

PATHFINDER SOCIETY

YEAR OF THE SERPENT



BETWEEN THE LINES

By Sean McGowan



BETWEEN THE LINES

Pathfinder Society Scenario #7-01

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BETWEEN THE LINES

BY SEAN MCGOWAN



Some months back, survivors of a caravan raid stumbled across a tomb lost in the Katapeshi wastes. This crypt of Zahari Mahiman was a legendary repository of lost magic and lore, and the Kotargo Lodge of Katapesh hastily outfitted an expedition to the site. By the time they arrived, they learned they were too late. A group of independent adventurers had arrived first and cleared the crypt of all valuables. Discouraged, the Pathfinders cataloged what they could and returned home, where Venture-Captain Phlegos Dulm responded with a broad shrug of his shoulders. It was a lost opportunity, but there would be other opportunities in the future.

Dulm is not the only venture-captain in Katapesh, however. Wulessa Yuul, of the Farseer Tower Lodge, allowed the Kotargo Lodge to mount the initial expedition because it technically fell within his territory, not her own. His agents' failure has outraged her, for Wulessa has long sought one particular item rumored to be within the crypt: the *Monadistic Archive*, a magical repository of scrolls dating back to the Jistkan Imperium, containing the essence of the greatest minds of that era. Within the archive, individual thoughts and memories are broken down and assembled into a collective of knowledge, each small part a reflection of the combined whole. Wulessa has berated herself ever since for allowing a less competent (in her opinion) venture-captain to let the archive (and the other treasures of the crypt) slip through his fingers.

Fortunately, the adventurers who looted the tomb were less interested in learning from its contents than in profiting off of them. The *Monadistic Archive* was recently purchased by a Katapeshi merchant. The man has an unsavory reputation, but at this point Wulessa is unwilling to sit by and let her personal obsession get away from her again. She is determined to get hold of the archive, no matter the cost to herself or to the Pathfinder agents she uses as go-betweens.

SUMMARY

Venture-Captain Wulessa Yuul summons the PCs to Farseer Tower. She tasks them with acquiring the *Monadistic Archive*, currently in the possession of Palhuna

WHERE ON GOLARION?

Between the Lines is set in the metropolis of Katapesh. This bustling hive of business and avarice is the second-largest city in the Inner Sea region. Within its famous marketplaces, anything imaginable can be bought and sold. And within its infamous Nightstalls, deals that *surpass* imagination are available as well. More information on Katapesh can be found in the *Inner Sea World Guide* (pages 90–93) and *Dark Markets: A Guide to Katapesh*.



Murqual, an unscrupulous merchant. The PCs meet with Murqual, who is currently entertaining another offer for the texts, but he is willing to sell to the PCs if they agree to do a few favors for him first.

The PCs have their pick of several possible chores Murqual needs done in and around the Nightstalls. These include negotiating a deal with some truculent gnolls, eliminating fiendish protections on a magic item he owns, and gambling literal years of their lives with an alchemist acquaintance.

Back in Farseer Tower, Wulessa asks the PCs to aid her in activating the *Monadistic Archive*. The scrolls within hold mental echoes of great minds of the past, and she has a ritual prepared to access one. Doing so creates a mental geography called a mindscape, which she wishes the PCs to explore while she holds it open.

GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Gamemastery Guide* (GMG), *Pathfinder RPG Monster Codex* (MC), and *Pathfinder RPG Ultimate Equipment* (UE). All rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* volumes and *Monster Codex* volumes are reprinted in the end of the scenario for the GM's convenience.

Unfortunately, her understanding of the archive's nature is flawed, and the ritual causes the archive to begin absorbing her mind. As participants in the ritual, the PCs are able to explore the mental "landscape" and free themselves and Wulessa from it. Doing so involves travel through thoughts and memories drawn from the venture-captain, themselves, and the archive's caretaker, a theletos aeon. It dispatches shadow-memory constructs at the party attempting to discourage them, but ultimately it must either bargain with the PCs or defeat them in mental combat. In the end, the PCs exit the mindscape more or less intact, preferably with Wulessa Yuul's mind freed as well.

GETTING STARTED

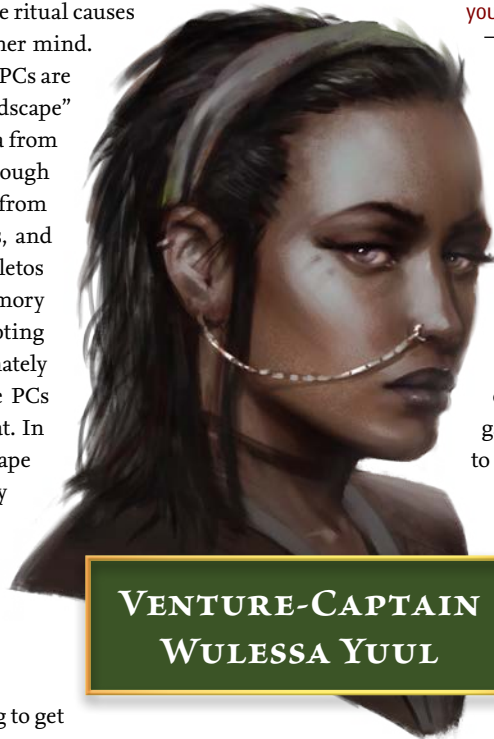
Read or paraphrase the following to get the adventure underway.

It is a hot, breezeless evening in Katapesh. Here, in a meeting room atop Farseer Tower, the curtains hang listlessly even with the windows thrown open. Unfortunately, the only thing hotter than the air is Venture-Captain Wulessa Yuul's ire.

"Why must I share Katapesh with so-called equals who are incompetent?" She huffs between gritted teeth, pacing back and forth before calming herself. "My pardon. Let me explain. Some months ago, the crypt of Zahari Mahiman—a scholar and sage from the Age of Enthronement—was rediscovered out in the wastes. I, personally, have long sought one artifact reputedly interred with him: the *Monadistic Archive*, a collection of scrolls from the Jistkan Imperium. Unfortunately," she grits her teeth, "it fell under the purview of the Kotargo Lodge to arrange an expedition. Venture-Captain Dulm took his time getting things underway, in spite of my own requests for urgency and offers of assistance. As a result, by

the time his agents got there, the place had already been looted.

"Phlegos Dulm's complacency aside, not all is bleak. The adventurers who looted the crypt were not scholars; they were simply looking to exploit the wonders of the past. The *Monadistic Archive*, in particular, was sold to Palthuna Murqual, a merchant here in Katapesh. I believe he bought the archive assuming it was merely a magical storage device, not an esoteric repository of lore indecipherable by him. He has shown interest in selling—at a profit, of course—and I need you to make the purchase. I have an Abadaran promissory note that should cover the price, but he is crafty and may bargain for more. I want the archive, whatever it costs. I can't pay more gold than I already have offered, but if you can find other means of appeasing Murqual, I encourage you to do so."



VENTURE-CAPTAIN
WULESSA YUUL

Allow the PCs to ask questions of Wulessa to clarify their mission. Below are sample answers to likely questions.

Do you want us to steal it? "No! Absolutely not. The repercussions for theft from a merchant in Katapesh are truly severe."

What 'other means' did you have in mind? "Murqual is the sort who can see the value in a team of Pathfinders. That's one reason I am sending you. After Dulm's gaff, I also recognize that I am too incensed to deal with Murqual in person."

He'll want something from us? "Possibly. I don't want you to do anything illegal or immoral, but anything else that might win him over... well, see what he has to say."

What exactly is the *Monadistic Archive*, anyway? "It is a chest containing numerous magical scrolls.

I believe they are currently inactive, but I know a ritual to access their secrets. In fact, I might need your assistance with that later. Until then, it's best not to open it."

PCs can also attempt Knowledge checks to expand the information Wulessa has given them.

Knowledge (arcana)

The *Monadistic Archive* is an obscure artifact, but the PCs may have heard of it.

20+ The *Monadistic Archive* is said to be a Jistkan collection of knowledge.

25+ Supposedly it does not merely document lore from that era, but actually binds the minds of great thinkers into a mental compendium.

30+ Like many Jistkan magical items, it is said to have an outsider bound to it as well, overseeing the minds within.

Knowledge (local)

Palhuna Murqual has a reputation that the PCs might be aware of.

15+ Palhuna Murqual is known as one of the preeminent vendors of magical and mundane devices created for the specific purpose of restraining and storing living (or unliving) beings.

20+ Rumor has it that he has a side trade in smuggling kidnapped victims within his wares. Troubles with that business recently cost him some of his more experienced servants, and he is said to be looking for agents to ‘get a few things done’.

After the PCs are satisfied, Wulessa hands them a promissory note worth 10,000 gp from the bank of Abadar and sends them to Murqual’s establishment in the Lower City. As the adventure takes place in the mercantile metropolis that is Katapesh, PCs can purchase any necessary equipment either before meeting Murqual or at any time during section A.

A. A NIGHT IN THE NIGHTSTALLS

Finding Murqual’s shop is easy enough. A few discreet inquiries lead through the Lower City to a wooden door crowned by a plaque that reads “Palhuna Murqual, Vendor of Fetters, Bindings, and Cages Mundane and Mystic.” His establishment defies the stereotype for a shop in the infamous Nightstalls. It boasts a permanent location, instead of one that could be broken down and moved with ease. It is quite lavishly appointed, rather than being a shadowy, smoky hovel, and the air smells of vanilla and cardamom rather than incense. Inside, deep carpeting covers the floor. Chains and shackles, ranging in size from mist-thin links to cuffs that would hold a titan, hang along one wall. Another wall holds an array of mirrors—some reflecting the room and some showing the insides of a bare cell. Lanterns and cages hang from ceiling rafters, and glass cases hold etched gemstones and glass bottles. A central space is cleared of wares, instead sporting several plush seats arranged around a silver samovar.

An obese man swaddled in silks occupies a sofa before the samovar. Standing to his left is a slim, younger man holding a ledger. The fat man makes a series of complicated hand gestures to the standing man, who, after a moment, bows to the PCs and speaks. “My esteemed master, Palhuna Murqual, bids you welcome. Please, be seated. Business should be conducted comfortably.”

The standing man is actually Palhuna Murqual, and the obese man is a slave trained specifically to act in this role. Murqual finds that doing business through an interpreter gives him an edge, allowing him to weigh his responses carefully. Additionally, the decoy provides a convenient target in event that disgruntled

customers become violent. If asked, he claims that “Murqual” literally lost his voice years ago to a magical trap. A PC who succeeds at either a DC 20 Sense Motive or Linguistics check—or at a DC 15 check with both skills—recognizes the “sign language” is just gesticulation without meaning. Murqual keeps up the ruse unless specifically questioned about it, at which point he sighs theatrically, dismisses his decoy, and takes a seat himself, picking up as though nothing had happened.

