Golarion. These alien powers call Imrizade Blakros to the Museum once again, but they also beckon a more sinister agent: a servant of an Outer God who has been waiting patiently for a sign to release his patron's vile thralls upon the unsuspecting planet.

SUMMARY

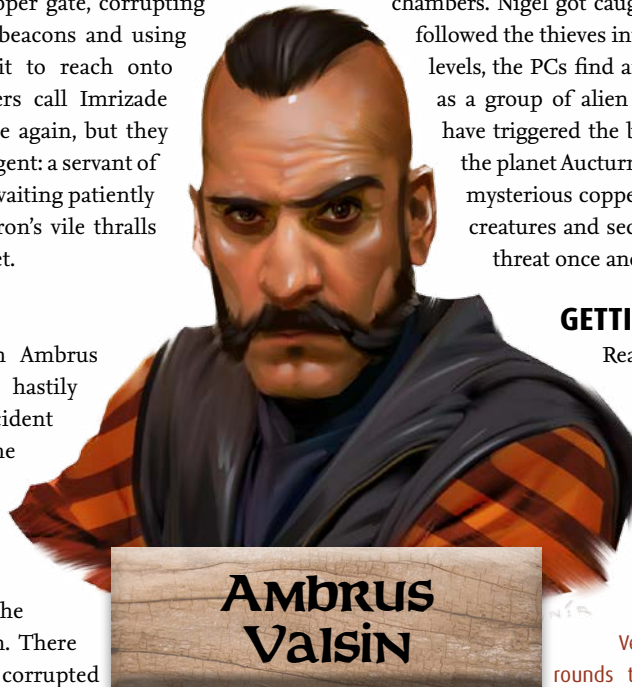
The adventure begins with Ambrus Valsin and Zarta Dralneen hastily briefing the PCs on an incident currently taking place in one of the Society's storage vaults. Valsin demands that Dralneen and the PCs get the situation under control, and Dralneen leads the PCs to the vault in question. There the PCs find one of Ralzeros's corrupted beacons, which has animated nearby objects and transformed the vault into an alien habitat. The PCs must destroy the animated objects and contain the reactive beacon.

Once the PCs have contained the beacon, Zarta reveals that it is one of a set of three similar objects. The Society purchased it several years ago from the Arcanamirium, which retained the other two objects for its collection. Dralneen sends the PCs to the Arcanamirium to retrieve and contain the other two beacons before their power becomes destructive. The Arcanamirium staff directs the PCs to journeyman wizard Maren Fuln, who checked out one of the beacons, and to the Blakros Museum, where the last beacon is currently on display. Maren locked himself in his office, as he has accidentally triggered the beacon by activating a *scroll of planar binding*, originally intended to call an outsider but instead trapping a creature from the Dark Tapestry. Rather than call security, Maren and the creature share cautious curiosity about each other and have not yet become hostile. This stalemate affords the PCs a chance to interact with the alien creature and learn more about the beacons, Ralzeros, and what lies beyond the copper gate, before the monster's frustration at its imprisonment leads to violence.

The PCs eventually arrive at the Blakros Museum, where Nigel Aldain is in the midst of handling a crisis of his own. Once Nigel and the PCs have quelled the threat, Nigel explains the situation. Imrizade Blakros had just arrived at the museum when a mysterious intruder appeared, accompanied by violent otherworldly monstrosities. The intruder stole the beacon that was on display and descended into the lower chambers. Nigel got caught up in the fray, but Imrizade followed the thieves into the lower levels. On the lower levels, the PCs find an unconscious Imrizade as well as a group of alien followers of Nyarlathotep who have triggered the beacon with items connected to the planet Aucturn and are attempting to open the mysterious copper gate. The PCs must defeat the creatures and secure the final beacon to end the threat once and for all.

GETTING STARTED

Read or paraphrase the following to get the adventure under way.



Audible alarm spells fill the Grand Lodge with shrill chimes, as apprentice Pathfinders hustle through the ground floor locking doors and casting protective spells. Venture-Captain Ambrus Valsin rounds the corner in a visibly agitated state, with Paracountess Zarta Dralneen

impatiently dogging at his heels. "Ambrus, this kind of situation is exactly why I founded the Dark Archive in the first place. Give me and my agents a chance to..."

"A chance to what, Zarta? Tinker around with unstudied artifacts while Pathfinders' lives might be at risk?" Valsin's voice booms curtly over the alarms. As if startled by the harsh sound of his voice, Valsin flinches and quickly gains his composure. "I'm sorry, Zarta. I understand your point; I just can't think about it right now while something is happening inside our very walls. If you can marshal a team to put a lid on this debacle, I'm sure the Decemvirate will give you some more rope. Just be careful you don't wind up hanging yourself with it."

As Valsin stalks down the corridor checking to see if the doors are secured, Zarta turns, a sly smirk spreading across her face. "That's the closest I've gotten to a 'yes' in months. Of course, now we have to prove that we can handle emergencies like this in a pinch. Come along then. I'll explain on the way."

Zarta rushes down a flight of spiral stairs, drawing a crooked wand from the folds of her dress. "As you may know, the Dark Archive has been gathering, cataloging, and reinforcing magical wards over all manner of dangerous or mysterious items, some of which we store in these underground vaults. Apparently one of the items has activated and malfunctioned. The good news is that



our alarm system and lockdown procedure ran swimmingly; the bad news is that now we have a bizarre magical device wreaking havoc in our basement. That is where you come in."

Zarta stops outside a stone door with sickly yellow roots lazily snaking between its edges. "This is the vault. All we know is that whatever is inside is animating the other devices stored in here, and spewing plant-like matter throughout the room. The plants aren't any sort I've seen before, so I would recommend caution. I've brought a wand that I should be able to use to repel the flora. You all take care of the animated items and disarm whatever's causing this situation, preferably without damaging it until we can learn more. Understood?"

Unlike in many other scenarios, the events that precipitate *Call of the Copper Gate* occur quickly, affording the PCs little information or time to prepare. The PCs will have an opportunity to receive a full briefing from Dralneen and purchase items after the first encounter.

A. THE FUNGAL VAULT (CR 7 OR CR 10)

This Pathfinder Society used this vault as a catchall storage space for interesting items that had not yet been identified or appraised. They filed Ralzeros's beacon into this chamber for later study, along with several pieces of bizarre technology that Pathfinder agents have recovered from regions such as Isger, Numeria, and Ustalav. Unbeknownst to the archivists, several of the trinkets stored here had ties to the Dark Tapestry, specifically the distant planet Aucturn. When the forces within Ralzeros's extradimensional laboratory extended their corruption to the beacons, the proximity of the Aucturn relics caused a reaction, turning the beacon into a conduit for the planet's alien flora and animating the relics into mindless agents of torment. Normally, the Pathfinder Society carefully screens incoming items to prevent such a volatile interaction, but since they purchased Ralzeros's beacon from the Arcanamirium with an assurance that it was safe for storage—which, at the time, was true—the archivists thought nothing of keeping the item here until it could be further examined. When the PCs enter the vault, read or paraphrase the following.

Sticky, humid air saturates this dome-shaped chamber, and veins of yellow-green tendrils form a web across its stone walls. A thin layer of slimy green pollen coats the hundreds of small curios scattered throughout the room, as well as the sundered crates

NPC Assistance

Each encounter in this scenario includes an NPC whose goals align with the PCs'. These NPCs are predominantly non-combatants, attending to other urgent business during a given encounter that still leaves the PCs to handle the brunt of the action, but PCs can use standard actions to prompt them to participate in the encounter more actively. Specific actions required to solicit NPC assistance are detailed in each encounter, including viable skills and starting DCs for each call to action, as well as additional benefits that the PCs can gain if they surpass the DC.



**Zarta
Dralneen**

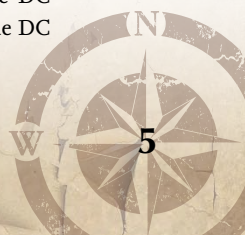
that once stored them. Bulbous tubes of spiny fungus sprawl across the floor, connected to thick columns that reach up to the ceiling and dangle pods of prickly, putrid fruit. All of these growths are rooted to a glowing glass sphere filled with churning yellow protoplasm, which hovers six feet above the floor. Two bands of coalesced spores encircle the sphere like planetary rings.

The domed room has a ceiling 30 feet high at its center. The only source of light in the room is the floating beacon, which sheds light like a torch. The fungal columns function as massive trees, while the fungal strands function as heavy undergrowth for any Small or larger creature (*Pathfinder RPG Core Rulebook* 426). Each fungal strand

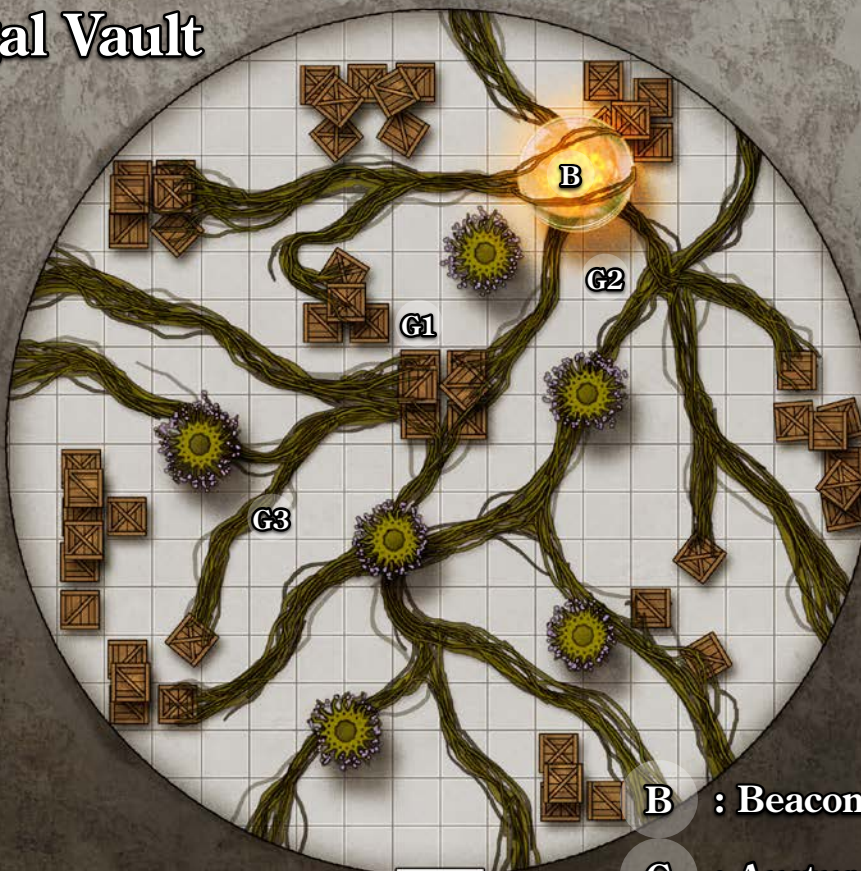
square has hardness 5 and 5 hit points. Fire and slashing damage bypass a strand's hardness. The beacon regenerates 1d3 squares per round, which grow outward from the beacon until the PCs disarm it, while each fungal column regenerates 1 square every three rounds. The crates provide partial cover, except for the stacked crates in the center of the room, which stand 8 feet tall and provide normal cover.

Creatures: The beacon's corrupted power has instilled several of the alien items in this vault with grim purpose, temporarily animating one into a golem (or golems in Subtier 6–7). Once it notices intruders, the mindless construct pursues living creatures throughout the vault, favoring moving targets over unconscious ones. The room's scattered debris grants the golem its junk repair ability.

Hazard: The strands and columns of Aucturn fungus are toxic to living creatures' skin, and touching or moving through them exposes PCs to contact poison. In Subtier 3–4, the fungus mimics malyass root paste (Fortitude DC 12 negates); in Subtier 6–7, it mimics nitharit (Fortitude DC



A. Fungal Vault



1 square = 5 feet

B : Beacon

G : Aucturn Shard Golem

15 negatives). Details for these poisons appear on page 559 of the *Pathfinder RPG Core Rulebook*. The hazard increases the room's CR by 1, but the combination of assistance from Zarta Dralneen and the trap's activation requirement cancel this increase (see below).

NPC Assistance: Zarta acts on initiative count 20, beginning by activating her inspire courage ability as a move action to grant the PCs a +2 competence bonus on attack and damage rolls and a +2 morale bonus on saves against charm and fear effects. She spends all of her standard actions clearing the fungus using a *wand of blight*, leaving the PCs to deal with the golem (which does not attack her). Each round, she clears 6 connected squares of fungal strands or one entire fungal column, starting at the door and moving toward the beacon. PCs can convince her to remove a specific area of fungus by spending a standard action to direct her and succeeding at a DC 15 Knowledge (nature) check or DC 18 Diplomacy check (or with creative use of items or class abilities). She follows a PC's direction for 1 round per successful check, plus 1 additional round for every 5 points by which the PC exceeded the DC. In Subtier 6–7, increase the DCs of these skill checks by 4.

If the PCs struggle to defeat the golem, Zarta points out a set of nearby tools that function as an adamantite flail that might help them (see Treasure on page 8).

Once the PCs defeat the golem, they can request Zarta's help with disarming the beacon. If the PCs succeed at a DC 15 Diplomacy, Knowledge (arcana), or Spellcraft check (DC 19 in Subtier 6–7), she assists, granting the PCs a +4 bonus on Disable Device checks and allowing them to attempt the check untrained to disarm the beacon as if they had the trapfinding class feature (PCs who already have the trapfinding class feature gain a +6 bonus from Zarta instead). This assistance also allows PCs untrained in Disable Device to roll aid another checks.

Zarta is willing to cast *lesser restoration* on the PCs up to three times following combat if they ask her for such help. The PCs need not succeed at a skill check to receive this form of assistance.

Trap: The active beacon functions as a magic trap. This trap triggers only if the PCs touch it. If the PCs disarm it, the fungus throughout the room instantly vanishes, and the golem (or any remaining golems) gains the sickened condition. PCs can disarm the beacon using Disable Device or by dealing 10 points of damage to it (AC 5, hardness 8), although dealing damage to the trap triggers the trap's effect on the attacker wherever he is in the room. In Subtier 6–7, the PCs must deal 40 points of damage to the beacon to disable it with brute force.



If the PCs prove incapable of disarming the trap and give up on doing so, Zarta Dralneen eventually steps in. She asks them if they need her to handle this matter for them entirely or if they are ready to step up and seize the chance to prove themselves as Pathfinders and as guardians of the Grand Lodge. She particularly chides any members of the Dark Archive, explaining that she can't be everywhere at once; if she can't prove that other members of the Dark Archive are capable, she explains, it will severely hamper her arguments to Valsin to give the faction more influence. As long as the PCs are still unwilling to continue attempting to disarm the beacon, she gives a disappointed sigh before disarming it herself. Note that if Zarta disarms the trap for the PCs, the PCs earn less gold for this encounter (see Rewards on page 9).

Subtier 3–4 (CR 7)

AUCTURN BEACON CR 5

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

EFFECTS

Trigger touch; **Reset** automatic (1 minute)

Effect spell effect (*excruciating deformation*^{UM} [CL 5th], DC 14 Fortitude save partial)

AUCTURN SHARD GOLEM CR 5

Variant junk golem (*Pathfinder RPG Bestiary* 4 132)

N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 19, touch 9, flat-footed 19 (–1 Dex, +10 natural)

hp 53 (6d10+20); junk repair

Fort +2, **Ref** +1, **Will** +2

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +10 (1d6+4 plus evisceration)

TACTICS

During Combat The golem begins combat disincorporated and remains so throughout the battle, using its evisceration ability whenever possible.

Morale The golem fights until destroyed.

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +10; **CMD** 19

SQ disincorporate

SPECIAL ABILITIES

Disincorporate (Ex) An Aucturn shard golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 2d6 points of damage and inflicts evisceration, but it loses its slam attacks. It can revert back to its normal form as a full-round action.

Scaling Encounter A

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

Subtier 3–4: Lower the DC to resist the effects of the poison by 2 and the regrowth rate of the fungal strands to 1 square per minute from the fungal columns and 1d2 squares per round from the beacon. The beacon trap does not reset. Lower the trap's Perception and Disable Device DCs by 2. In the Treasure section, reduce the DC of the check to harvest poison by 2.

Subtier 6–7: Remove one golem. The beacon trap does not reset. Lower the trap's Perception and Disable Device DCs by 2. In the Treasure section, reduce the DC of the check to harvest poison by 2.

Evisceration (Ex) An Aucturn shard golem performs swift but mindless surgical operations on creatures it damages. A creature that takes swarm damage from a disincorporated Aucturn shard golem must succeed at a DC 14 Fortitude save or take 1d2 points of ability damage from the invasive lacerations. This damage applies to whichever ability score is currently the highest. The save DC is Dexterity-based and includes a +2 racial bonus. Creatures struck by an Aucturn shard golem's slam attack take 1 point of ability damage per slam if they fail their saves.

Immunity to Magic (Ex) An Aucturn shard golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against an Aucturn shard golem, as noted below.

- A *shatter* spell causes the golem to disincorporate and dazes it for 1 round.
- A *grease* spell affects the golem as if it were *haste* for 1d6 rounds and ends any slow effect on it.
- An *arcane lock* or *hold portal* spell affects the golem as if it were a *slow* spell for 1d6 rounds and breaks any *haste* effect on it.
- A *wood shape* or *rusting grasp* spell deals 2d6 points of damage to the golem.

Junk Repair (Su) An Aucturn shard golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another Aucturn shard golem's disincorporate ability.

Subtier 6–7 (CR 10)

AUCTURN BEACON CR 8

Type magical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger touch; **Reset** automatic

Effect spell effect (Heightened *excruciating deformation*^{UM} [CL 8th], DC 19 Fortitude save partial)



Previous Experiences

PCs who have Chronicle sheets for the following scenarios gain +8 circumstance bonuses on specific tasks.

Pathfinder Society Scenario #35: Voice in the Void: Imrizade Blakros recognizes the PC as one who helped her overcome her possession years ago. The PC gains the bonus on checks to elicit aid from Imrizade in encounter **D**.

Pathfinder Society Scenario #3-07: Echoes of the Overwatched: Maren Fuln remembers dealing with the PC in the past, and he knows that the PC is not an Arcanamirium staff member who might extend his probation for abusing his journeyman status. The PC gains the bonus on checks to convince Maren Fuln to let the party into his office in encounter **B**. She also treats the DC to know about Ralzeros's connection to the Dark Tapestry as 15 rather than 30 (see page 9).

Pathfinder Society Scenario #6-02: The Silver Mount Collection: The PC's friendship with the Blakros family affords her higher social status among Absalom's learned citizens. The PC gains the bonus on checks to deal with Arcanamirium reception. PCs who have the Blakros Family Member vanity receive a single 2nd-level scroll of their choice from the staff. Each qualifying PC can select a scroll of any spell available to her as per the Additional Resources document. This scroll disappears at the end of the scenario if the PC does not use it.

AUCTURN SHARD GOLEMS (3)

CR 5

hp 53 each (see page 8)

TACTICS

During Combat One golem begins combat disincorporated and remains so throughout the battle, using its evisceration ability whenever possible. Another remains in solid form throughout the battle, while the third begins combat solid but disincorporates if the disincorporated golem is destroyed.

Morale The golems fight until destroyed.

Treasure: Once the PCs have eliminated the threat, Zarta allows them to claim any items from the vault that they can find in working order. In Subtier 3–4, PCs can salvage three bags of *shards of Aucturn* (see the Shards of Aucturn sidebar on page 9), as well as a masterwork buckler, a masterwork starknife, a masterwork throwing axe, and specific tools that function as an adamantite flail. In Subtier 6–7, the debris also includes five pieces of +1 *aberration bane* arrows, six masterwork daggers, and a +1 *punching dagger*. If another type of ammunition would suit the PCs much better than arrows, such as crossbow bolts or bullets, provide that type of +1 *aberration bane* ammunition instead. In Subtier 3–4, careful PCs can also harvest two doses of malyass root paste from the fungal residue using a DC 16 Craft (alchemy),

Dexterity, Knowledge (nature), or Profession (herbalist) check. In Subtier 6–7, the PCs can instead harvest four doses of nitharit with a DC 20 Craft (alchemy), Knowledge (nature), or Profession (herbalist) check or DC 16 Dexterity check. PCs who fail this check still acquire the poison but are exposed to one dose. However, PCs with the Poison Use ability can safely harvest the poison without a check.

Development: When the PCs defeat the golem and disarm the trap, the beacon ceases glowing and floats gingerly to the floor. Read or paraphrase the following.

Zarta lithely slips the wand back into the folds of her dress, her eyes darting around the blasted vault. "Nicely done. I'll go to Ambrus and lift the lockdown. That being said, you still have work to do."

Her gaze falls upon the dormant glass sphere, its fluid contents now black and flecked with pinpricks of light. "I don't know what caused this to happen, but I do recognize that item. The Society purchased it from the Arcanamirium a few weeks ago for further study when they told us they suspected its magic was somehow linked to the Dark Tapestry. It's one of a set of three, and if this one malfunctioned, I anticipate the others won't be far behind."

Zarta digs through one of the wrecked crates and emerges with three small lead boxes etched with sigils. She places the sphere into one of the boxes and fastens it shut. "At this point, our responsibility is to contain these devices before they cause any lasting damage. Get whatever supplies you need first. Once you are ready, head to the Arcanamirium, find the other two items, and place them inside these warding containers. Their magic is keyed to each other, so you shouldn't need to disarm the other devices; just scoop them into the boxes and lock the lids. Once we have all three, we can figure out where to go from there. Do not delay, but tread carefully. The Society knows precious little about the forces of the Dark Tapestry, other than that those who deal with them haphazardly often find their sanity compromised."

Now properly briefed, the PCs have an opportunity to purchase equipment and acquire knowledge before encounter **B**.

Faction Notes: Dark Archive PCs should disarm the beacon without damaging it. Additionally, Zarta prompts Dark Archive members to perform follow-up research on the beacons following the encounter. Producing a sufficiently detailed report requires a PC to succeed at three different DC 17 skill checks from the following list before failing at two: Appraise, Craft (any), Disable Device, Knowledge (arcana, engineering, nature, or planes), Perception, Profession (herbalist), Spellcraft, or Use Magic Device. In Subtier 6–7, the DC of the skill checks increases to 21. Each Dark Archive PC can attempt her own set of research checks. This follow-up research reveals that, as Zarta suspected, this object has a resonant connection to two other devices. It was originally built as a beacon, but a mysterious alien force has corrupted its original function, causing erratic interactions with its



surroundings such as the one the PCs have just witnessed. If a PC fails too many checks, he finds his mind assailed with bizarre and nightmarish visions of reality warping and melting each time he looks at the object for more than a few minutes, which prevent him from studying it in more detail.