As he passes around cups of mint tea, the PCs can make their offer. He nods appreciatively at the sum of the promissory note but informs the PCs that he has already received an offer for the item well exceeding Wulessa’s bid. “While I respect the Pathfinder Society, to sell to you would seem favoritism. And I’m not inclined to *favor* one customer over another—without there being an equal *favor*, in return...” In case the players do not realize that Murqual is giving them a chance to sweeten the pot, the PCs can discern this with a successful DC 10 Sense Motive check. If any PC suggests owing him a favor or two, he claps his hands excitedly and announces, “Done! Your Venture-Captain’s note for 10,000 gold, plus services rendered by yourselves.” The PCs can set limitations they might deem necessary as well, such as not doing anything that would be illegal or immoral; the merchant ensures them that these favors are innocent enough.

Once they have struck a deal, Murqual gets down to details. To begin, he wants three favors from the PCs by the end of the night, and in return they shall receive the *Monadistic Archive*. With a successful DC 15 Sense Motive check (DC 20 in Subtier 4–5), a PC picks up on some hesitant calculation on Murqual’s part before he decided upon three favors, and he might be open to negotiation. PCs who bargain can talk him down to two favors by with a successful DC 22 Diplomacy or Profession (merchant) check (DC 26 in Subtier 4–5). PCs who have figured out his “translation” secret and use that knowledge as leverage during negotiations—after all, he wouldn’t want word getting out—receive a +5 bonus on check to negotiate. Once the PCs establish the number of favors, they can discuss exactly what those favors are; if they only own Murqual two favors, they can also choose which two they want to complete. Likely questions and answers are listed below.

So what can we do for you? “I have three tasks. Because Palhuna Murqual is as generous as an oasis, you may decide among them for those which suit you.” He begins to count off tasks on his fingers. “I have some sensitive merchandise being delivered by problematic dealers. Another recent acquisition has some unpleasant protective magic that I need dealt with. Finally, you can be my agents to make a purchase from another acquaintance.”

What is this delivery? “I have some special goods being shipped in from the savanna tonight. I am short on staff to take the delivery, and I don’t care to be seen meeting with the deliverers. They’re gnolls. It’s a social status issue; I’m sure you understand.”

What’s being delivered? “Goods I require—that’s all you need know.”

Are there any complications? “I’ve had dealings with this tribe before. They tend to ‘forget’ the agreed upon price. You’ll be carrying some additional funds—I regard it as a standard tax when dealing with them—but beyond that, I expect you to convince them that they’re not getting any extra.”

What is this item with magic wards? “A mask, supposedly able to bind souls. Unfortunately, it already has something bound to it. Examination indicates that ‘something’ is a guardian. I would have you dispose of the guardian. Somewhere away from the shop, of course. Maybe not on the streets, either—we don’t want any passerby witnesses or victims. There’s a flat-roofed warehouse nearby. It should suffice.”

What kind of guardians? “I’m not entirely sure, but it has the stink of Abaddon about it. Given the origins of the mask, I believe it’s a creature called a div.”

Do they have weaknesses? “They are difficult to hurt unless you have a holy weapon, or one of cold iron. As it happens, I do have some cold iron weapons in my shop. Available for purchase, of course.”

What is this purchase you want to make? “An acquaintance of mine owns a mirror I would like. She isn’t willing to deal in gold for it, and her desired coin is not one I am quite willing to pay.”

What kind of coin, then? “Madame Jelar is an alchemist trying to develop an equivalent of the *sun orchid elixir*. I don’t know if that is possible, but she has a means to alchemically extract vitality. Essentially, she can make one older. She claims the ‘years’ of life extracted are invaluable in her research. And she requires twenty years from me before relinquishing the mirror.”

So you want us to...? “Make the purchase for me, of course! Twenty years of *my* life, all at once, is too dear, but twenty years divided among you lot? That’s little enough, I think! Plus I’ll let you in on a secret: Madame Jelar is an inveterate gambler. If you wager the years, you might walk away paying nothing! Or paying twice as much. If you do that, a word of advice: don’t cheat. Or at least don’t get caught cheating.”

Development: The PCs can use Murqual’s shop as base of operations, returning to deliver or report on the completion of one task before taking on another. Once they have completed the requisite number of tasks, Murqual is true to his word. He hands over the *Monadistic Archive*, a large, gilded paelielwood chest filled with

scores of scrolls in individual compartments, with his compliments to Venture-Captain Yuul.

Rewards: If the PCs fail to complete one or more of the two or three agreed tasks for Murqual, reduce each PC’s gold earned as follows. Reducing the number of tasks owed the merchant counts as completing one task.

Subtier 1–2: Reduce each PC’s gold earned by 60 gp per task not completed.

Out of Subtier: Reduce each PC’s gold earned by 150 gp per task not completed.

Subtier 4–5: Reduce each PC’s gold earned by 240 gp per task not completed.

A1. Midnight Delivery (CR 3 or CR 6)

The first of the three possible tasks involves meeting gnolls near the Twilight Gate to complete a transaction.

By night, the streets of the Twilight Gate district are mostly empty. The courtyard surrounding the Ruined Monastery, a popular tourist attraction by day, is even more deserted than the surrounding streets. Perhaps this is what made it the choice location for Murqual’s gnoll “distributors,” or perhaps the gnolls feel comfortable in the shadow of this former home to Lamashtu’s faithful. In either case, the shadows lie thick underneath these crumbling walls.

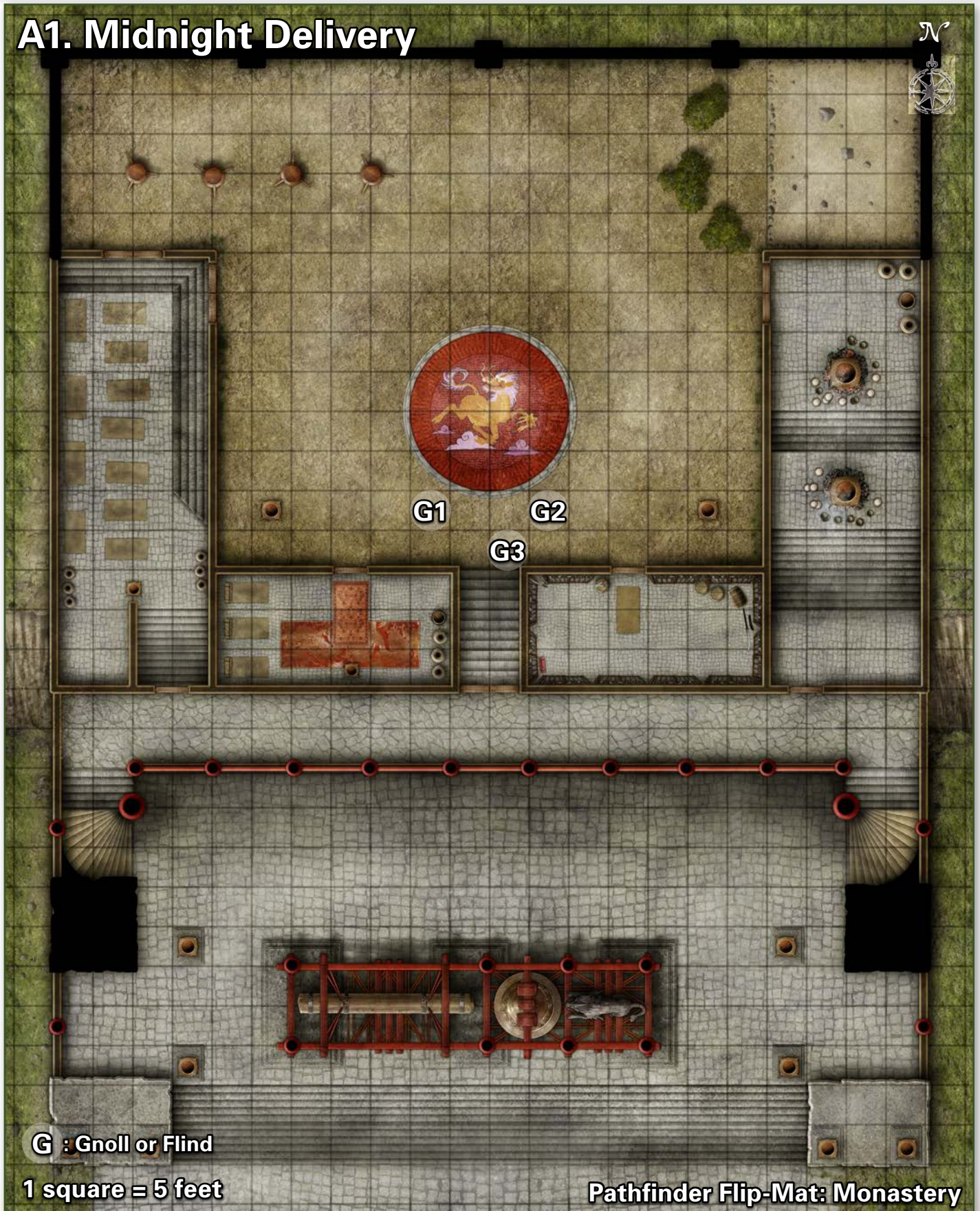
Murqual sets the PCs up with a small donkey-pulled cart before departing his shop. Most of its contents consist of trade goods, bolts of cloth, and several casks of liquor. In addition, he gives them two sacks containing 100 gp each as additional “payment” if the gnolls prove recalcitrant.

Creatures: The already-recalcitrant gnolls wait in the plaza for the PCs. Behind them in the gloom is a small crate. Only one of the gnolls speaks Common, and even she prefers to speak in her own language. As predicted, they meet the group with snarling disdain, hissing that the PCs aren’t the ones Murqual normally sends. The continue to voice complaints (“These linens are moth-ridden.” “There’s only one donkey?” “Do they expect the tribe to starve?”), doing their best to undermine the PCs’ side of the deal.

The gnolls have a starting attitude of unfriendly, and the PCs can convince the gnolls to cooperate with the original terms of the agreement with a successful DC 14 Intimidate check (DC 18 in Subtier 4–5) or a DC 22 Diplomacy check (DC 26 in Subtier 4–5). For each 100 gp the PCs give the gnolls, they receive a +2 bonus on the Diplomacy check. If a PC speaks in Gnoll, he receives a +2 bonus on the Diplomacy or Intimidate check.

If convinced to complete the transaction, the gnolls hand over their own crate and lead the doomed donkey and cart away. If the PCs fail the Diplomacy check by 4 or less, the gnolls complain more and threaten to leave—a

A1. Midnight Delivery



G : Gnoll or Flind

1 square = 5 feet

Pathfinder Flip-Mat: Monastery

SCALING ENCOUNTER A1

Make the following adjustments to accommodate a group of 4 PCs.

Subtier 1–2: The gnolls have been drinking, giving them a –1 penalty on attack rolls and damage rolls as well as a –1 penalty to AC.

Subtier 4–5: Remove one flind from the encounter.

SCALING ENCOUNTER A3

To accommodate a group of 4 PCs, the divs are staggered for one round after appearing. Furthermore, the cloud only grants concealment, not total concealment.

threat they follow through on unless appeased with a payment of 300 gp. If the PCs fail the Diplomacy check by 5 or more or fail the Intimidate check at all, the gnolls take offense and attack.

Subtier 1–2 (CR 3)

GNOLLS (2) CR 1

hp 11 each (*Pathfinder RPG Bestiary* 155; see page 21)

Subtier 4–5 (CR 6)

FLINDS (2) CR 3

hp 30 each (*Pathfinder RPG Monster Codex* 100; see page 21)

GNOLL RAGEBORN CR 3

hp 49 (*Pathfinder RPG Monster Codex* 94; see page 21)

Development: This is intended as a roleplaying and skill-based encounter, but violence is as definitive a solution as any other. If the PCs kill the gnolls, they can simply take the crate back to Murqual along with his cart. He is nonplussed by this turn of events; he’s happy to receive this shipment for free, but he’s annoyed that he needs to find a new gnoll tribe to work with in the future. If anyone inspects the gnolls’ crate, they find it contains two adorable Katapeshi white lion cubs. Murqual, if asked, says that his niece’s birthday is imminent, and he purchased the cubs for her as pets. Even shady merchants can have a soft spot for family.

A2. Product Testing (CR 2 or CR 5)

Murqual’s second task involves purging a magical mask—a recent acquisition from a wandering tribe in Thuvia—of its guardian spirit, which is performed most safely far from his shop.

Murqual’s directions lead to a rickety iron ladder in an alleyway that climbs the side of a long, low warehouse. The roof is canted at a slight enough angle that it might as well be flat. Several other rooftops are adjacent, at more or less equal height, forming an L-shaped superstructure.

The rooftops are all 15 feet above street level, dropping off at the map’s edge. Before sending the PCs out on this task, Murqual gives them a crimson-and-white lacquer mask, and a scroll containing its command word (“chalifan”). Additionally, if the PCs need cold iron weaponry, he has a few of any simple or martial weapon available for sale. The mask radiates faint necromancy and conjuration magic. It has use in ritual magic in capturing and questioning the soul of a recently departed person, but the PCs’ principle interest is removing the guardians bound to it. Speaking the command word within 5 feet of the mask causes it to exhale a white-and-red cloud of smoke that fills a 20-foot-radius spread for 1 round.

Creatures: Several foggy shapes spiral out of the growing cloud, landing in random, unoccupied squares within 30 feet of the mask.

Subtier 1–2 (CR 2)

DORU DIV CR 2

hp 16 (*Pathfinder RPG Bestiary* 3 86; see page 20)

TACTICS

During Combat The doru turns invisible while concealed by the cloud, and it tries to stay out of sight while thinning the PCs’ ranks with *charm person* and *suggestion* (e.g. “jump off the roof”). After exhausting its more insidious spell-like abilities, it resorts to its venomous bite and ability to turn invisible to skirmish with the PCs.

Morale The div is bound to the mask and must fight to the death to protect it.

Subtier 4–5 (CR 5)

DORU DIV CR 2

hp 16 (*Pathfinder RPG Bestiary* 3 86; see page 20)

TACTICS

Use the tactics in Subtier 1–2.

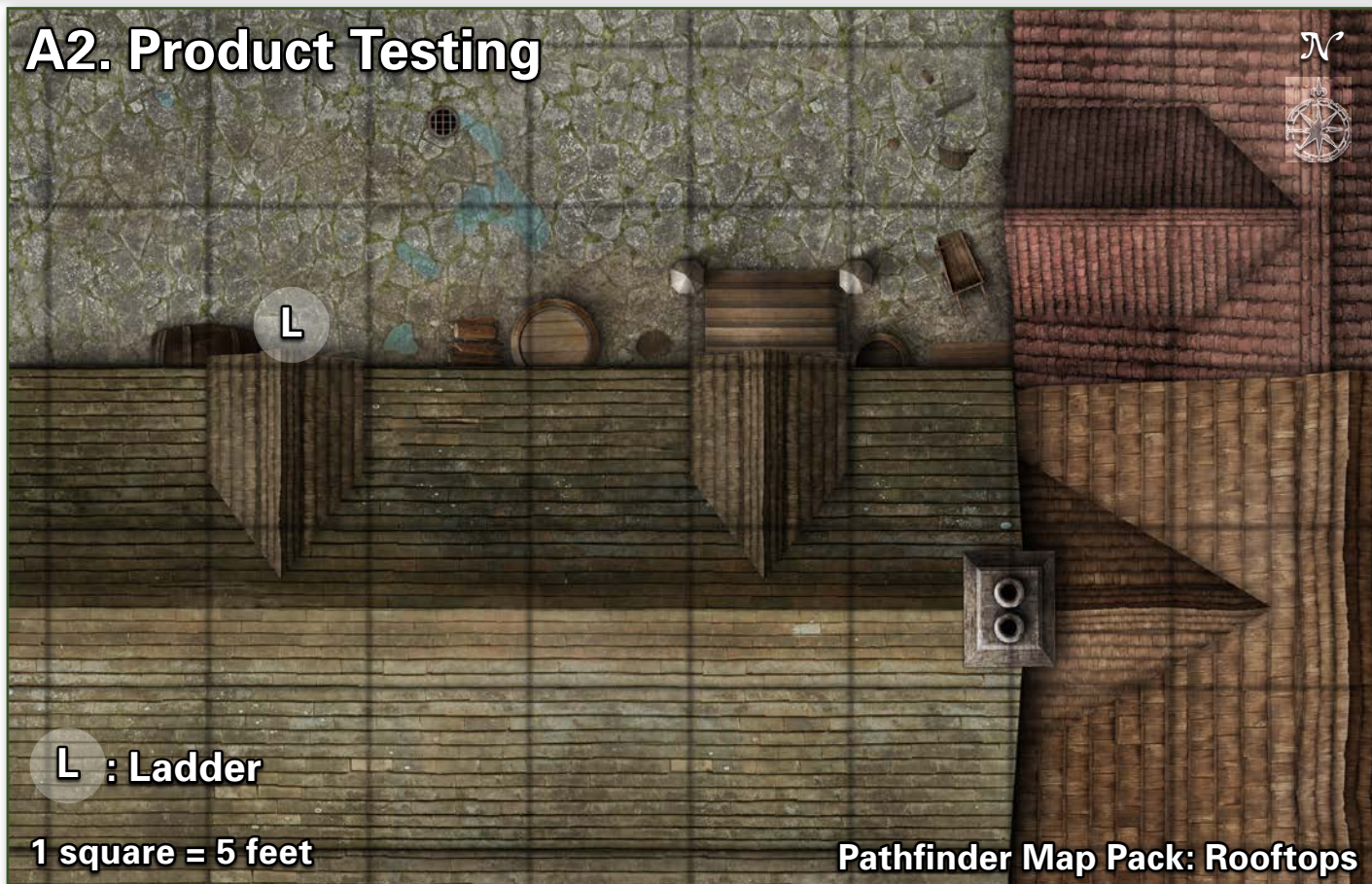
AGHASH DIV CR 4

hp 42 (*Pathfinder RPG Bestiary* 3 83; see page 20)

TACTICS

During Combat The aghash attempts to summon another doru div. Using its cursed gaze and *dimension door* abilities, it tries to stay out of direct combat while using *spectral hand* and *bestow curse* to weaken the PCs, targeting the PC with the highest Charisma or most attractive features first. If left

A2. Product Testing



without doru minions, it closes on that same target and uses its claws.

Morale The div is bound to the mask and must fight to the death to protect it.

A3. Wagering the Hourglass

The last of Murqual's tasks involves paying for an enchanted mirror, which is currently in the possession of Madame Jelaris.

located in the shadow of Nethys's temple, this higher end shop emanates scents of perfumes, medicines, and the dusky tang of alchemical experiments from behind a beaded doorway. The front of the store has shelves for the casual shopper, with scented oils and colognes in faceted bottles on delicate shelves. Further back, more solid looking containers under locked glass offer alchemical wares of the more adventurous and martial varieties. A marble counter blocks off the very back of the shop, where a bell sits beside an alembic bubbling away with a cerulean liquid. Behind the counter, another beaded curtain leads deeper.

Madame Jelaris (N middle-aged female human alchemist 6) is in the back while an assistant tends the shop, but she is rapidly summoned up front if the PCs state they are there on Palhuna Murqual's business. She

is a stocky, handsome, and fashionable Chelish woman in her later years. She looks the PCs over with mild amusement. "Honestly, I set a high price for Palhuna because I didn't especially want to sell and thought he'd never pay it, but if he's found a way around that and you're willing... well, who am I to refuse?" She explains the basics of the alchemical process: "Oh, I insert a tube down your throat extracting an essence from your lungs. It doesn't *actually* age you. It's not as though time goes faster, but it does prematurely wear down your body by a few years. So, how did you want to split the twenty years between you?" If the PCs elect to simply pay the requested price, Jelaris takes them in back and performs the uncomfortable process on them. If they propose gambling Murqual's payment against her mirror, she gets a gleam in her eye and accepts.

She escorts gambling PCs to a comfortable parlor in the back of the store, inviting them to be seated around a table. She hands around a small box of ivory dice, inviting everyone to examine them and confirm they aren't loaded; a PC can ascertain her dice are fair with a successful DC 10 Profession (gambler) check or a DC 15 Perception check. She then lays out the rules of the game.

Playing Twentybone: Madame Jelaris favors a simple dice game called twentybone (*Pathfinder RPG Gamemastery Guide* 241), played using 20-sided dice. As

a group, the PCs receive 20 tokens, which they can split between themselves as they wish. Madame Jelariss, as the “house,” sets aside a reserve of 20 tokens for herself as well, and she plays the part of the dealer. Each round, players can buy as many dice as they wish at the cost of one token per die. Once all players have purchased as many dice as they want, they roll them. Madame Jelariss then rolls a single die of her own. Each PC die roll that beats her roll wins two tokens back. This continues until the PCs quit, are out of tokens, or have won all of Jelariss’s tokens.