In addition to asking Dark Archive PCs to analyze the object, Zarta requests that they carefully secure any possible avenues for obtaining information straight from the source of this power, including interrogating a Dark Tapestry native or (ideally) taking one captive for later questioning in a secure location. She stresses that the PCs should prioritize their own sanity over gaining information.

Rewards: If the PCs do not defeat the golem and do not disarm or destroy the beacon, reduce each PC's gold earned by the following amount. If they succeed at one of the two tasks but not the other, reduce each PC's gold earned by the amount listed in parentheses.

Subtier 3–4: Reduce each PC's gold earned by 457 gp (or 228 gp).

Out of Subtier: Reduce each PC's gold earned by 750 gp (or 375 gp).

Subtier 6–7: Reduce each PC's gold earned by 1,044 gp (or 522 gp).

THE ARCANAMIRIUM

The Arcanamirium is the oldest and largest magical college in Absalom, as well as perhaps the most prestigious academy of arcane arts in the entire Inner Sea region. The campus is dotted with gothic-style stone structures and imposing marble towers, with apprentice wizards hurrying between buildings on their way to classes.

When the PCs arrive at the Arcanamirium's reception desk, the student employees greet them with a cheerful demeanor uncommon among seasoned secretarial staff. The PCs must learn the proper names of the items they seek and where the items are presently stored without getting bogged down in reception's bureaucracy or the staff's inexperience. In Subtier 3–4, accomplishing this task efficiently requires the PCs to succeed at a DC 15 Bluff, Diplomacy, Knowledge (local), or relevant Profession check, followed by a DC 18 Diplomacy, Intimidate, Knowledge (arcana), or Sense Motive check. In Subtier 6–7, increase the DCs by 4. Failing either check results in the PCs wasting time finding the information they need, affecting encounter **B** as described in that encounter's Creatures section (see page 10). Eventually, the PCs learn that the items are called "Beacons of Ralzeros" and that the remaining two beacons are in journeyman wizard Maren Fuln's office on campus and on display in the Blakros Museum.

Knowledge (arcana) or Knowledge (history)

While in the Arcanamirium, the PCs have an opportunity to learn more about the Dark Tapestry's influence on Golarion. The PCs gain a +2 circumstance bonus on this check due

Shards of Aucturn

After defeating the golem, the PCs can salvage a unique magic item from the remaining alien relics.

SHARDS OF AUCTURN		PRICE 400 GP
SLOT none	CL 5th	WEIGHT 8 lbs.
AURA faint transmutation		

This bag contains 56 assorted pieces of debris connected to the distant planet Aucturn. Dumping the bag fills a 10-foot square area with shards, which function as magic caltrops with a +1 bonus on their attack roll. If a creature steps on a shard, it suffers the usual effects of a caltrop injury, and the shards animate into a swarm (rolling their own initiative). The activated shards function as a spider swarm without poison. A creature that takes damage from the swarm must succeed at a DC 11 Fortitude save or take 1d2 points of precision damage from invasive lacerations to whichever ability score is currently the highest. Once activated, the shards attack their target and any other nearby creatures. After 5 rounds, the shards disintegrate.

CONSTRUCTION REQUIREMENTS	COST 200 GP
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Craft Wondrous Item, *animate objects*, *bleed*

to the Arcanamirium's resources. The PCs learn all of the information whose DC is equal to or less than the result of their check.

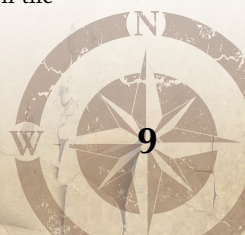
10+: The Dark Tapestry is the common term for the lifeless space between the stars.

15+: Most efforts to plumb the secrets of the Dark Tapestry drive researchers to madness. Whatever powers lurk in the void are hideously alien and, thankfully, pay little attention to life on Golarion.

20+: One of the Pathfinder Society's foremost scholars of the Dark Tapestry is Paucol the Gray, but the disturbing things he's learned have left him unstable and distractible. He accepts visitors only by appointment.

25+: The object in the fungal vault resembles one astronomer's depiction of Aucturn, the planet farthest from the sun in Golarion's solar system. Not much is known about the enigmatic planet, other than that reaching it via teleportation or portal is exceedingly difficult and that only vile creatures can thrive in its poisonous atmosphere.

30+: Another prominent scholar of the Dark Tapestry was a wizard called Ralzeros the Overwatched. Generations ago, he built laboratories designed to study extraterrestrial creatures and magic, before he mysteriously disappeared. Ralzeros's laboratories eventually became the groundwork for the famous Blakros Museum, which was built upon the foundations of the wizard's estate.



B. MAREN FULN'S OFFICE (CR 6 OR CR 9)

The journeyman wizard **Maren Fuln** (N male human wizard 6) checked out one of the beacons to study. Seeking aid in unearthing any legends about the obscure item, he purchased a *scroll of planar binding* to call a raelis azata to assist him. Maren's activation of the scroll, however, coincided with the beacon's corruption, causing the spell to instead call a denizen of Aucturn called Nggilth-Tsa. Although the event startled both Maren and Nggilth-Tsa, neither has acted aggressively yet. For now, they remain cautiously curious about each other.

When the PCs arrive at Maren's office, the door is locked and he shoos them away from inside. Beyond his interest in Nggilth-Tsa, Maren is currently on probation for using his status as a journeyman to coerce free labor from apprentice students, and he's concerned that the PCs might be Arcanamirium staff who will punish him further if they find him with a strange creature inside his summoning circle. The PCs can convince him to let them in with a successful DC 18 Bluff, Diplomacy, or Intimidate check (DC 23 in Subtier 6–7), or they can simply break in with a DC 25 Disable Device or Strength check (Disable Device DC 30 or Strength DC 25 in Subtier 6–7). If they fail this check, Maren eventually lets them in after about 5 minutes, but the time it takes affects the PCs' interactions with Nggilth-Tsa (see Creatures below). When the PCs enter the room, read or paraphrase the following.

The floor of this workplace is layered in charcoal and gravel, with mounds of incense burning in regularly spaced wall sconces and two metal braziers to the north. Worktables, chairs, and haphazard stacks of papers take up the eastern half of the room. A glass sphere floats above a desk in the western section of the room, holding a roiling mass of dark liquid. Faint motes of light fly from the orb to a wide summoning circle that has been carefully drawn in the stone and ash, illuminating its circumference with subtly shifting numerological sigils.

The room is illuminated with normal light, and the summoning circle is an inwardly focused *magic circle against chaos* (CL 6th). The glass sphere is the beacon.

Creatures: Nggilth-Tsa warily observes the office from within the binding circle, while Maren stands by the desk. Nggilth-Tsa can communicate telepathically from the circle, quizzically asking onlookers bizarre questions such as “If you have skin, how do you leave memories behind?” and “How much pressure until your emotions fall off?” PCs can question Nggilth-Tsa about the beacons—it has previously interacted with some of the creatures Ralzeros imprisoned behind the copper gate—but the creature's alien thought process is deceptively effective at telepathically extracting subconscious information from those with whom it communicates.

Nggilth-Tsa converses with the PCs until it breaks out of the magic circle, at which point it attacks. The time when it

breaks out depends upon the PCs' actions. When Nggilth-Tsa interacts with the same PC more than four times, with the PCs more than seven times altogether, or when the PCs decide to leave, the aberration becomes agitated with being trapped. At this point, it attempts and succeeds at the Charisma check to break out of the circle. If the PCs touch, move, or otherwise interact with the beacon, the magic circle automatically breaks. Both Maren and Nggilth-Tsa warn the PCs of this outcome in their own ways. If the PCs move toward the beacon, Maren cautions that interfering with the beacon is likely to break the binding circle, and he suggests that they speak with the unusual creature first. If the PCs mention imprisoning or taking the beacon, Nggilth-Tsa expresses that such actions would prompt him to attack, using vague phrases such as “change the pictures in minds and thoughts to pictures in blood and questions.” If the PCs attack Nggilth-Tsa, it spends its first round of combat breaking out of the circle before retaliating.

At any given point during their conversation, a PC can attempt a skill check to try to pry an answer out of Nggilth-Tsa, with skills indicated by the specific questions below. Given Nggilth-Tsa's wariness, PCs cannot use aid another on these checks, and each PC can attempt to use each skill only once. If the PCs failed their checks to interact with the Arcanamirium's reception, increase these DCs by 2. Additionally, if they failed their checks to gain access to Maren's office, increase these DCs by 2.

Assuming that the PCs did not fail either of these checks, they receive the following outcomes based upon the results of their skill check. More details on the effects of these checks in combat appear in the entries for individual questions.

11 or less (15 or less in Subtier 6–7): The PCs do not gain information from Nggilth-Tsa. Furthermore, Nggilth-Tsa pries into their own minds, gaining an advantage against them in combat.

12–17 (16–21 in Subtier 6–7): The PCs gain the information they seek from Nggilth-Tsa. However, the creature gains an advantage against the PCs in combat.

18–23 (22–27 in Subtier 6–7): The PCs gain the information they seek from Nggilth-Tsa and experience no adverse effects.

24+ (28+ in Subtier 6–7): The PCs gain the information they seek from Nggilth-Tsa. Furthermore, the creature's attempts to read their minds backfire, exposing weaknesses that the PCs can exploit against it in combat.

Reward PCs who successfully use applicable spells or effects that might help them learn what Nggilth-Tsa is thinking, such as *detect thoughts* or *share memory* (*Pathfinder RPG Ultimate Magic* 238), with a circumstance bonus on their skill check equal to twice the spell's level; if Nggilth-Tsa succeeds on its saving throw against such magic or is immune to the spell's effects, the bonus applies to the skill check's DC instead, since Nggilth-Tsa uses the subconscious opening left by the spell to telepathically connect to the



B. Maren Fuln's Office



caster's thoughts. Fortunately for the PCs, Nggilth-Tsa's thoughts, though alien, are not so profoundly incompatible with their own minds that they are actively dangerous to search. Inspired roleplaying could also earn a PC a circumstance bonus between +1 and +4 on the check.

This conversation might drift off-topic, and troubleshooting might be needed based on the PCs' line of questioning. If a PC earns an answer but asks a different question than the one specified for that skill, Nggilth-Tsa provides the answer that most closely resembles the PC's question, filling in any blanks by presumably reading the PCs' minds. In this case, switch the skill required with the answer provided so that four different skill checks still provide four different answers. If the PC earns an answer but does not ask one of the available questions specified below, Nggilth-Tsa detects a subconscious desire to know that information and provides it anyway before answering the PC's actual question, even if the answer is out of context (making the creature seem even more unusual).

What are these beacons? (Diplomacy or Spellcraft) "Lights, bright lights, to hold in the dark. When the dark pushes back, the lights shine brighter, and there is balance, a seal on the gate. But the dark is everywhere now, even within the light, for the light now shines from the darkest stone in orbit. Maybe Corners of Spheres can now unseal the gate from inside. Why are all your senses on one head?"

Failure to earn an answer grants Nggilth-Tsa a +2 bonus on its saving throws against the PCs. If a PC performs exceptionally on this question, all PCs gain a +2 bonus on saving throws against Nggilth-Tsa.

What gate do you mean? (Bluff or Knowledge [geography]) "A door, a copper wall that moves. Pass from one side to the other, and the space changes. Pass from the other side, and it squirms. Built by a man going home from home. Could not quite make it, so he brought some of home through the door—made a house beyond the void. But his guests are homesick; they want to see the worlds. Would you kill to keep your taste?"