The PCs can cheat on their rolls. Each round, a PC can attempt a Profession (gambler) or Sleight of Hand check against Madame Jelariss’s Perception check (for ease of play, she is assumed to take 10, resulting in a 18 in Subtier 1–2 and a 23 in Subtier 4–5) after buying and rolling any dice. If the check succeeds, the PC can reroll one of his dice. For every 5 points by which the PC exceeds this DC, he can reroll one additional die.

Failing the check by 4 or less does not expose the PC, but it does arouse Madame Jelariss’s suspicions and increase the DC of that PC’s subsequent checks to cheat by 10. If a PC fails the check by 5 or more, Madame Jelariss expels him from the game, confiscates his remaining tokens, and adds them to her own pool.

Development: At the game’s completion, the PCs must pay Madame Jelariss as many “years” as she has tokens. They can decide between themselves how many years each PC pays. She can adjust her collection device to extract the lifespan of multiple PCs at once, so the process only takes about an hour no matter how many participants are involved. Although normal aging rules are not used in the organized play campaign, the harshness of Jelariss’s process does leave a mark: for every 5 years of artificial aging a PC experiences, he takes 1 point of ability drain to either his Strength, Dexterity, or Constitution score (the player selects the score affected).

After collecting her fee—or grumbling about being paid nothing—she hands over the item that Murqual wants. It is a silver hand mirror enclosed in a tied black velvet bag. If the PCs open the bag, they discover the mirror holds the image of a bald man looking about in confusion, though he seems incapable of perceiving anything outside his prison. If the PCs ask Murqual about this, he chides them for their curiosity and puts the mirror away without answering. Releasing the prisoner within involves several command words, and simply breaking the mirror (hardness 10, 10 hit points) kills its occupant rather than freeing him.

THE MIND IN THE TEXT

Having acquired the *Monadistic Archive*, the PCs need merely report back to Wulessa Yuul to begin the next

phase of the scenario. Upon returning to Farseer Tower, the PCs are ushered back to the meeting chamber.

The room has undergone some changes over the past few hours. The furniture has been pushed aside, and the resulting empty carpet space has cushions laid out in a circle. Unlit candles stand in a silent circle around the cushions. The formerly open windows are shut, perhaps to prevent the candles being snuffed by a stray breeze once lit, not that it makes a difference on this still night.

Wulessa Yuul is eager to see the PCs, and she’s positively ecstatic seeing them carrying the archive chest. She bids them to set it down against one wall. If anyone has suffered ability damage, Wulessa looks them over and uses a *wand of lesser restoration* to heal them. While she says the following, she opens the chest and sifts reverently through the scrolls, unrolling and examining several, holding a few up to her ears, and seeming to listen to them.

“Excellent work. I shall take a full account of your adventures this night shortly, but for now... I need some more of your assistance. As I said before, these scrolls are relics of the Jistkan Imperium from thousands of years ago. What information I’ve found indicates that the *Monadistic Archive* recorded the thoughts and minds of some of the greatest thinkers of that empire. Not merely recorded in the written word—supposedly they copied the very minds of these men and women. Some binding entity within the scrolls brings these minds together into a collective of wisdom and lore, where each mind is no longer a discreet part, but melded into a greater whole. The ritual I have prepared should allow me to open the archive, but the effort of doing so prevents much exploration on my part. If I include you in the ritual, you can be my eyes and ears. Of course, this is not a process that can be completed in one night. This could take years. In the long run, a full team will be assigned cataloging duties, but tonight I cannot resist at least one brief expedition. I have sought the archive for so long, and I would be honored if you would help me with this foray into the mind of the past.”

The PCs likely have questions. Wulessa doesn’t know everything, but she answers as best she can.

Is this opening a portal to somewhere? “I understand the *Monadistic Archive* to be a mental realm, one only our minds enter. Our bodies remain here.”

Will we be safe? “The doors are warded, and my servants trustworthy. No one will harm our bodies while we are away.”

What will our minds experience? “It should be similar to astral travel. That is to say, your minds form physical copies of your bodies inside. The architecture of the

interior likely depends upon whomever this scroll copied millennia ago.”

Is there any danger to our minds? “If there are defenses inside, they can be dealt with as you would a physical threat. If your mental forms are damaged... I am honestly uncertain what that means for your physical forms. It may be injuries carry across. Hopefully we can avoid that.”

Will you be inside as well? “I should be present in some form. I won’t be directly with you, but I might be able to communicate, and aid in some way.”

Development: Once the PCs agree, Wulessa sits them on the floor, lights the candles, and snuffs the other lights. She joins the circle, unrolls the scroll before her, and has everyone link hands. She begins a sing-song recitation in Jistkan, at which point the PCs proceed to **B1**, below.

B. MINDSCAPE OF THE ARCHIVE

Upon completing the seance, the PCs find themselves in the *Monadistic Archive’s* mindscape. Unfortunately, Wulessa Yuul’s understanding of the archive’s workings is incomplete. Her ritual opened the archive but did not properly shield her from its workings, ultimately attracting the attention of the archive’s overseer: a theletos aeon. Recognizing the richness of Wulessa’s mind and life experiences, it decided to add her to the archive. The fact that this strips her mind from her physical form, effectively ending her existence, is not something an aeon comprehends as undesirable.

Traveling between rooms in the mindscape is generally a mental act. It has three “layers,” constructed from the PCs experiences, Wulessa’s memories, and the aeon’s thoughts. The two memory layers are imperfect constructs, meaning each room within has one or more flaws that distinguish it from the real world. PCs who notice and mention these flaws can attempt a DC 14 Will save (DC 17 in Subtier 4–5) to see through the illusory elements, causing the room to melt away over the course of one round and transport the PCs to the next area. If nobody notices the discrepancies, PCs can spot them with a successful DC 20 Perception check and attempt the Will save.

The two memory layers are self-contained. Moving through an apparent exit causes a PC to reappear on the opposite side of the room. Teleportation effects can only return PCs to previously visited rooms, failing entirely if a PC attempts to travel to an unexplored location. The third, primal layer of the aeon’s mind is connected by corridors, but even these send PCs back to the memory layers the first time they walk down them (individual room descriptions detail where an exit leads). For the most part, mindscape travel is a linear experience.

Lighting within the mindscape varies. Generally the rooms on the memory layers have ambient light providing normal illumination. The aeon’s layer is

THE MONADISTIC ARCHIVE

The PCs are about to experience a psychic phenomenon called a mindscape. Mindscapes are temporary mental constructs formed from the interaction of multiple minds. In this case, the mindscape is generated by Wulessa Yuul and the aeon overseeing the *Monadistic Archive*, with some input from the PCs. Full rules for mindscapes appear on pages 234–237 of *Pathfinder RPG Occult Adventures*, but details on this specific mindscape are summarized up here.

The archive is what is called an immersive mindscape, meaning the interior is indistinguishable from reality. At first, the PCs might not even realize they are inside. While within, their physical bodies can take no actions, and their senses are limited to their experiences within the mindscape. They are unaware of their physical surroundings outside, and cannot defend themselves if their bodies are attacked (not a factor in this adventure). Damage (or healing) taken within the mindscape transfers over to their physical forms, and PCs who die in the mindscape die in the real world as well.

Unique properties of the *Monadistic Archive* appear in the description of area **B**. If you are referencing *Occult Adventures* directly, this mindscape has the following traits: veiled, self-contained (with an infinite element), harmful, normal gravity, normal time, unaligned, normal magic.

constructed of glass bricks, half of which glow brightly while the others fiercely absorb light, resulting in dim illumination throughout.

All rooms on the aeon’s layer are open to a void that they encircle. Despite this, the space within this void is virtually infinite, and it is impossible to view other rooms across it. These openings into the void are ragged holes into which glass bricks occasionally break off and drift away. Entering the void is impossible. Approaching within 10 feet causes the terrain to warp and lengthen for that person. Walking, flying, and even teleportation never bring one to the edge, although the traveler seemingly recedes into the distance from the perspective of outside observers—a surreal optical illusion. While mostly irrelevant, this makes it impossible to be backed against a wall or edge in this direction; PCs (and enemies) can create an infinite stretching battlefield.

Wulessa has a limited ability to appear and change the environment in the rooms based off her memories. Her manifestations are detailed in the individual room descriptions. She can communicate with the PCs and offer advice. Additionally, once in each of these rooms, she can cause a potion or oil of one of the following spells (CL 8th) to appear: *blur*, *cure moderate wounds*, *enlarge person*, or *magic weapon*. These “potions” are representations of her own spellcasting as she tries to help the PCs.

THE AEON OF THE ARCHIVE

Some might wonder why an aeon, an agent of universal forces, is tasked with essentially being a librarian. The creator of the *Monadistic Archive's* needed an impartial arbiter to oversee the collection of minds and the disseminate the information to the archive's users. As a neutral being embodying the duality of slavery and freedom, the creator considered a theletos aeon an ideal candidate.

The aeon doesn't seek release. The fact that it is bound and essentially a slave itself doesn't bother it; universal principles apply to it as much as they do to any other aspect of creation. It was free for a time, then it was bound, and it may be free again someday. It doesn't even consider its current circumstances as slavery—simply a task fitting its purpose. It has its own private monad to oversee, and it has been a long time since it has had the opportunity to add new thoughts to that system.

B1. Entry (CR 1 or CR 3)

As Wulessa Yuul finishes her invocation, she bows her head over the unfurled scroll, and the room falls silent. The only thing breaking the quiet is the snapping of the curtains, billowing in a heavy wind. Curiously, the breeze does not stir any other fabrics in the room; even the *Monadistic Archive's* scroll lies flat on the floor. The doors remain sealed, and there is no sign the seance achieved its goal.

Entry into the mindscape is deceptive, for the arrival point is nearly identical to the meeting room in Farseer Tower. The figure at the center of the circle remains silent and hunched over (see the Creatures section below if the PCs interact with her). The PCs can break the circle and stand at this time to investigate their surroundings.

Creatures: Wulessa Yuul's mind has been spirited away elsewhere in the mindscape, and her physical presence here has been replaced by a shadow creature—an automatic response to the aeon's removing the venture-captain. When the PCs acknowledge or touch her, she stands and throws her head back, revealing her nightmarish features. She cackles madly and attacks, telling the PCs that they have fallen into her trap and that she shall feast upon their innards.

Subtier 1–2 (CR 1)

SHADOW CONJURATION GREEN HAG **CR 1**

hp 11 (*Pathfinder RPG Bestiary* 167; see pages 14 and 22)

TACTICS

During Combat: The hag turns invisible as soon as combat starts, then she uses her claws and shows little further

subtlety. Note that her weakness attack also does only 20% normal damage against anyone who disbelieves the hag.

Morale: The hag is an illusion and fights until destroyed.