Scaling Encounter B

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

Both Subtiers: Nggilth-Tsa gains the sickened condition.

Failure to earn an answer grants Nggilth-Tsa a +2 bonus on its attack rolls against the PCs. If a PC performs exceptionally on this question, all PCs gain a +2 bonus on attack rolls against Nggilth-Tsa.

Who built the gate? (Knowledge [arcana] or Sense Motive) “Ralzeros. He could make shapes from words and pain from thoughts. He loved this world but was drawn to another, like gravity. He thought Corners of Spheres could let him live in both, invited them into his house past space. But Ralzeros did not like the answers, left Corners of Spheres scratching at the door. Seems the lights are listening now. Do you devour those who hurt?”

Failure to earn an answer grants Nggilth-Tsa a +2 bonus to its AC against the PCs. If a PC performs exceptionally on this question, all PCs gain a +2 bonus to their AC against Nggilth-Tsa.

What lies beyond the gate? (Intimidate or Knowledge [engineering]) “Corners of Spheres. One who craves memories. One who longs for day to understand night. It is hard to warm a cold void. If you stop breathing, do your thoughts change color?”

Failure to earn an answer grants Nggilth-Tsa a +4 bonus on its initiative check against the PCs. If a PC performs exceptionally on this question, all PCs gain a +2 bonus on their initiative checks against Nggilth-Tsa.

NPC Assistance: Once combat erupts, Maren acts on initiative count 12 and spends his rounds casting protective spells on himself. PCs can convince Maren to cast *magic weapon* or *protection from chaos* on them by spending a standard action and succeeding at a DC 18 Intimidate check or a DC 15 Knowledge (dungeoneering) check (or through creative use of items or class abilities). In Subtier 6–7, increase these DCs by 4. If the PCs succeed by 5 or more, he offers to cast *blur* or *cat's grace*; if they succeed by 10 or more, he offers to use a *scroll of haste*. Having determined that Maren is not a threat, Nggilth-Tsa ignores him throughout the fight.

Subtier 3–4 (CR 6)

NGGILTH-TSA

CR 6

Rhu-chalik (*Pathfinder RPG Bestiary 5* 203, see page 22)

hp 68

TACTICS

Before Combat Nggilth-Tsa tries to use *detect thoughts* on everyone in the room during the questioning.

During Combat Nggilth-Tsa uses project terror on anyone whose thoughts it detected, and then it tries to close on lightly armored PCs and use its pain touch.

Morale If reduced below 10 hit points, Nggilth-Tsa flees.

Subtier 6–7 (CR 9)

NGGILTH-TSA

CR 9

Yangethe (*Pathfinder RPG Bestiary 5* 285, see page 23)

hp 115

TACTICS

During Combat Nggilth-Tsa opens with its psychic blast, and then it uses its psychic magic and spell-like abilities to assail foes. If reduced to 85 hit points or fewer, it enters melee and attempts to use its feeding tentacles, using quickened *true strike* to boost its accuracy.

Morale If reduced below 15 hit points, Nggilth-Tsa flees using *interplanetary teleport*.

Treasure: As thanks for stopping Nggilth-Tsa's attack, Maren gives the PCs some tools to help stop the incursion of otherworldly beasts. In Subtier 3–4, he provides a *scroll of magic circle against chaos*, a *lesser silent metamagic rod*, a *wand of anticipate peril* (*Pathfinder RPG Ultimate Magic* 206) with 10 charges remaining, and a copy of *Book of Harms* (*Ultimate Magic* 122) with its preparation ritual. In Subtier 6–7, the spellbook is instead a copy of *Insights of Far-Seeing Taernis* (*Ultimate Magic* 124) with its preparation ritual, and Maren also provides the PCs a *wand of heroism* with 8 charges remaining.

Development: If the PCs slay Nggilth-Tsa immediately or prematurely, they get one chance per question to pry the same information from Maren, who had been interacting with the monster for some time before the PCs arrived. They must succeed at a DC 18 check (DC 22 in Subtier 6–7) to gain the information.

Faction Notes: Dark Archive PCs meet their faction goal for this encounter if the PCs get at least three answers directly from Nggilth-Tsa, rather than from Maren.

Rewards: If the PCs do not kill or drive away Nggilth-Tsa, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 368 gp.

Out of Subtier: Reduce each PC's gold earned by 670 gp.

Subtier 6–7: Reduce each PC's gold earned by 973 gp.

C. THE BLAKROS MUSEUM

While the PCs have been handling the fallout from the first two beacons, the third beacon has caused a stir in the Blakros Museum. No one outside of the museum knows what is happening within, as the museum is currently closed to the public for exhibit changes and cleaning. Shortly after placing the beacon in a glass display case, the museum's curator, Nigel Aldain, received an unexpected

visit from one of his patrons: Imrizade Blakros. Imrizade told Nigel that she had suffered a bout of unusually debilitating headaches coupled with bizarre dreams that urged her to return to the museum. The two had only a moment to consider the possible causes for the headaches before a hideously disfigured Garundi man carrying a lumpy sack barged in on their conversation. The man telekinetically threw the sack across the room before the two realized what was happening, shattering the glass display case and scattering the bag's contents. Somehow, this action triggered a reaction from the beacon, which suddenly filled the museum with monsters conjured from the items in the bag. Nigel and Imrizade used their magic to slay some of the alien beasts, but three of these creatures retrieved the beacon and followed the man downstairs. Imrizade rushed after the interloper, much to Nigel's dismay. When the PCs arrive, they find that Nigel has been using what's left of his spells to put down the last few monsters.

C1. THE AUCTURN EXHIBIT (CR 5 OR CR 8)

The normally pristine ground level of the Blakros Museum resembles a battlefield. Scorch marks and chipped tiles mar the floor, and corpses of bloated fungi and armored crab-like monstrosities litter the foyer amid pools of acid and blood. Shards of glass lie scattered around an empty exhibit pedestal in the main hall.

The slain creatures are cerebriic fungi and lunarmas, which the Aucturn relics exposed to the beacon have brought to life.

Creatures: Imrizade and Nigel have already slain most of the creatures conjured into the museum, but two of them are still active.

NPC Assistance: Most of Nigel's offensive spells are depleted, and he is badly injured, but he still has a few helpful spells prepared. Soliciting help from Nigel functions identically to soliciting help from Maren in encounter B (see page 12), except that he does not have *haste* available.

Subtier 3-4 (CR 5)

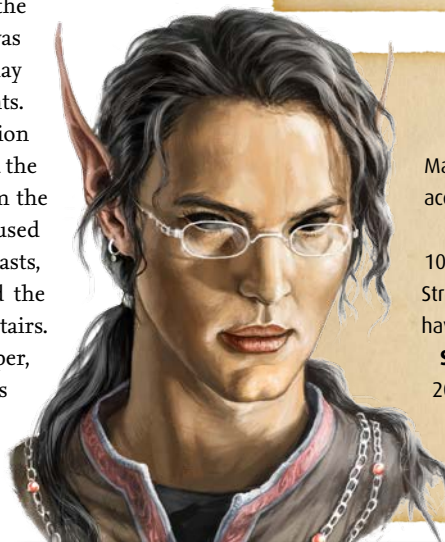
CEREBRIC FUNGI (2)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 3 52, see page 21)

TACTICS

During Combat The cerebriic fungi muse aloud about the surface thoughts that they glean from the PCs, providing commentary



Nigel Aldain

Optional Encounter

Encounter C1 is an optional encounter. If fewer than 90 minutes remain to complete the adventure, the PCs walk in on Nigel firing the killing spell on the last alien creature, allowing them to speak with Nigel briefly before proceeding to encounter D.

Scaling Encounter C1

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

Subtier 3-4: Nigel has already dealt 10 points of acid damage and 4 points of Strength damage to each fungus. The fungi have already used their star-shriek abilities.

Subtier 6-7: Nigel has already dealt 20 points of fire damage and 4 points of Strength damage to each lunarma, and they cannot use their breath weapons for the first four rounds.

from their own alien perspectives. Even the PCs' most mundane thoughts fascinate them. They use their star shriek ability on the first round. On subsequent rounds, one fungus uses touch of madness

to daze PCs while the other attacks in melee.

Morale The fungi attempt to flee if reduced to 6 hit points or fewer. If flight is impossible, they attempt to surrender, though their unusual speech and perspective might make communicating their desire for surrender difficult.

Subtier 6-7 (CR 8)

LUNARMAS (2)

CR 6

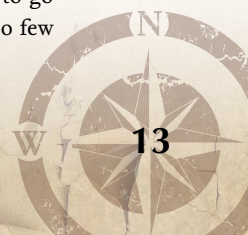
hp 76 each (*Pathfinder RPG Bestiary* 4 185, see page 22)

TACTICS

During Combat The lunarmas seeks hosts for their eggs. They begin combat with their breath weapons before focusing on the most lightly armored PC. They hope to knock at least two PCs unconscious and drive the others off so that they can implant their eggs in peace.

Morale A lunarma attempts to flee the museum if reduced to 10 hit points or less.

Development: Once the PCs help Nigel put down the remaining monsters, he quickly recounts what happened in the room before the PCs arrived and implores them to go downstairs and make sure Imrizade is safe. He has too few



C. The Blakros Museum

1 square = 5 feet

Pathfinder Flip-Mat: Museum

Pathfinder Flip-Mat: Museum

spells remaining to be of much help, but he promises to run to the Grand Lodge and have them send reinforcements, though he is doubtful they will arrive in time to help Imrizade without the PCs' interference. If the PCs ask him about the alien bodies that litter the first floor, he credits his regular need to appeal to the Pathfinder Society to get him out of trouble for his decision to prepare more combat-oriented spells.

D. MUSEUM CATACOMBS (CR 7 OR CR 10)

A nauseating yellow light emanates from a glass sphere levitating ten feet above a distant stairway, which leads up to a large copper door etched with geometric patterns and sigils. Dense yellow smoke billows from the beacon's aura, flowing down the stairs like gaseous water. The sour light casts eerie shadows from the giant taxidermy exhibits and massive stone structures that fill the chamber, making even the disorganized wooden storage crates seem sinister.

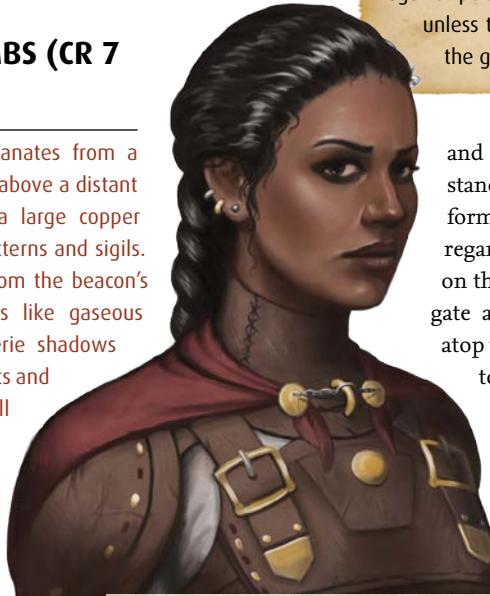
The museum's archivists use the room bearing the copper door to Ralzeros's extradimensional laboratory for storage. The sinister forces beyond the door have taken over the laboratory and corrupted its link to the beacons, but thus far their calls to the outside have reached only two listeners: Imrizade Blakros, whose sorcerous powers stem from a prior connection to the destroyed Gate of Beyond, and Fyzilka, a mutated worshipper of Nyarlathotep who spent 11 years in contemplation on the outskirts of the Androsphinx of Zukebri in Osirion. Fyzilka heard a psychic echo telling him to go to Absalom, confirmed by a gust of wind that revealed a long-buried sack of 11 desiccated relics from the planet Aucturn: chips of voidglass, preserved cerebri fungus pods, and dehydrated lunarma cocoons. The journey took 56 days. When Fyzilka arrived, he heard the summons of the powers beyond the gate loud and clear. He took his treasures to the museum and used them to activate the dormant beacon. Now Fyzilka seeks to open the gate and release its prisoners at the behest of the Haunter in the Dark.