Subtier 4–5 (CR 3)

SHADOW CONJURATION NIGHT HAG **CR 3**

hp 18 (*Pathfinder RPG Bestiary* 215; see pages 14 and 23)

TACTICS

During Combat: The hag turns invisible as soon as combat starts, then she uses *deep slumber* on the PCs. She attacks anyone left awake, using her other spell-like abilities as needed. As an illusion, she lacks a *heartstone* and the abilities it grants—among other things, this reduces all her saving throws by 2.

Morale: The hag is an illusion and fights until destroyed.

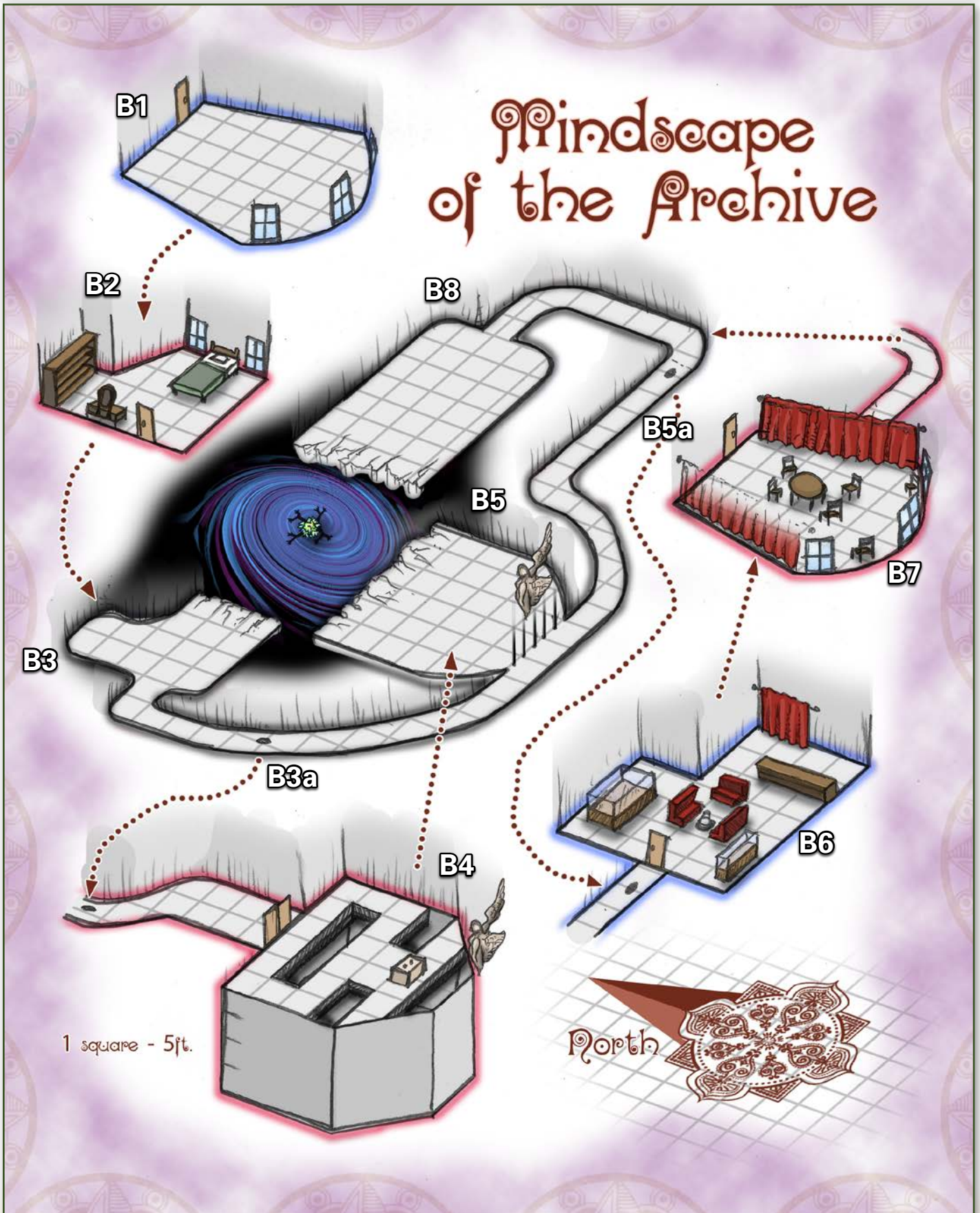
Development: Once the PCs have defeated Wulessa's replacement, they can examine the room. The door seems locked, but closer examination shows that it is merged with the wall and cannot open. Exiting through one window simply causes a PC to appear across the room. The most blatant clue to the room's unreality, though, might be the wind gusting through the previously closed windows. A PC who succeeds at the Will save to disbelieve the room transports the group to area **B2**.

Treasure: Anyone examining the scroll on the floor discovers it is devoid of the writing that once covered its surface. It has a strong transmutation aura and is a magic item created by the PCs' subconscious manipulation of the flexible possibilities of the mindscape. A spellcaster can use it as a *boro bead* (*Pathfinder RPG Ultimate Equipment* 284), *page of spell knowledge* (*Ultimate Equipment* 314), or *pearl of power*, whichever function is best for that individual. If used as a *page of spell knowledge*, the owner chooses which spell it grants upon claiming it. Once the choice of which item it functions as or what spell it contains is made, it cannot be reversed. In Subtier 1–2, the scroll affects 1st-level spells and spell slots, and in Subtier 4–5, it affects 2nd-level spells and slots.

B2. The Venture-Captain's Youth

The stone walls of Farseer Tower melt away, replaced by warm blonde wooden wall paneling and a plush, lemon yellow carpet. A canopied bed sits between two windows, through which the spires of an grand city are visible. A small army of dolls is pushed over to a corner, its slumping forms indicating some level of neglect. Instead, the preferred playthings in this child's room seem to be books. A row of titles line a shelf on one wall, and several opened ones lie on the bed. Opposite the bed are a closed door and an elaborate vanity table. A mirror on the vanity reflects some motion not apparent in the room itself.

Mindscape of the Archive



SHADOWS OF THE MIND

Until they attract the direct attention of the aeon, the PCs are alone inside of their and Wulessa’s memories. This doesn’t mean they are safe subconscious manifestations of these memories and thoughts can take on a facsimile of life. Encounters in areas **C1**, **C4**, and **C5** are not with actual creatures, but with ephemera of the mind that are similar to monsters summoned using *shadow conjuration*.

The specific creatures would not normally be summonable, but they follow the same rules. All have only 20% of their normal hit points. Anyone interacting with one of them is allowed a Will save to recognize them as unreal (DC 14 in Subtier 1–2 and DC 16 in Subtier 4–5). The shadow monsters only deal 20% normal damage against anyone who has recognized them as illusions, all special abilities that do not do lethal damage are only 20% likely to work, their AC falls to 14 (AC 17 in Subtier 4–5), and their saving throw bonuses are reduced to +4 maximum (+6 in Subtier 4–5). Any spell-like or special abilities that require a saving throw have a DC of 14 rather than the creature’s standard saving throw.

To accommodate a group of only 4 PCs, reduce the DC of the Will save to disbelieve the illusions by 2.

This is Wulessa Yuul’s memory of her childhood home and bedroom. The doorway is again sealed shut, as are both windows. All of the books are styled as child’s picture books, with bright pictures and big lettering, but inspection shows that the texts are far more advanced than a child could read—each is an issue of the Pathfinder Chronicles or a well-known arcane text. PCs looking into the mirror find the adult image of Wulessa inside the glass. She gives a start upon seeing the PCs then speaks. Possible questions the PCs might have for her appears below. Her state of mind is worried and concerned, unsure of how she can get out of this, but she hasn’t begun to panic.

“You’re here! I thought, with how things had gone wrong, that perhaps you weren’t trapped in here as well. I... am sorry. I think I erred in my assumptions.”

Where are we? “It is a mental landscape, as I had thought, yet it seems to be patterned off of *my* mind.”

Why is that? “I can feel some entity controlling the archive—I was correct in that much. But invoking the scroll seems to have caused it to add me to the archive rather than granting me access.”

What is happening to you? “I can feel the days of my life being transcribed. Pulled from my body and stored here. I don’t know if there will be anything left of me when it is done. I can’t even move around. I’m simply trapped inside my own memories.”

Will that happen to us? “I don’t think so. You were only riding along on my invocation. I think you are only here as a side effect. When the archive is finished...emptying me, you might be released into your bodies. Or you might be trapped in here. I’m not certain.”

Can we get ourselves/you out? “Possibly. I can feel an entity overseeing the transcription. This... archivist, for lack of a proper name, should logically have a presence inside this mindscape, at least during this process. You may be able to find the archivist and challenge or persuade it to stop. Hopefully that would release us all.”

What is this room? How can we move on? “If the door and windows won’t open, I’m unsure. This is my childhood bedroom in Quantum. I would lie in bed, reading adventure stories of brave explorers and warriors. Childish treacle, but still... I think that was what sparked my ambitions to be a Pathfinder.”

Development: Further conversation should help the PCs establish the nature of travel between areas of the mindscape. If the PCs develop a working theory on how to disbelieve the rooms, she nods and affirms that it sounds plausible. Otherwise, she compares notes and offers them the theory.

She also discovers her own ability to manifest spells as potions, as she wishes she could directly aid them and then exclaims as a potion manifests inside a drawer of the vanity. Once she has provided what advice and help she can, the PCs can work on accessing more of the mindscape. A key discrepancy between this layer and reality is the contents of the various books. Wulessa confirms that they physically resemble her childhood books, but she wasn’t such a prodigy that she could have read and understood any of these. PCs focusing on this detail can make Will saves to travel to **B3**.

B3. The Archivist’s Attention

The room shimmers and changes again. The shape remains the same, but the walls and floor resolve into a series of glass tiles that creates a checkerboard of luminescent blue and light-swallowing black. The door vanishes, revealing a passage filled with the same half-light. Opposite this, the room breaks away entirely. An entire wall is missing, leaving a jagged hole overlooking a void occupied by nothing more than deep purple mist, seemingly born out of and reabsorbed by the darkness. Somewhere in the depths, a tremendous crystalline shape flashes through the mist. The room is otherwise featureless, devoid of all angles. Even the floor has a slight curvature, melding smoothly into the walls.

The PCs attract the aeon’s notice upon reaching this layer. It is simply curious at this stage and scans their thoughts while they examine the room. Before they

move on, it tries communicating. Within this layer, its envisaging ability manifests as pictures being formed out of the glass tiles. Light and dark tiles shift to form pictures representing its thoughts. It forms an eye, then a question mark, letting the PCs know it sees them and is curious. If the PCs respond, it continues in this fashion. At this time it is mostly interested in the PCs, doesn't respond to inquiries about Wulessa, and only gives vague indications to its own nature (showing a set of scales or chains breaking and being reformed). When it has learned a little about each PC, or if they don't talk, the tiles return to their original pattern.

Development: On this primal layer, the PCs cannot “will” themselves out. The passage out of this room leads downwards at a slight angle, eventually connecting to area **B5**. When the PCs reach **B3a**, however, the aeon “shifts” them up a layer so that the passage turns and ends at a door leading into area **B4**.

B4. Echo of Exploration (CR 3 or CR 5)

As the passage curves toward a set of doors, the glass tiles suddenly give way to worked stone. Behind, the structure remains uniform, as though the glowing glass hallway were never there.

The aeon has shifted the PCs back into Wulessa's memories. Backtracking reveals that the corridor dead ends 50 feet back. The doors ahead are unlocked.

The doors open onto a balcony overlooking a wide chamber. A winged statue formed out of the stone wall looms ominously from across the room. Catwalks wind around the edges and across the room, leading to a primitive altar in front of the statue. Above and below the suspended middle level of the room, gratings in the floor and ceiling produce a constant upward-moving breeze. While the statue seems crafted to represent a male human-avian hybrid, its face is unmistakably that of Wulessa Yuul.

This room is Wulessa's memory of a shrine to Pazuzu she once explored. It is lit by a series of torches around the room's perimeter, providing normal light throughout. The catwalks are 20 feet above the room's floor. The statue remains motionless until someone approaches within 10 feet, at which point Wulessa's face animates and speaks.

“I remember this. It was my first expedition after joining the Pathfinder Society. We discovered a lost shrine to—I will not speak his name—The King of Wind Demons. We sought a golden icon hidden in the altar. The way down was easier than expected. There were traps, but we bypassed them. The way to

the shrine was hidden, but we found the trigger to open it. And then... there were guardians. Here. Two of us died. They came from the air itself. I think you are in danger! Here, take this; it may aid you against the dangers here.”

Creatures: As Wulessa warns the PCs, a rope falls from the ceiling, landing at their feet (see the Treasure section below). After she speaks, the sound of wind pouring from the vents below increases. One round later, vapor starts pooling below. A round after that, the vapor coalesces into a pair of misty guardians that attack. During this time, Wulessa manifests a portion of the PCs' choice upon the altar. During the battle, her image gives advice and assists the PCs in seeing through the shadow creatures, giving PCs a +2 bonus on Will saves made to disbelieve them.

Subtier 1–2 (CR 3)

SHADOW CONJURATION BELKERS (2) **CR 1**
hp 13 each (*Pathfinder RPG Bestiary 2* 45; see pages 14 and 20)
TACTICS

During Combat: The belkers begins combat in smoke form, using flight and the narrow catwalks to single out a PC each to attack with their smoke claws.

Morale: The belkers fight until destroyed.

Subtier 4–5 (CR 5)

SHADOW CONJURATION MIHSTUS (2) **CR 3**
hp 18 each (*Pathfinder RPG Bestiary 2* 190; see pages 14 and 22)
TACTICS

During Combat: The mihstus begins combat in smoke form, using flight and the narrow catwalks to single out a PC each to attack with their deadly embrace.

Morale: The mihstus fight until destroyed.

Development: Once the PCs defeat the guardians, a hidden panel in the altar falls open. Inside is the icon Wulessa spoke of, but rather than gold, the mindscape's version is glass. Focusing upon this inaccurate detail allows PCs to make a Will save to move to area **B5**.

Treasure: Wulessa manifests a boon for the PCs, recreating an item her group owned in their expedition. At Subtier 1–2, this is a *rope of climbing*, and at Subtier 4–5, it is a *rope of knots* (*Pathfinder RPG Ultimate Equipment* 318).

B5. Civil Discourse (CR 2 or CR 4)

Wulessa's memories fade into a different reality as the stone walls again become glass. The room's dimensions remain the same, but the altar, catwalks, and vents all vanish. The statue remains, but its form distorts into that of a featureless

humanoid, all signs of either demonic or Wulessa's likeness melting away. Beneath the statue, a glass portcullis blocks off another passageway. Opposite the passage and statue the wall once again crumbles away into a fathomless void.

Regardless of the PC's previous elevation, they find themselves at floor level as the new layer manifests. The aeon again attempts communication with the PCs, using the walls as a surface for envisioning. Its motivation and interests have changed slightly since the last attempt. It is more forthcoming about the process of absorbing Wulessa Yuul's mind (an image of Wulessa's face being drawn onto a scroll, rolled up and placed reverently inside the *Monadistic Archive* chest), as well as why it chose her (a montage of images of her life beside piles of coins, jewels, and other valuables, growing alongside her life experiences). It also indicates the role it has decided the PCs play in the process (a nest of rodents rummaging in the walls of a well-ordered house).

Creatures: With this analogy established, it seeks to sweep them away. While not apologetic, it indicates as best it can through envisioning that it bears them no ill will, but they are in the way. At this point the statue on the wall comes to life and attacks.

Subtier 1–2 (CR 2)

SHADOW CONJURATION GIANT TERRA-COTTA SOLDIER (CR 2)

hp 14 (*Pathfinder RPG Bestiary 3* 262, 291; see pages 14 and 23)

TACTICS

During Combat: The soldier lacks weapons, so it simply uses slam attacks against the closest PC.

Morale: The soldier attacks until destroyed.

Subtier 4–5 (CR 4)

SHADOW CONJURATION GLASS GOLEM CR 4

hp 19 (*Pathfinder RPG Bestiary 2* 138; see pages 14 and 21)

TACTICS

During Combat: The golem does not employ any advanced tactics and simply attacks the closest PC. Unless the PCs carry a source of bright light, the lighting is insufficient for its dazzling brightness ability.

Morale: The golem attacks until destroyed.

Development: The glass portcullis is immovable yet extremely fragile (hardness 1, 2 hp). The passage beyond leads back to area **B3** and onward to area **B7**. PCs can move back and forth between **B3** and **B5** unimpeded now, but when they reach **B5a**, they are again shifted between layers, finding a door leading to **B6**.

B6. Another Deal

As the door opens, a familiar bell tinkles overhead, letting Palhuna Murqual know that his shop has visitors once more. The setting has changed subtly since earlier; while the shop's layout remains the same, the wares previously displayed in cases and on the walls are missing. In their places are keys of all shapes, sizes, and construction.

Having failed to eliminate the PCs, the aeon is willing to negotiate. To do so it has returned the PCs to a recent scene from their own memories associated with deal making. A round or two after the PCs enter the room, the back curtains stir and Palhuna Murqual comes forth, smiling unctuously. Those who watch the shopkeeper see that he is not quite right. His form flickers, almost imperceptibly, and he tends to "jump" from one location to another when not observed directly. In truth, this isn't even a shadow version of Murqual, but instead another instance of the aeon's envisioning. As such, he doesn't speak, making his intentions clear through pantomime.

He informs the PCs that he has the ability to let them peacefully exit the mindscape (he produces a golden key and gestures to a door that wasn't there a moment ago). In return, he wants them to give up on rescuing Wulessa Yuul (one of the PCs discovers himself in possession of a scroll. Upon it is a clear drawing of Wulessa's face). He holds the key out, making a haughty "give me" gesture with his other hand. If the PCs ask other questions, Murqual might answer but steers the conversation back to his offer.

Development: If the PCs agree to this deal, they can take the key and unlock the door. Traveling through the door returns them to their physical bodies. Venture-Captain Wulessa Yuul's body is alive and unharmed, but it is clearly vacant of any ability to think for itself; proceed to the Conclusion.

If the PCs reject the deal, Murqual exasperatedly throws his hands up, and both he and the door disappear. If the PCs attempt to overpower Murqual in order to take the key, they find that both are immaterial, after which he vanishes as above. The door does not open or allow the PCs to escape unless they accept the deal. When Murqual vanishes, the entire shop shimmers for one round before transitioning to area **B7**. The PCs do not need to will themselves out of this layer.

Rewards: If the PCs fail to reach and resolve this meeting, reduce each PC's gold earned as follows. Accepting the deal merely results in the PCs' missing the encounter and rewards in area **B8**.

Subtier 1–2: Reduce each PC's gold earned by 166 gp.

Out of Subtier: Reduce each PC's gold earned by 333 gp.

Subtier 4–5: Reduce each PC's gold earned by 500 gp.

B7. Wulessa's Last Warning

The facsimile of Murqual's shop shimmers like a heat mirage, transforming into the familiar meeting room in Farseer Tower. Familiar, at least, in shape. The furnishings are different, more resembling a grandmother's cozy tea room than the stark, studious place where this journey began. Intricately brocaded settees and poufs clutter the room, while elaborate tapestries cover almost every inch of the walls. One of these, a floor-length cerulean silk curtain, is embroidered with a portrait of Wulessa Yuul. Her arms are folded across her chest, and a look of distaste resides upon her face.

The image of Wulessa is her avatar in this layer. After a moment, she turns within the hanging and speaks to the PCs.

"When I first became Venture-Captain and took charge of Farseer Tower, this was how the place looked. The whole tower. My predecessor was more concerned with frippery and luxuries than with hard-won knowledge and diligence. If this becomes my final view of the tower, it might be the greatest indignity of all."

She shakes her head and addresses the PCs directly.

"I think you are close to the end. I can feel the archivist pausing its work with me to face you directly. The shadows you fought before now were a reflexive response, like sweeping cobwebs from one's face. Now I think you have its full attention. I don't think it can appear directly. Its essence is split across all the archive's scrolls, but whatever form it takes will have considerably more power than the things you've fought before now."

Wulessa doesn't have much else to relate, aside from the above guesses as to the aeon's next move. She offers the PCs their choice of spell for her to manifest in potion form, which appears in a marquetry-adorned teak credenza. When they are ready to move on, she grabs hold of either side of the wall hanging she inhabits and pulls. The hanging opens like a door, opening back to the primal layer corridor outside area B8.

B8. The Archivist Awakened (CR 3 or CR 6)

The passage opens upon a tunnel to oblivion. The smooth glass walls stretch fifty or sixty feet, ending abruptly in a maw open to the void. The crystalline structure floating in the void's heart somehow hovers mere feet away from the tunnel's end. From this close, it resembles a torus of jagged crystals, slowly revolving around a core of flashing light and mist.

The aeon has generated this room, close to the core of its essence in the archive, to assemble a direct mental construct to confront the PCs. As the PCs make their way down the tunnel, it appears from the core of the crystalline ring and strides across the void, positioning itself at the end of the hallway.