Numerous unfinished or old exhibits populate the room, including replicas of massive stairwells and walkways from the Irespan in Magnimar, taxidermies of Large and Huge animals and magical beasts, and dozens of crates storing smaller pieces or supplies. Each Medium crate stands 5 feet high, each Large crate or taxidermy stands about 10 feet high,

Scaling Encounter D

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

Both Subtiers: Remove one grioth. The poisonous gas has an onset time of 1 minute and a time between required saves of 1 minute. The DC of subsequent saves against poison does not increase for continued exposure unless the PC spends the entire minute immersed in the gas.



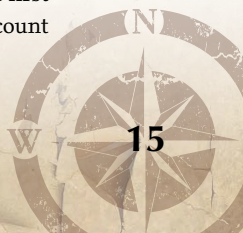
**IMRIZADE
BLAKROS**

and each Huge taxidermy or Irespan walkway stands about 15 feet high. Each of these levels forms a respectively higher-elevation area with regard to the gas (see Hazard below). The stairs on the Irespan stairway and in front of the copper gate are steep, creating difficult terrain. Walking atop taxidermies requires a DC 15 Acrobatics check to move at half speed. On a failed check, the PC moves at quarter speed. Scaling a Medium object requires a DC 10 Climb check, while scaling a Large or Huge object requires a DC 15 Climb check. The ceiling is 30 feet high, and the only illumination is the beacon, which sheds light like a torch and hovers near the ceiling.

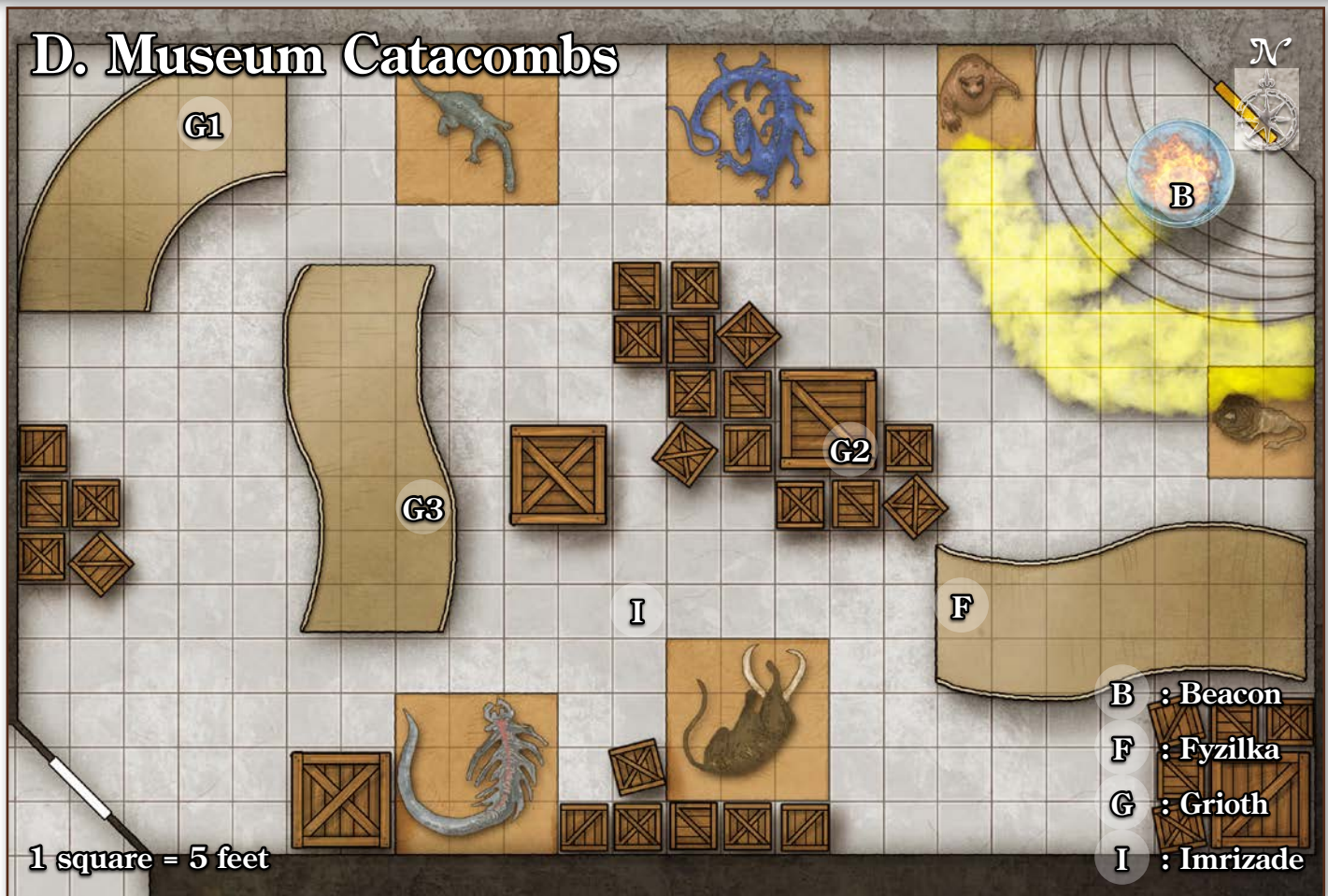
After subduing Imrizade, Fyzilka's minions barred the door with a piece of timber from a crate. The PCs must succeed at a DC 25 Strength check to open the door to the room (DC 30 in Subtier 6–7), although the timber gives way under stress, reducing the DC by 5 per attempt. Each round it takes to open the door (including delays from casting spells outside the room), Fyzilka prepares for combat (see Tactics on page 17). If the PCs take 1 minute or more to open the door, begin the counter for poisonous gas spreading throughout the room (see Hazard below).

Creatures: Imrizade Blakros lies unconscious but stable at –5 hit points, having been ambushed by Fyzilka's grioths upon following them to the copper gate. Fyzilka has not yet figured out how to open the magically warded gate, but he continues trying until interrupted. The grioths hide on high objects using Stealth, ready to intercept attackers. Knowing that Imrizade has few spells remaining, Fyzilka and his minions ignore her as long as the PCs are present.

Hazard: The active beacon is a conduit to Aucturn, causing the planet's poisonous atmosphere to pour into the room. The gas spreads from the beacon at a rapid rate, starting from the round in which the PCs burst open the door. If the PCs take 1 minute or longer to open the door, begin the first round as described below after 1 minute. At initiative count



D. Museum Catacombs



10 on the first round, the gas expands to fill the eastern half of the map to a height of 5 feet. On the second round, it expands to fill the western half of the room to a height of 5 feet as well. On the fourth round and every 2 rounds thereafter, the gas expands to fill another 5 feet of height. The gas is mildly obscuring, providing concealment to creatures farther than 20 feet away and total concealment to creatures over 40 feet away. Each round a creature breathes the gas in an affected square, it is exposed to Aucturn's breath (see below). In Subtier 6–7, the poison is instead Aucturn's miasma (see below). The DC increases by 1 for each consecutive minute the creature has spent breathing the gas. As typical for inhaled poisons, creatures that hold their breath receive a 50% chance of not having to attempt a saving throw each round. The grioths and Fyzilka are immune to this poison.

Aucturn's Breath: Poison—inhaled; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d3 Wisdom damage cure 1 save.

Aucturn's Miasma: Poison—inhaled; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d3 Wisdom damage and confused for 1 round cure 1 save.

The gas can be cleared as per *obscuring mist*, as well as by placing the beacon inside a warding container as a full-round action. This hazard increases the encounter's CR by 1.

NPC Assistance: Imrizade begins combat unconscious; however, she has a *potion of cure moderate wounds* hanging from her belt. If the PCs restore Imrizade to positive hit points, she acts on initiative count 15, helping for one round before digging through her gear for *potions of cure light wounds* to continue healing. The PCs can convince Imrizade to assist further by providing her with additional healing or succeeding at a DC 18 Diplomacy check or DC 15 Knowledge (arcana) check as a standard action. She can help by dispersing the gas with her magical *wind fan*, using her active spectral hand with *chill touch* (CL 6th, +8 ranged touch, DC 15) or using her three remaining 1st-level spell slots to cast some combination of *enlarge person* and *magic missile* (CL 6th). Imrizade continues this helpful activity for one additional round per 5 points the PC's check surpasses the DC (or for one additional round for every 10 points of healing the PCs provide). Imrizade has a +5 bonus on Fortitude saves against the poisonous gas.

Subtier 3–4 (CR 7)

FYZILKA

CR 4

Mutant human psychic 4 (*Pathfinder RPG Bestiary* 5 180, *Pathfinder RPG Occult Adventures* 60)

CE Medium aberration (humanoid, human)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 10, flat-footed 18 (+4 armor, +4 shield)

hp 32 (4d6+16)

Fort +4, **Ref** +2, **Will** +7

Immune fear, mind-affecting effects, radiation

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-2/19-20)

Special Attacks phrenic amplifications (intense focus, overpowering mind), phrenic pool (6 points), dark half (9 rounds/day, 1 bleed)

Psychic Spell-Like Abilities (CL 4th; concentration +9)
1/day—*detect thoughts* (DC 15)

Psychic Spells Known (CL 4th; concentration +9)

2nd (4/day)—*alter self*, *inflict pain*^{OA} (DC 18)

1st (8/day)—*cause fear* (DC 17), *mind thrust*^{OA} (DC 17), *ray of enfeeblement* (DC 17), *shield*

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *mending*, *read magic*, *telekinetic projectile*^{OA}

Psychic Discipline Abomination

TACTICS

Before Combat Fyzilka's mental armor is always active, and he casts *shield* as the PCs approach; these effects are included in his statistics. If the PCs delay in opening the door, he uses his *scroll of fly* and *potion of delay poison*, in that order (although he forgoes using the remaining items as soon as the PCs enter the room).

During Combat Fyzilka activates his dark half and uses *magic missiles* on distant foes until they come within range of *mind thrust*, using *Enlarge Spell* when necessary. If foes enter close range, he uses *inflict pain* and similar spells to weaken them. He uses his phrenic points on overpowering mind, or he uses intense focus if he must cast on the defensive.

Morale Fyzilka fights to the death.

Base Statistics Without his dark half ability and *shield* spell, Fyzilka's statistics are

AC 14, touch 10, flat-footed 14; **Will** +5;

Immune mind-affecting effects, radiation;

Psychic Spells lower the save DCs of all spells by 1.