Creature: The Archivist manifests as an unfettered eidolon, custom assembled by the aeon to challenge the PCs. Accordingly, its form blends both the aeon's own body and that of the PCs. Anyone looking at the eidolon at first sees a copy of herself with two differences: the copy possesses four arms, with two limbs splitting from each elbow, and the copy's head is a crystalline torus hovering above the shoulders. This is an illusion that a PC can see through with a successful DC 14 Will save, and its effects are entirely visual; it doesn't modify its statistics in any way. The eidolon's true form is very similar to that of a theletos aeon, with a crystalline torus body with eight limbs sprouting from two arms and two legs.

The Archivist no longer feels further conversation serves a purpose, merely manifesting images of the Pathfinders' friends and family looking disappointed, shaking their heads, or sighing in frustration, but if the PCs initiate dialogue it may respond to any last questions. Once there is nothing else to do but attack, it does so.



THE ARCHIVIST

A MIRROR OF THE PCS

Statistically, the Archivist is an unfettered eidolon; however, these numbers only approximate the aeon that oversees the archive. It has built the eidolon as a response to the PCs' actions, and as a result, the eidolon's abilities partly reflect and counter the PCs' abilities using a custom evolution called reflection.

First, this grants the eidolon a constant benefit depending on the composition of the party. Second, this grants the eidolon a pool of points that it can use to activate temporary benefits. In Subtier 1–2, it has a pool of 4 points. In Subtier 4–5, the total increases to 6.

For each PC with a BAB equal to their hit dice (or who can emulate such with class abilities like flurry of blows), the Archivist gains 2 additional hit points (4 additional hit points in Subtier 4–5). As long as at least one such PC is in the party, the Archivist can spend 1 point as a free action to gain one of the following feats for 1 round: Blind-Fight, Combat Expertise, Dodge, Power Attack, or Step Up.

The Archivist gains spell resistance 9 (spell resistance 12 in Subtier 4–5) against arcane spells if there is at least one arcane spellcaster in the party, and the spell resistance increases by 1 for every arcane spellcaster that is present. As long as there is at least one arcane spellcaster, the eidolon can spend 1 point to cast one of the following spells as a spell-like ability (CL 2nd in Subtier 1–2, CL 5th in Subtier 4–5): *cause fear*, *magic missile*, *sleep*, or *true strike*.

The Archivist gains spell resistance 9 (spell resistance 12 in Subtier 4–5) against divine spells if there is at least one divine spellcaster in the party, and the spell resistance increases by 1 for every divine spellcaster that is present. As long as there is at least one divine spellcaster in the party, the eidolon can spend 1 point to cast one of the following spells as a spell-like ability (CL 2nd in Subtier 1–2, CL 5th in Subtier 4–5): *cure light wounds*, *divine favor*, *doom*, or *inflict light wounds*.

For each PC capable of dealing extra dice of precision-based damage, the Archivist gains DR 2/— against such attacks. As long as at least one such PC is in the party, The Archivist can spend a point as a free action to take 10 on any skill check.

If a PC fits more than one of these roles, the eidolon chooses which role he best fits and treats him only as a member of that role.

Subtier 1–2 (CR 3)

THE ARCHIVIST **CR 3**

Quadruped unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)
 N Medium outsider (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities evasion; **Resist** cold 5

OFFENSE

Speed 40 ft.

Melee longspear +6 (1d8+3/×3), 2 claws +1 (1d4+1) or
 2 claws +6 (1d4+2)

Ranged shortspear +6 (1d6+3)

TACTICS

During Combat The Archivist moves to the center of the room and activates its *arrow magnet*. Once there, it uses its longspear and reach to punish anyone who gets too close while throwing shortspears at those who keep their distance.

Morale This eidolon is merely an extension of the Archivist's will, and its destruction merely results in Wulessa's freedom. As a result, it fights until destroyed.

STATISTICS

Str 15, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 18

Feats Combat Reflexes, Iron Will

Skills Acrobatics +9 (+13 to jump), Knowledge (arcana) +5,
 Knowledge (planes) +5, Perception +7

Languages envisaging

SQ evolution points (arms [2], claws, legs [2], reflection [see sidebar], resistance [cold], weapon training [simple])

Combat Gear *arrow magnet*^{UE}, **Other Gear** longspear, shortspears (3)

Subtier 4–5 (CR 6)

THE ARCHIVIST **CR 6**

Quadruped unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)
 N Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 68 (8d10+24)

Fort +8, **Ref** +9, **Will** +4

Defensive Abilities evasion; **Resist** cold 5

OFFENSE

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

Melee +1 *longspear* +12/+7 (1d8+5/×3), 2 claws +9 (1d4+1) or
 2 claws +11 (1d4+3)

Ranged shortspear +11/+6 (1d6+3)

TACTICS

During Combat The Archivist moves to the center of the room and uses its longspear and reach to punish anyone who gets too close—all the while throwing shortspears at those who keep their distance. It uses its gloves to protect itself from ranged attacks.

Morale This eidolon is merely an extension of the Archivist's will, and its destruction merely results in Wulessa's freedom. As a result, it fights until destroyed.

STATISTICS

Str 17, **Dex** 17, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Iron Will, Multiattack[®], Quick Draw, Toughness

Skills Acrobatics +14 (+18 to jump), Fly +11, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +11

Languages envisaging

SQ evolution points (arms [2], claws, legs [2], magical flight, reflection [see sidebar], resistance [cold], weapon training [simple])

Combat Gear *gloves of arrow snaring*; **Other Gear**

+1 *longspear*, shortspears (4), *daredevil boots*^{UE}

Development: With the defeat of the Archivist, the aeon's control over the mindscape ends. The Archivist's body fades away, and a simple wooden door appears at the edge of the void. The door opens with a touch and offers a view of the seance circle back in the material world. PCs passing through the door return to their bodies and awaken.

Rewards: If the PCs fail to defeat the eidolon, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 161 gp.

Out of Subtier: Reduce each PC's gold earned by 403 gp.

Subtier 4–5: Reduce each PC's gold earned by 645 gp.

CONCLUSION

If the PCs defeat the Archivist and exit, they wake up in Farseer Tower, still clasping hands in the ritual circle. Wulessa Yuul opens her eyes as well, and apologizes to them for her error in judgment. She returns the scroll to the chest, declaring that she intends further study of the *Monadistic Archive*, but first clearly more research is needed into proper safeguards. She gives the PCs her sincerest thanks and praise for their services and her release. She fields any last questions they might have about the nature of the Archivist—she managed to glean an understanding of its nature while being “transcribed,” and knows the basic information about the archive and the aeon from the adventure background and sidebars.

If the PCs escaped without saving Wulessa (likely through negotiating with the aeon), they awaken

SCALING ENCOUNTER B8

Make the following adjustments to accommodate a group of 4 PCs.

Subtier 1–2: Change the longspear to a spear, which eliminates the weapon's reach quality. Reduce the eidolon's starting hit points by 8, and reduce the number of points in its reflection pool to 2.

Subtier 4–5: Change the longspear to a spear, which eliminates the weapon's reach quality. Reduce the eidolon's starting hit points by 20, and reduce its natural armor bonus by 2. Finally reduce the number of points in its reflection pool to 3.

in Farseer Tower, but she remains comatose and unresponsive to any attempts made to revive her. After a time, some of her servants enter and take her away, saying that they plan to do all they can to restore her. It is possible her mind can be returned, but that is beyond the scope of this adventure. During the subsequent inquiry by the other local venture-captains, the PCs are not held accountable for Wulessa's fate, but there is a clear sense of disappointment, as though everyone expects they could have done more.

So long as a PC entered the mindscape and escaped, he gains the Inner Struggle boon on his Chronicle sheet.

Reporting Notes

If the PCs successfully recovered the *Monadistic Archive*, check box A on the reporting sheet. If the PCs rescued Wulessa Yuul from the mindscape, check box B. If the PCs acquired the enchanted mirror for Murqual and returned it to him, check box C. If the PCs broke the mirror and killed its occupant, check box D.

Primary Success Conditions

The PCs' primary mission is the recovery of the *Monadistic Archive* and the delivery of it to Venture-Captain Wulessa Yuul. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary mission is the rescue of Wulessa Yuul's mind from the archive's mindscape by defeating the Archivist eidolon. Doing so earns each PC 1 additional Prestige Point.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

BELKER CR 6

Pathfinder RPG Bestiary 2 45

NE Large outsider (air, elemental, evil)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +11, **Will** +2

DR 5/—

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

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

Special Attacks smoke claws

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 26 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +16, Fly +22, Perception +11, Stealth +16;

Racial Modifiers +4 Stealth

Languages Auran

SQ smoke form

SPECIAL ABILITIES

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

DIV, AGHASH CR 4

Pathfinder RPG Bestiary 3 83

NE Medium outsider (div, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +7

DR 5/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+2)

Special Attacks cursed gaze, sandstorm

Spell-Like Abilities (CL 6th; concentration +10)

At will—*bestow curse* (DC 18), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 16), *spectral hand*
1/day—*suggestion* (DC 17), *summon* (level 3, 1d2 dorus 25%)

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 19

Feats Alertness, Iron Will, Weapon Focus (claw)

Skills Bluff +10, Disguise +12, Intimidate +10, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +11, Sense Motive +9, Spellcraft +9, Stealth +10

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Cursed Gaze (Su) Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude DC 16 negates. Any creature under the effects of *protection from evil* is immune to an aghash's gaze. The save DC is Charisma-based.

Sandstorm (Su) Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses (typically 5). This functions as a sandstorm (*Pathfinder RPG Core Rulebook* 431).

DORU DIV CR 2

Pathfinder RPG Bestiary 3 86

NE Tiny outsider (div, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 16 (3d10)

Fort +3, **Ref** +4, **Will** +4

DR 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 13

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee bite +9 (1d4-1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*charm person* (DC 13), *minor image* (DC 14)

1/day—*suggestion* (DC 15)
1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)
Feats Weapon Finesse, Weapon Focus (bite)
Skills Bluff +8, Fly +15, Knowledge (arcana) +6, Knowledge (planes) +6, Perception +7, Spellcraft +6, Stealth +17
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves.

FLIND

CR 3

Pathfinder RPG Monster Codex 100
NE Medium humanoid (gnoll)
Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)
hp 30 (4d8+12)
Fort +7, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.
Melee flindbar +6 (1d8+6/×2 plus disarm, trip)
Ranged composite longbow +5 (1d8+4/×3)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 12, **Wis** 15, **Cha** 13
Base Atk +3; **CMB** +7; **CMD** 19
Feats Improved Initiative, Power Attack
Skills Handle Animal +8, Intimidate +5, Perception +6
Languages Common, Gnoll
SQ weapon familiarity

SPECIAL ABILITIES

Weapon Familiarity (Ex) Flinds are proficient with flindbars.

GNOLL

CR 1

Pathfinder RPG Bestiary 155
CE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)
hp 11 (2d8+2)
Fort +4, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.
Melee spear +3 (1d8+3/×3)
Ranged spear +1 (1d8+2/×3)

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 13
Feats Power Attack
Skills Perception +2
Languages Gnoll

GNOLL RAGEBORN

CR 3

Pathfinder RPG Monster Codex 94
Gnoll barbarian (pack rager) 2
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 9, flat-footed 15 (+6 armor, +1 Dex, +1 natural, -2 rage)
hp 49 (4 HD; 2d8+2d12+22)
Fort +11, **Ref** +1, **Will** +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.
Melee mwk greataxe +10 (1d12+9/×3), bite +4 (1d6+3) or bite +9 (1d6+9)
Ranged mwk javelin +5 (1d6+6)
Special Attacks rage (9 rounds/day)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 41; **Fort** +9, **Will** +1; **Melee** mwk greataxe +8 (1d12+6/×3), bite +7 (1d6+6); **Str** 19, **Con** 16; **CMB** +7, **CMD** 18; **Skills** Climb +6.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +9; **CMD** 18
Feats Coordinated Reposition*, Snapping Jaws*, Step Up
Skills Acrobatics +3, Climb +8, Perception +6, Survival +6
Languages Gnoll
SQ fast movement
Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** mwk breastplate, mwk greataxe, mwk javelins (2), 18 gp

GLASS GOLEM

CR 8

Pathfinder RPG Bestiary 2 138
N Large construct
Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 8, flat-footed 21 (-1 Dex, +13 natural, -1 size)
hp 96 (12d10+30)
Fort +4, **Ref** +3, **Will** +4

Defensive Abilities reflect spells; **DR** 5/adamantine; **Immune** magic, construct traits

OFFENSE

Speed 30 ft.
Melee 2 slams +16 (2d8+5 plus bleed)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d8), dazzling brightness

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +12; **CMB** +18; **CMD** 27

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it for 1

round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

Immune to Magic (Ex) A glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a glass golem, as noted below.

- A *shatter* spell damages a glass golem as if it were a crystalline creature.
- A *keen edge* spell affects all of a glass golem's slam attacks as if they were slashing weapons.
- A magical attack that deals cold damage slows a glass golem (as the *slow* spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A glass golem gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a spell turning spell.

GREEN HAG CR 5

Pathfinder RPG Bestiary 167

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 58 (9d10+9)

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

SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace, tongues, water breathing*
 At will—*alter self, dancing lights, ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 14), *tree shape, whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

Languages Aklo, Common, Giant

SQ mimicry

SPECIAL ABILITIES

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

MIHSTU CR 8

Pathfinder RPG Bestiary 2 190

NE Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)

hp 92 (8d10+48)

Fort +12, **Ref** +12, **Will** +4

Defensive Abilities wind defense; **DR** 10/magic; **Immune** electricity, elemental traits; **SR** 19

Weaknesses susceptible to cold

OFFENSE

Speed 20 ft., fly 20 ft. (good)

Melee 4 tentacles +14 (1d4+1 plus grab)

Special Attacks deadly embrace

STATISTICS

Str 12, **Dex** 23, **Con** 23, **Int** 14, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +9 (+13 grapple); **CMD** 26 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +17, Bluff +12, Escape Artist +17, Fly +21, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +17

Languages Auran

SQ gaseous

SPECIAL ABILITIES

Gaseous (Ex) A mihstu can pass through small holes, even cracks, without reducing its speed.

Deadly Embrace (Ex) A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu, and it does not gain the grappled condition (allowing it to attack and threaten other creatures with its tentacles).

Susceptible to Cold (Ex) Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

Wind Defense (Ex) The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

NIGHT HAG **CR 9**

Pathfinder RPG Bestiary 215

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 92 (8d10+48)

Fort +14, **Ref** +8, **Will** +11

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)

At will (with heartstone)—*etherealness, soul bind*

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +13; **CMD** 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

SPECIAL ABILITIES

Disease (Su) Demon Fever: Bite—injury; *save* Fort DC 20; onset immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until

dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

TERRA-COTTA SOLDIER, GIANT **CR 6**

Pathfinder RPG Bestiary 3 262, 291

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 74 (8d10+30)

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

DR 5/bludgeoning; **Immune** construct traits, fire; **SR** 17

OFFENSE

Speed 30 ft.

Melee longsword +11/+6 (2d6+5/19-20), short sword +11 (1d6+2/19-20) or 2 slams +12 (1d6+5)

Special Attacks keen weapons, rank fighting

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 1, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +14; **CMD** 26

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus (longsword, shortsword)

Skills Perception +8

SPECIAL ABILITIES

Keen Weapons (Su) After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain the benefits of *keen weapon* (CL 6th). This effect persists until the end of the battle.

Rank Fighting (Ex) Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Pathfinder Society Scenario #7-01: Between the Lines

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

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

Character # _____ Prestige Points

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 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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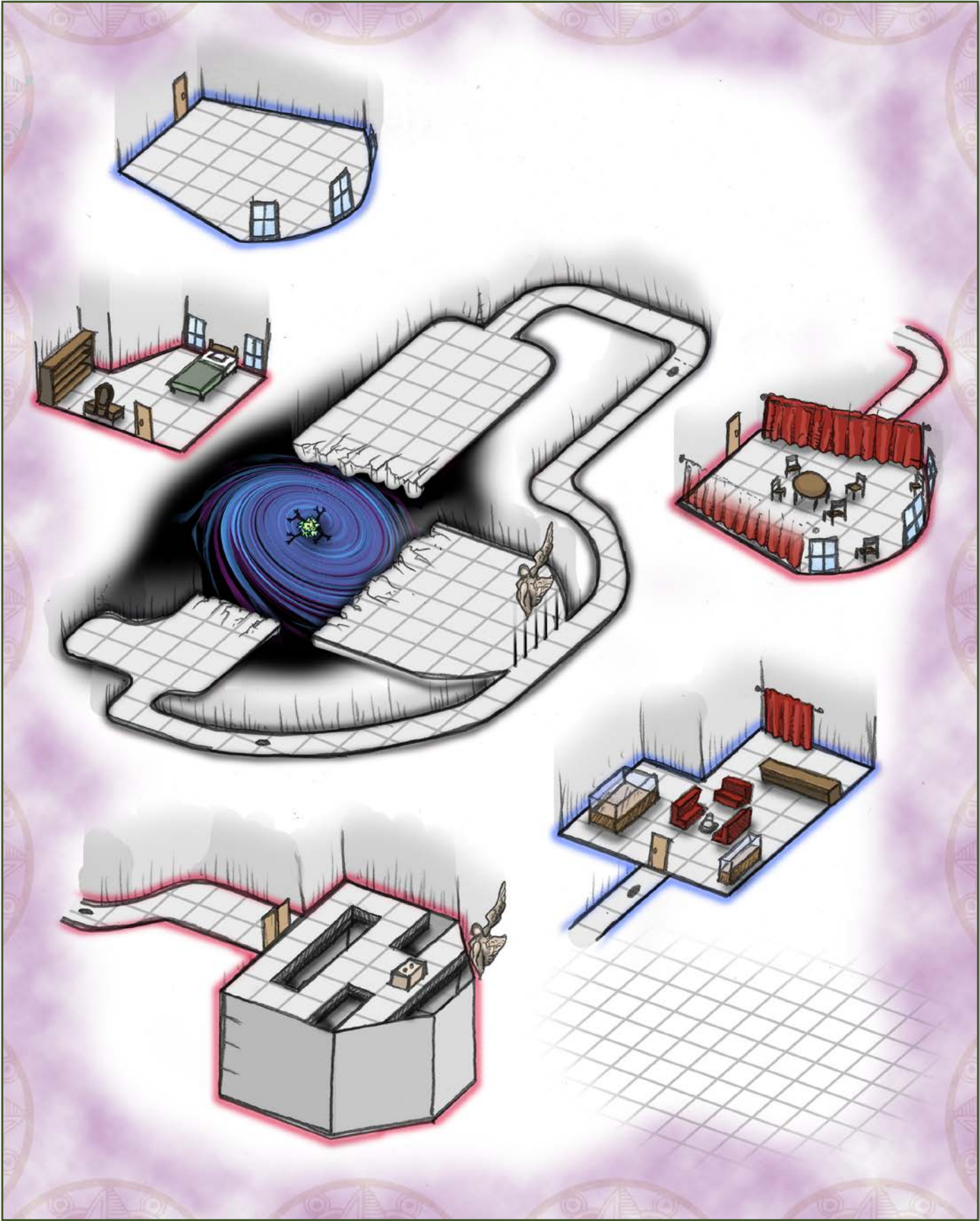
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Pathfinder Society Scenario #7-01: Between the Lines

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Inner Struggle: Your exposure to a mindscape has given you a unique way to fight off psychic magic. When you fail a saving throw against a mind-affecting compulsion effect, you can cross this boon off your Chronicle sheet in order to delay the effect and be stunned until the end of your next turn instead as you retreat into your own personal mindscape to fight off this hostile magic. At the end of your turn, you can attempt a new saving throw against the effect to end it. If you succeed, the effect ends. If you fail the save, the original effect overpowers your mental defenses and resumes.

All Subtiers	Subtier 6-7
<p><i>arrow magnet</i> (600 gp; <i>Pathfinder RPG Ultimate Equipment</i> 281)</p> <p><i>boro bead</i> (1st-level spell; 1,000 gp; <i>Ultimate Equipment</i> 284)</p> <p><i>page of spell knowledge</i> (1st-level spell; 1,000 gp; <i>Ultimate Equipment</i> 314)</p> <p><i>pearl of power</i> (1st-level spell; 1,000 gp)</p> <p><i>rope of climbing</i> (3,000 gp)</p>	<p><i>boro bead</i> (2nd-level spell; 4,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 284)</p> <p><i>daredevil boots</i> (1,400 gp; <i>Ultimate Equipment</i> 230)</p> <p><i>gloves of arrow snaring</i> (4,000 gp)</p> <p><i>page of spell knowledge</i> (2nd-level spell; 4,000 gp; <i>Ultimate Equipment</i> 314)</p> <p><i>pearl of power</i> (2nd-level spell; 4,000 gp)</p> <p><i>rope of knots</i> (6,000 gp; <i>Ultimate Equipment</i> 318)</p>

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1-2	254	507
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	593	1,186
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4-5	933	1865
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+	XP Gained (GM ONLY)		
	=			
	Final XP Total			
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-			
	Prestige Spent			
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	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 #
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