STATISTICS

Str 6, **Dex** 10, **Con** 15, **Int** 20, **Wis** 10, **Cha** 18

Base Atk +2; **CMB** +0; **CMD** 10

Feats Combat Casting, *Enlarge Spell*, *Toughness*

Skills Intimidate +11, Knowledge (arcana) +12, Knowledge (dungeoneering) +12,

Knowledge (planes) +12, Knowledge (religion) +12,

Perception +7, Sense Motive +7, Spellcraft +12

Languages Aklo, Ancient Osiriani, Common, Grioth, Kelish, Osiriani, Undercommon

SQ deformities (fractured mind, misshapen), detect thoughts, mutations (bulbous eyes, mental armor, sealed mind)

Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *scroll of fly*, *wand of magic missile* (CL 5th, 16 charges), tanglefoot bag; **Other Gear** dagger, *cloak of resistance* +1, prismatic crystal^{OA}, traveler's outfit, 43 gp

SPECIAL ABILITIES

Bulbous Eyes (Ex) Fyzilka has darkvision with a range of 60 feet and low-light vision.

Fractured Mind (Ex) When Fyzilka fails a Will save, he is confused for one round.

Mental Armor (Su) Fyzilka generates a protective field (as *mage armor*) while conscious. If his mental armor is removed, he can restore it as a swift action.

Misshapen (Ex) Fyzilka can't wear armor fashioned for humanoid creatures.

Sealed Mind (Ex) Fyzilka is immune to mind-affecting effects.

GRIOTHS (3)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 5 137, see page 21)

TACTICS

During Combat The griotths use *id insinuation* I against foes that come within range, and then they close to melee.

Morale The griotths fight until they are incapacitated or slain.

Subtier 6-7 (CR 10)

FYZILKA

CR 8

Mutant human psychic 8 (*Pathfinder RPG Bestiary* 5 180, *Pathfinder RPG Occult Adventures* 60)

CE Medium aberration (humanoid, human)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 11, flat-footed 19 (+4 armor, +1 deflection, +4 shield)

hp 70 (8d6+40); fast healing 5

Fort +8, **Ref** +3, **Will** +9

DR 5/bludgeoning; **Immune** fear, fire (80 points), mind-affecting effects, radiation

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4-2/19-20)



Special Attacks phrenic amplifications (intense focus, overpowering mind, undercast surge), phrenic pool (8 points), dark half (11 rounds/day, 2 bleed)

Psychic Spell-Like Abilities (CL 8th; concentration +13)
1/day—*detect thoughts* (DC 15)

Psychic Spells Known (CL 8th; concentration +13)
4th (4/day)—*black tentacles*, *mind thrust IV*^{OA} (DC 20)
3rd (6/day)—*excruciating deformation*^{UM} (DC 19), *protection from energy*, *unadulterated loathing*^{UM} (DC 19)
2nd (7/day)—*hold person* (DC 18), *inflict pain*^{OA} (DC 18), *silence* (DC 18), *mind thrust II*^{OA}
1st (8/day)—*cause fear* (DC 17), *ear-piercing scream*^{UM} (DC 17), *magic missile*, *murderous command*^{UM} (DC 17), *ray of enfeeblement* (DC 17), *shield*
0 (at will)—*bleed* (DC 16), *daze* (DC 16), *detect magic*, *detect poison*, *mage hand*, *mending*, *read magic*, *telekinetic projectile*^{OA}

Psychic Discipline Abomination

TACTICS

Before Combat Fyzilka's mental armor is always active. Before the PCs arrive, he casts *protection from energy* (fire) and *shield*; these effects are included in his statistics. If the

PCs delay in opening the door, he uses his *scroll of fly*, *potion of cat's grace*, and *potion of delay poison*, in that order (although he forgoes using the remaining items as soon as the PCs enter the room).

During Combat Fyzilka activates his dark half and casts *black tentacles* and *magic missile* on distant foes until they come within range of *mind thrust*, using *Enlarge Spell* when necessary. He uses *undercast surge* to cast *mind thrust IV* using lower-level slots. If foes enter close range, he casts *inflict pain* and similar spells to weaken them. He attempts to stymie dangerous ranged attackers with *hold person* and uses *unadulterated loathing* to keep melee combatants at bay. If a spellcaster proves especially dangerous, he casts *silence*. If he must attempt a concentration check, he uses *Intuitive Spell* and *intense focus* to augment the spell.

Morale Fyzilka fights until incapacitated or slain.

Base Statistics Without his dark half ability and *protection from energy* and *shield* spells, Fyzilka's statistics are **AC** 15, touch 11, flat-footed 15; **Will** +7; **Immune** mind-affecting effects, radiation; **Psychic Spells** lower the save DCs of all spells by 1.

STATISTICS

Str 6, **Dex** 10, **Con** 16, **Int** 20, **Wis** 10, **Cha** 18

Base Atk +4; **CMB** +2; **CMD** 13

Feats Combat Casting, *Enlarge Spell*, Great Fortitude, *Intuitive Spell*^{OA}, Toughness

Skills Intimidate +15, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +11, Sense Motive +11, Spellcraft +16

Languages Aklo, Ancient Osiriani, Common, Grioth, Kelish, Osiriani, Undercommon

SQ deformities (fractured mind, misshapen), mutations (bulbous eyes, fast healing, mental armor, sealed mind)

Combat Gear *potion of cat's grace*, *potion of delay poison*, *scroll of fly*, *wand of vampiric touch* (10 charges), tanglefoot bag; **Other Gear** mwk dagger, *cloak of resistance* +1, *lesser talisman of freedom*^{OA}, *lesser talisman of healing power*^{OA}, *ring of protection* +1, *prismatic crystal*^{OA}, traveler's outfit, 43 gp

SPECIAL ABILITIES

Bulbous Eyes (Ex) Fyzilka has darkvision with a range of 60 feet and low-light vision.

Fractured Mind (Ex) When Fyzilka fails a Will save, he is confused for one round.

Mental Armor (Su) Fyzilka generates a protective field (as *mage armor*) while conscious. If his mental armor is removed, he can restore it as a swift action.

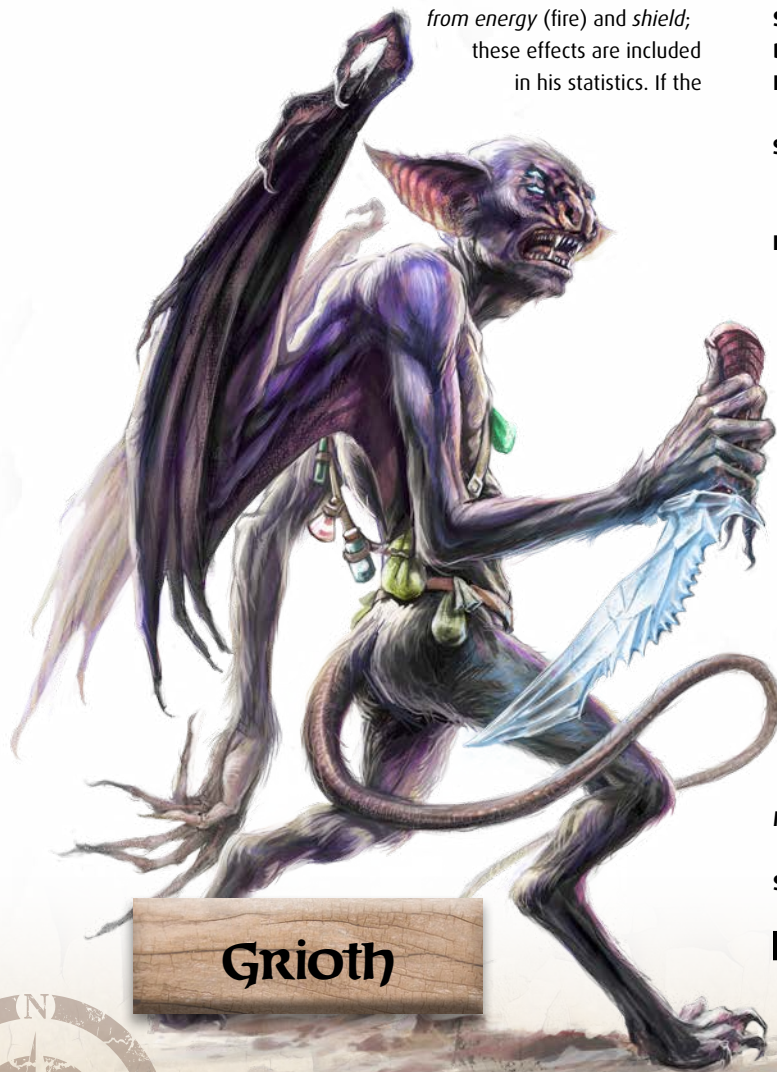
Misshapen (Ex) Fyzilka can't wear armor fashioned for humanoid creatures.

Sealed Mind (Ex) Fyzilka is immune to mind-affecting effects.

GRIOTH MUTANTS (2)

CR 4

Advanced mutant grioths (*Pathfinder RPG Bestiary* 5 180, 137)
CE Large aberration (monstrous humanoid)



Grioth

Init +5; **Senses** blindsight 20 ft., see in darkness; Perception +8 (+12 in darkness)

DEFENSE

AC 16, touch 14, flat-footed 11 (+5 Dex, +2 natural, -1 size)

hp 34 each (4d10+12)

Fort +4, **Ref** +9, **Will** +7

Immune cold, radiation

Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee kukri +7 (1d6+5/18-20 plus 1d4 nonlethal) or

kukri +5 (1d6+5/18-20 plus 1d4 nonlethal), 3 kukris +5 (1d6+3/18-20 plus 1d4 nonlethal), bite +3 (1d8+2 plus poison)

Ranged javelin +6 (1d8+5 plus 1d4 nonlethal) or

javelin +2 (1d8+5 plus 1d4 nonlethal), 3 javelins +2 (1d8+3 plus 1d4 nonlethal)

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

Special Attacks mindshock, psychic weapons

Psychic Magic (CL 1st; concentration +1)

6 PE—*daze monster* (2 PE, DC 12), *detect magic* (0 PE), *id insinuation* I^{DA} (2 PE, DC 12), *mage hand* (0 PE), *open/close* (0 PE, DC 10)

TACTICS

During Combat The grioth mutants make potshots with their javelins before closing to melee range. They attack ranged combatants and spellcasters first, favoring solitary targets.

Morale The grioth mutants fight until incapacitated or slain.

STATISTICS

Str 19, **Dex** 20, **Con** 17, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 24

Feats Iron Will, Multiweapon Fighting^B, Quick Draw

Skills Fly +10, Perception +8 (+12 in darkness), Sense Motive +8, Stealth +8; **Racial Modifiers** +4 Perception in darkness

Languages Grioth; telepathy 30 ft.

SQ deformities (light blindness), mutations (extra arm [2]), no breath

Gear Large kukri (8), Large javelin (8)

SPECIAL ABILITIES

Light Blindness (Ex) The grioth mutants are blinded for 1 round when exposed to bright light, such as sunlight or the *daylight* spell. They are dazzled as long as they remain in areas of bright light.

Mindshock (Su) Whenever a grioth mutant damages a creature with a psychic weapon, a surge of violent psychic energy pulses into the victim's body, causing an additional 1d4 points of nonlethal damage. On a confirmed critical hit, this additional nonlethal damage does not increase, but the creature struck must succeed at a DC 14 Will save or become confused for 1d2 rounds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect shaken for 1 round; cure 1 save.

Psychic Weapons (Ex) A grioth mutant's weapons are made from a strange metal that causes slashing and piercing weapons to deal 1 additional point of damage and allow the grioth mutant to use its mindshock ability.

Treasure: If the PCs rescue Imrizade, she thanks them by giving them some curious items she found on one of her adventures. In Subtier 3–4, she gives the PCs a necklace bearing a *lesser talisman of sealed summons* (*Pathfinder RPG Occult Adventures* 264) that protects against chaotic creatures, as well as an *elixir of monstrous form*, which grants the benefits of *monstrous physique I* (*Pathfinder RPG Ultimate Magic* 229) to its drinker. This elixir is somewhat unstable, and it expires 1 minute after its cap is first opened. In Subtier 6–7, she also gives the PCs a necklace with a *lesser talisman of protection from frost* (*Pathfinder RPG Occult Adventures* 264, as *lesser talisman of protection from flames* but for cold damage instead of fire). Additionally, she gives them three *lesser talismans of sealed summons* instead of one.

Faction Notes: Dark Archive PCs should endeavor to capture Fyzilka or a grioth alive for later interrogation.

Rewards: If the PCs do not rescue Imrizade and they do not defeat Fyzilka and his grioths, reduce each PC's gold earned by the following amount. If they complete one but not both of these objectives, reduce each PC's gold earned by the amount in parentheses.

Subtier 3–4: Reduce each PC's gold earned by 434 gp (or 217 gp).

Out of Subtier: Reduce each PC's gold earned by 812 gp (or 406 gp).

Subtier 6–7: Reduce each PC's gold earned by 1,190 gp (or 595 gp).

CONCLUSION

If the PCs successfully defeat Fyzilka and his minions, Nigel rushes into the room with a team of Pathfinder medics to treat Imrizade. Zarta Dralneen calls the PCs to her office to thank them for their quick, decisive, and effective action. The aftermath of recent events point to several possible leads—Imrizade, the beacons, the mysterious copper gate, the Dark Tapestry, and apparently the planet Aucturn—but the Society has no idea how they all connect, so Zarta has moved researching the topics to the top of the Dark Archive's priority list. She invites the PCs to assist with her studies between assignments, given their firsthand experience with the devices in question. For this adventure only, PCs can use Knowledge (arcana) to perform a Day Job check, as Zarta compensates them for their help researching the mysterious powers at work.

REPORTING NOTES

If Nggilth-Tsa escaped, check box A. If the PCs gained all four pieces of information from encounter B, check box B. If



the PCs captured Fyzilka or a grioth alive, check box C. If the PCs did not rescue Imrizade in encounter D, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs meet their primary success condition if they successfully secure all three beacons in warding containers.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they achieve two of the following three objectives: disarm the

beacon in Encounter **A** without damaging it, learn all four answers in Encounter **B**, and restore Imrizade to positive hit points before the end of Encounter **D**. Succeeding at their secondary success condition earns PCs the Wary of Space boon on their Chronicle sheet.

FACTION NOTES

Dark Archive PCs earn the Student of the Void boon if they accomplish the Faction Notes tasks detailed in two of encounters **A**, **B**, and **D**.



APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure.

CEREBRIC FUNGUS

A swollen, brainlike bulb encrusted with fungal shelves squats atop several ropy legs. A wide mouth bisects the bulb's crown.

CEREBRIC FUNGUS

CR 3

Pathfinder RPG Bestiary 3 52

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 30 (4d8+12); fast healing 2

Fort +7, **Ref** +1, **Will** +6

Defensive Abilities otherworldly mind; **Immune** plant traits;

Resist cold 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Special Attacks pull (tendrils, 5 ft.), star-shriek

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*detect thoughts* (DC 14)

At will—*touch of madness* (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

STATISTICS

Str 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15 (21 vs. trip)

Feats Improved Initiative, Multiattack

Skills Bluff +6, Diplomacy +6, Perception +12, Stealth +7

Languages telepathy 100 ft.

SPECIAL ABILITIES

Otherworldly Mind (Ex) Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must succeed at a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The cerebriic fungus can daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebriic fungi). The dazed subject is not stunned (so attackers get

no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

GRIOTH

This silent batlike humanoid has a long, ratlike tail and four narrow eyes.

GRIOTH

CR 1

Pathfinder RPG Bestiary 5 137

CE Medium monstrous humanoid

Init +4; **Senses** blindsight 20 ft., see in darkness; Perception +6 (+10 in darkness)

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 13 (2d10+2)

Fort +1, **Ref** +7, **Will** +6

Immune cold

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee mwk kukri +3 (1d4+1/18–20 plus 1d4 nonlethal), bite –3 (1d6 plus poison)

Special Attacks mindshock, psychic weapons

Psychic Magic (Sp) (CL 1st; concentration +2)

6 PE—*daze monster* (2 PE, DC 13), *detect magic* (0 PE),

id insinuation ^{10A} (2 PE, DC 13), *mage hand* (0 PE),

open/close (0 PE)

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11

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

Feats Iron Will

Skills Fly +9, Knowledge (geography) +3, Perception +6 (+10 in darkness), Sense Motive +3, Stealth +9; **Racial Modifiers** +4 Perception in darkness

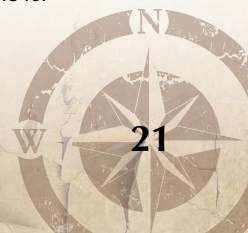
Languages Aklo, Grioth; telepathy 30 ft.

SQ no breath

SPECIAL ABILITIES

Mindshock (Su) Whenever a grioth damages a creature with a psychic weapon, a surge of violent psychic energy pulses into the victim's body, causing an additional 1d4 points of nonlethal damage. On a confirmed critical hit, this additional nonlethal damage does not increase, but the creature struck must succeed at a DC 13 Will save or become confused for 1d2 rounds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* shaken for 1 round; *cure* 1 save.



Psychic Weapons (Ex) A grioth's weapons are made from a strange metal that causes slashing and piercing weapons to deal 1 additional point of damage and allow the grioth to use its mindshock ability.

LUNARMA

This monstrous crab-like creature hovers in midair, its three clawed tentacles snapping aggressively.

LUNARMA CR 6

Pathfinder RPG Bestiary 4 185

N Medium aberration

Init +5; **Senses** all-around vision, darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 76 (9d8+36)

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

Defensive Abilities barbed carapace; **Immune** cold, poison;

Resist electricity 5, fire 50

OFFENSE

Speed 0 ft., fly 60 ft. (good)

Melee 3 claws +9 (1d8+3 plus grab), bite +10 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with claws)

Special Attacks breath weapon (30-ft. line, 2d6 acid damage plus recurring damage, Reflex DC 18 half, usable every 1d4 rounds), constrict (1d8+3), implant eggs

STATISTICS

Str 16, **Dex** 12, **Con** 19, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 20

Feats Great Fortitude, Hover, Improved Initiative, Iron Will, Weapon Focus (bite)

Skills Fly +5, Perception +10, Stealth +7

Languages Common (can't speak); telepathy 120 ft. (other lunarmas only)

SQ no breath

SPECIAL ABILITIES

Barbed Carapace (Ex) A lunarma's carapace is covered in jagged barbs. Any creature that grapples a lunarma or attacks it with unarmed strikes or natural weapons takes 1d4 points of damage from the vicious barbs. Using a reach weapon does not endanger the attacker this way.

Breath Weapon (Su) The acid from a lunarma's breath weapon lasts for 1d4 additional rounds, dealing 2d6 points of acid damage on its turn to any creature that took damage from the breath weapon. Washing off the acid with water or other liquid is a full-round action that ends the continuing damage.

Implant Eggs (Ex) As a full-round action, a lunarma can lay 2d6 eggs in a helpless creature. The eggs hatch after 24 hours, and each deals 1 point of Constitution damage per hour as it feeds on the host. After 1d2 days, the larvae crawl out and find a safe place to mature into adults. A *remove disease* spell rids a creature of all implanted eggs or larvae,

or they can be removed one at a time by using the Heal skill to treat deadly wounds.

RHU-CHALIK

Thin tendrils trail from this misshapen ovoid. Its underside holds a gray orb that resembles a bulging, lidless eye.

RHU-CHALIK CR 6

Pathfinder RPG Bestiary 5 203

CE Small aberration

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 68 (8d8+32); fast healing 2

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities all-around vision; **Immune** cold, disease

OFFENSE

Speed 5 ft., fly 60 ft. (perfect)

Melee 4 tendrils +11 (1d4+3 plus pain touch)

Special Attacks pain touch, project terror, void transmission

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*mage armor*

At will—*detect thoughts* (DC 14), *invisibility*, *share memory*^{UM} (DC 14)

1/day—*modify memory* (DC 16)

STATISTICS

Str 16, **Dex** 16, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Focus (tendril)

Skills Bluff +8, Diplomacy +8, Fly +13, Intimidate +10,

Perception +10, Sense Motive +7, Stealth +15,

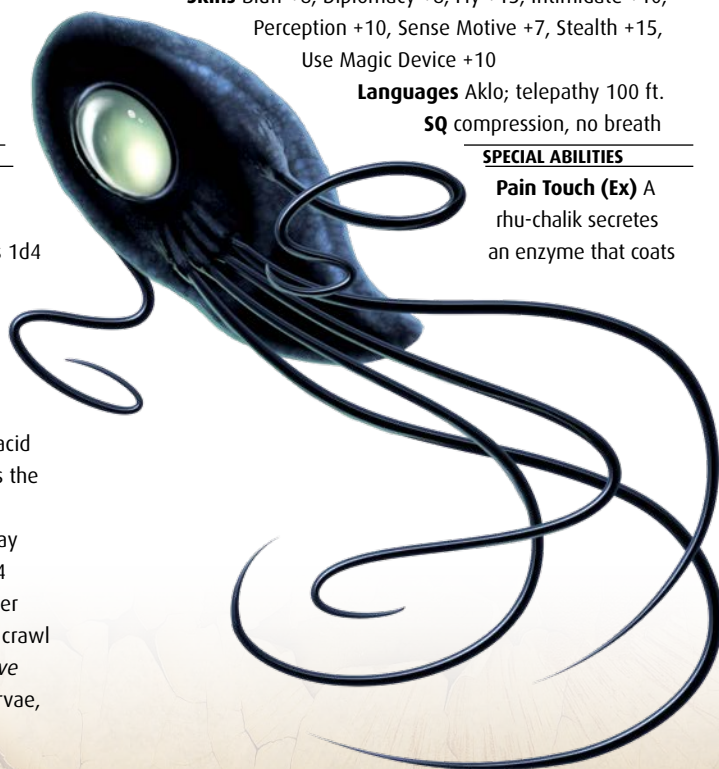
Use Magic Device +10

Languages Aklo; telepathy 100 ft.

SQ compression, no breath

SPECIAL ABILITIES

Pain Touch (Ex) A rhu-chalik secretes an enzyme that coats



its tendrils. When this enzyme comes into contact with a living creature, it causes excruciating pain. Any creature that comes into contact with the enzyme must succeed at a DC 18 Fortitude save or take a –2 penalty on attack rolls, ability checks, and skill checks for 1d4 rounds. If a creature is affected by multiple pain touch attacks, the duration stacks but the penalty doesn't. This is a pain effect. The save DC is Charisma-based.

Project Terror (Su) As a standard action, a rhu-chalik can harness the fears of any creature on which it has successfully used detect thoughts within the last minute. This effect creates terrible, nightmarish visions in the target's mind; the target must succeed at a DC 16 Will save or be frightened and take 1d4 points of Wisdom damage. The save DC is Charisma-based.

Void Transmission (Su) If a creature takes an amount of Wisdom damage from the rhu-chalik's project terror ability that equals or exceeds the creature's Wisdom score, the creature falls unconscious as normal. At that point, the rhu-chalik can take 10 minutes to copy and absorb the creature's entire consciousness and send that consciousness through the void of space to its waiting masters. If the creature's Wisdom damage is healed and the creature is revived prior to the end of this process, this effect fails. If the creature's Wisdom damage is healed after its consciousness is successfully transmitted, the creature awakens disoriented and takes a –2 penalty on attack rolls, ability checks, and skill checks for 24 hours, but is otherwise unharmed.

YANGETHE

This six-eyed horror is vaguely shaped like a dead tree, but one with claws and tentacles and spidery legs.

YANGETHE

CR 9

Pathfinder RPG Bestiary 5 285

CE Large aberration

Init +4; Senses blindsense 120 ft., darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)

hp 115 (11d8+66)

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

DR 10/slashing or piercing; **Immune** cold, fear, mind-affecting effects; **SR** 20

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+7), 4 tentacles +13 (1d6+3 plus grab)

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

Special Attacks feeding tentacles, psychic blast

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*

At will—*darkness*, *telekinesis* (DC 18), *tree shape*

1/year—*interplanetary teleport^{UM}* (self plus 50 lbs. of objects only)

Psychic Magic (CL 10th; concentration +13)

20 PE—*control summoned creature^{UM}* (4 PE, DC 17), *demand* (8 PE, DC 21), *fear* (4 PE, DC 17), quickened *true strike* (1 PE)

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 17, **Wis** 21, **Cha** 17

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)

Feats Combat Casting, Combat Expertise, Lightning Reflexes, Multiattack, Quicken Spell-Like Ability (true strike), Weapon Focus (tentacles)

Skills Knowledge (arcana) +14, Knowledge (engineering) +17, Knowledge (geography) +14, Perception +19, Sense Motive +16, Spellcraft +17, Use Magic Device +14

Languages Aklo; telepathy 60 ft.

SQ no breath

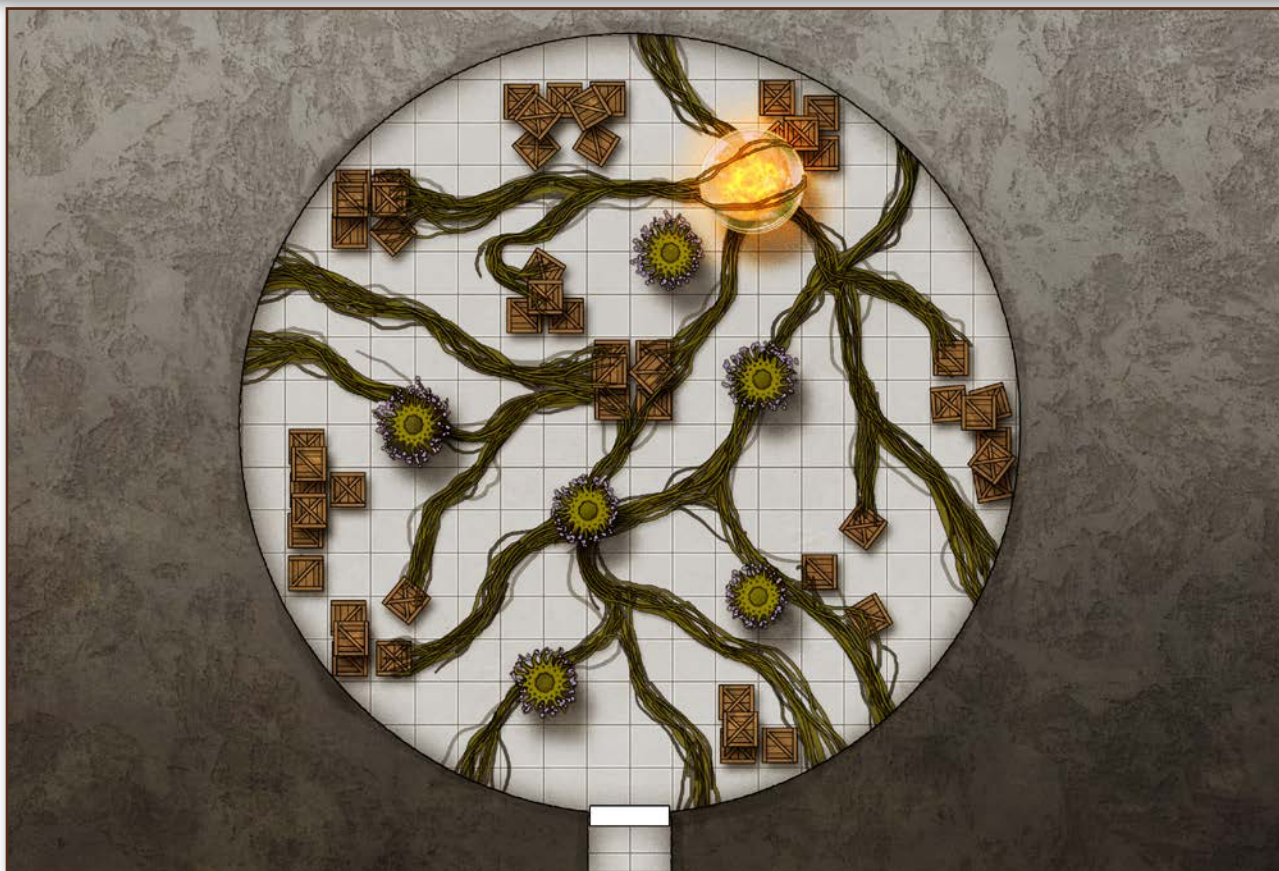
SPECIAL ABILITIES

Feeding Tentacles (Su) As a standard action, a yangethe can use its mouth tentacles to feed on a helpless creature or a creature it is currently grappling. In this case, if the yangethe hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d4 points of Charisma drain. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected by a *nightmare* spell (CL 10th, DC 20) and has terrifying dreams wherein the experience of being fed upon by the yangethe takes on greater and greater levels of horror. All effects from the feeding tentacles are mind-affecting effects.

Psychic Blast (Su) Once per day as a standard action, a yangethe can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are confused for 1d6 rounds. A successful DC 18 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.



PATHFINDER SOCIETY SCENARIO



CALL OF THE COPPER GATE

Pathfinder Society Scenario #9-05: Call of the Copper Gate

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character # _____  Prestige Points _____


Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points _____


Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points _____


Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____  Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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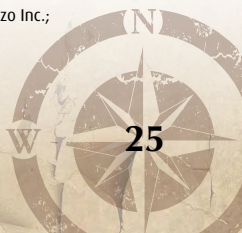
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Pathfinder Society Scenario #9-05: Call of the Copper Gate © 2017, Paizo Inc.; Author: Christopher Wasko.





Pathfinder Society Scenario #9-05: Call of the Copper Gate

Character Chronicle #

☐ Core CampaignA.K.A. _____
Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Student of the Void (Dark Archive):** Your studies of the beacon and the copper gate have connected your mind to a mysterious presence that promises you power. Check a box before this boon to cast one of the following as a spell-like ability with a caster level equal to your character level. Instead of a material component cost, each spell-like ability comes with an alternative price. Ask other players for their permission before activating these abilities on them. Do not cross this boon off your Chronicle sheet; it might play a role in future adventures.

- **Divination:** Incomprehensible forces bring the answers you seek, but their stark revelations leave your mind fragile. The next time you are in combat, you are subject to a *lesser confusion* spell (Will DC 15 negates). You can choose to raise your effective caster level to 20th for this effect, at the cost of being subject to *confusion* instead (Will DC 24 negates).

- **Stoneskin:** The target's skin turns scaly and weeps a pungent black liquid. The unsettling aroma grants the target a -4 penalty on saving throws against effects that would sicken or nauseate her for 24 hours.

- **Restoration:** The target's mind is haunted with cryptic visions, rendering her immune to morale bonuses for 24 hours. If you use the version of this spell with a typical material component cost of 1,000 gp, then the target is overcome by the sensation that precious memories are disappearing from her mind. She cannot access her fondest memories for 24 hours—a distressing development that renders her immune to all beneficial mind-affecting effects during this time.

☐ ☐ **Wary of Space:** Your brush with the Dark Tapestry has made you paranoid. You can check a box that precedes this boon to add a +2 bonus on a saving throw against an any effect created by an aberration or a creature from the Dark Tapestry. You can add this bonus after rolling but before learning the result.

SHARDS OF AUCTURN**PRICE**
400 GP**SLOT** none**CL** 5th**WEIGHT** 8 lbs.**AURA** faint transmutation

This bag contains 56 assorted pieces of debris connected to the distant planet Aucturn. Dumping the bag fills a 10-foot square area with shards, which function as magic caltrops with a +1 bonus on their attack roll. If a creature steps on a shard, it suffers the usual effects of a caltrop injury,

and the shards animate into a swarm (rolling their own initiative). The activated shards function as a spider swarm without poison. A creature that takes damage from the swarm must succeed at a DC 11 Fortitude save or take 1d2 points of precision damage from invasive lacerations to whichever ability score is currently the highest. Once activated, the shards attack their target and any other nearby creatures. After 5 rounds, the shards disintegrate.

CONSTRUCTION REQUIREMENTS**COST** 200 GPCraft Wondrous Item, *animate objects*, *bleed***Subtier 3-4**

Book of Harms (with preparation ritual; 900 gp; *Pathfinder RPG Ultimate Magic* 122)
elixir of monstrous form (1,400 gp; CL 5th; limit 1; gives the benefits of monstrous form to its drinker but expires 1 minute after opening; *Ultimate Magic* 229)
lesser silent metamagic rod (3,000 gp)
lesser talisman of sealed summons (chaotic, 450 gp; *Pathfinder RPG Occult Adventures* 263)
malyass root paste (250 gp each; limit 2)
prismatic crystal (30 gp; *Occult Adventures* 250)
shards of Aucturn (400 gp each; limit 3)
wand of anticipate peril (10 charges; 150 gp, limit 1; *Ultimate Magic* 206)
wand of magic missile (CL 5th, 16 charges; 1,200 gp; limit 1)

Subtier 6-7

+1 *aberration bane ammunition* (166 gp each; limit 5)
elixir of monstrous form (1,400 gp; limit 1; see Subtier 3-4)
Insights of Far-Seeing Taernis (with preparation ritual; 6,355 gp; *Pathfinder RPG Ultimate Magic* 124)
lesser silent metamagic rod (3,000 gp)
lesser talisman of freedom (900 gp; *Pathfinder RPG Occult Adventures* 263)
lesser talisman of healing power (2,400 gp; *Occult Adventures* 263)
lesser talisman of protection from frost (as *lesser talisman protection from flames* but protects against cold damage; 1,250 gp; *Occult Adventures* 263)
lesser talisman of sealed summons (chaotic, 450 gp; *Occult Adventures* 263)
nitharit (650 gp each; limit 4)
prismatic crystal (30 gp; *Occult Adventures* 250)
shards of Aucturn (400 gp each; limit 3)
wand of anticipate peril (10 charges; 150 gp, limit 1; *Ultimate Magic* 206)
wand of heroism (8 charges; 1,800 gp, limit 1)
wand of vampiric touch (10 charges; 2,250 gp; limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	630	1,259

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,117	2,233

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,604	3,207

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
	GM's Initials
	XP Gained (GM ONLY)
	Final XP Total

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

FAME	Starting GP
	GM's Initials
	GP Gained (GM ONLY)
	Day Job (GM ONLY)

Gold Spent
Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #