

SECOND EDITION

# PATHFINDER®



## GATEWALKERS

ADVENTURE PATH

### DREAMERS OF THE NAMELESS SPIRES

By James Jacobs



# Inventory

## From the Desk of Dr. Etward Ritalson

**Patient Record:** 4 (name redacted)

**Entry Dated:** 19 Abadius, 4723 AR

**Exhibit:** Spacial Phenomena/Liminal Exogenesis

Examiner's Note: The following is my attempt at a clinical examination of the room of one of the patients. I am at loss as to whether to catalog this room as an item or a patient or something in between. Hopefully, this entry will help you, future researcher/reader, to hazard a better guess than this humble writer.

The room the patient had been living in until their disappearance is as follows.

- A modest rectangular room on the third floor of my home/institute. The walls are whitewashed. The floor in large, uniform flagged stones worn dark and smooth with time. The appointments of the room are the same as all patients' rooms: sparse but functional, so as to not excite or dampen their already mercurial humours.
- Bed
- Linens
- Pillow
- Blanket
- Rack, clothes
- Washbasin
- Soap, bar
- Desk, small
- Utensils, writing
- Vellum, rough
- Against the far wall of the room where there had been a large bay window, there is now a small painting that has seemingly completely replaced the window.
- A heavy, dark lacquered wood frame almost dwarfs the painting itself. When I attempted to remove it from the wall, the frame did begin to come away, but as it did the wall and wood of the frame stretched taut like long skeins of wet meat that refused to entirely release one from the other. Between glistening strands, I briefly saw something slither backward like a startled oceanic cephalopod. A sharp odor with the sweet rotting tang of fruit caused my mouth to fill with sour saliva. I let the frame go with a horrified cry. Instead of snapping back quickly to the wall as one might expect, the frame instead slowly—with an almost lazy undulating and wholly organic motion—repositioned itself back against the wall.
- The subject of the artist's work was a small hillock painted in the browns and tans of drying grass and surrounded by a sky of a repulsive green color that called to mind rotting vegetation or a festering bruise. Set into the side of the hill is a door traced in an oozing cadmium yellow. In the middle of this hillside doorway, long dark fingers emerge, gripping the door as if to push it open. The fingers are inhumanly long and multi-jointed. I don't know how long I stood there looking at this painting the first time, but when I came to my senses, my neck was stiff and my mouth achingly dry and parched. I now no longer observe it without an assistant accompanying me who I've ordered not to look at the painting themselves. Even now, as I write this I feel my will to continue waning, and I fear I am unable to fully finish this record. I apologize to you, future person of science, that I cannot see this record to its fulfillment—but for the good of the rest of my research efforts, I must at least for now discontinue this line of inquiry.





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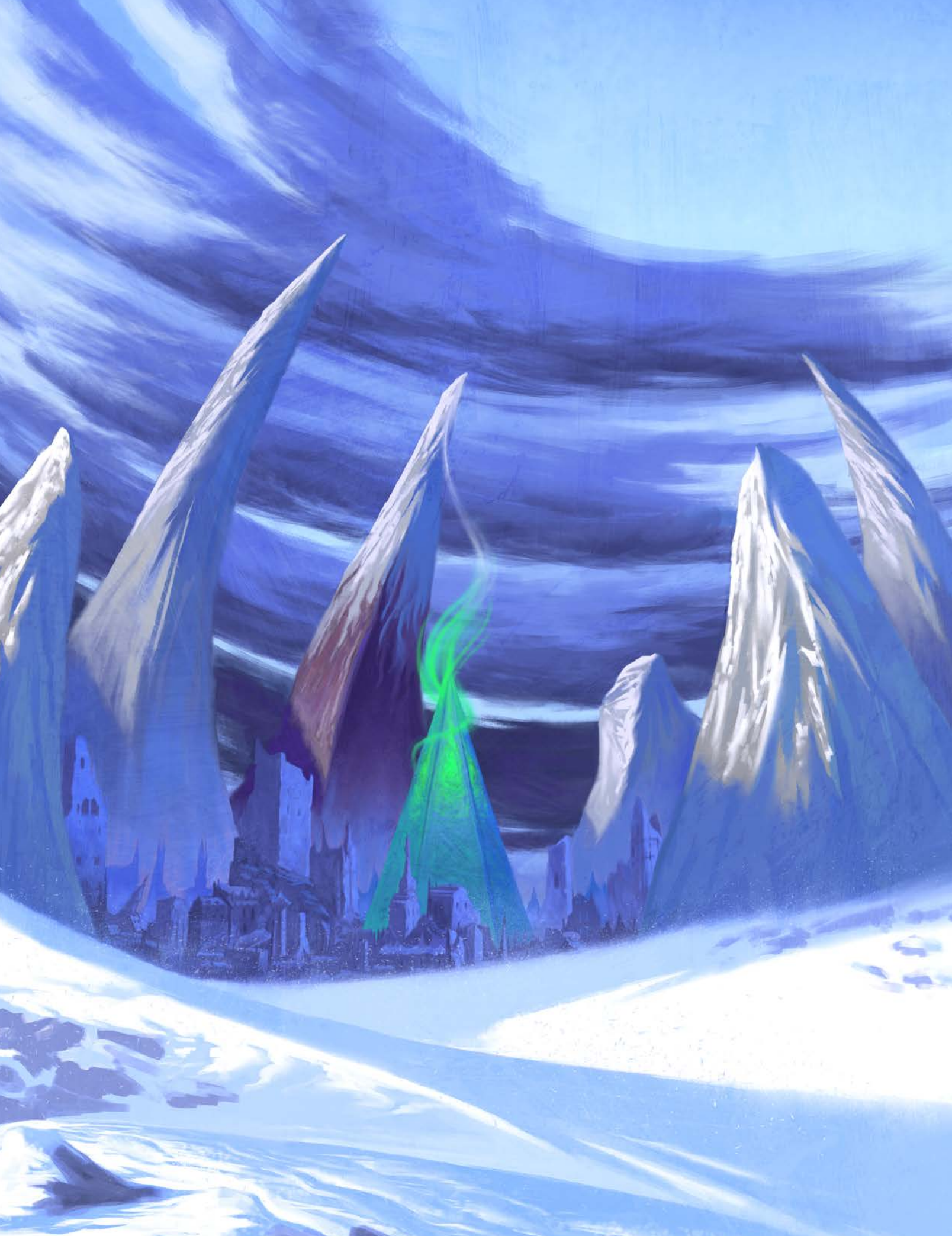
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# DREAMERS OF THE NAMELESS SPIRES

## Adventure Summary

The epic conclusion to the Gatewalkers Adventure Path begins! This adventure takes place after the characters and their companion Snowy Owl complete their journey into Sarkoris and are heading south to meet with their patron, Dr. Etward Ritalson, in Lepidstadt. But once they return, they'll be confronted with a very unpleasant reality.

### Chapter 1: A Most Unwelcome Truth.....4

The party returns to Dr. Ritalson's manor in Lepidstadt, only to discover their patron is absent. Soon thereafter, they uncover clues that lead them to search the doctor's hidden laboratory below the manor, where they discover they've been played as pawns and Dr. Ritalson is no friend at all.

### Chapter 2: Into a Frozen Hell ..... 26

After confronting Dr. Ritalson, the party steps through the portal known as *Lichgate* to arrive in the Crown of the World in the far north. Armed with knowledge of what Dr. Ritalson was really up to, the party must undertake a perilous expedition across the frozen ice to seek the Nameless Spires at the north pole, all while uncovering the unsettling memories of what took place during their Missing Moment.

### Chapter 3: Whispers from the Ice ..... 48

At the Nameless Spires atop the world, the characters finally confront Osoyo, the Blackfrost Whale, in an attempt to save Golarion from disaster and to put right the horrific events they were forced to set into motion.

## RESTFUL NIGHTS

For the duration of this Adventure Path, the characters have been experiencing eerie dreams in which a mysterious furred figure watches them from afar. This figure is none other than their patron, Dr. Etward Ritalson, using his ability to invade dreams, but as this adventure begins, the doctor ceases this practice. His focus shifts instead to systematically extracting the minds of the unsuspecting gatewalkers who have arrived at his manor over the course of the last few months, the news of their various missions fresh in their soon-to-be-harvested memories. This means the characters no longer endure those unsettling dreams once they begin their journey south to the city of Lepidstadt at the start of Chapter 1—a development that should bring equal parts relief and worry.

## ADVANCEMENT TRACK

"Dreamers of the Nameless Spires" is designed for four characters.

- 8** The characters begin the adventure at 8th level.
- 9** The characters should reach 9th level before they travel to the Crown of the World.
- 10** The characters should reach 10th level before reaching the Nameless Spires.

The characters should be 11th level at the end of this adventure.

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## CHAPTER 1: A MOST UNWELCOME TRUTH

Like every gatewalker, Dr. Etward Ritalson has no true recollection of what he did the night of the Missing Moment. Unlike most, however, he regained consciousness with evidence of his abduction beyond the mysterious mark on his throat. In his secret lab hidden in Lepidstadt, he—or someone—had secreted away a monstrous *thing* in a vat. Since then, whenever he wasn't furthering his aims of establishing an order of gatewalkers, Etward spent his time in this lab. These visits have been occupied with studies of the alien organism, which he believes (correctly, as it turns out) to be somehow connected to the greater mystery of the Missing Moment and gatewalkers.

On the night Osoyo stirred, Etward was visiting *Lichgate* when the portal burst with light. Entranced by an image of himself at his youthful prime, he walked through the portal and arrived at *Icegate* alongside other gatewalkers he'd never met before—the PCs. Together, they obeyed the mysterious voice in their heads and, drawing upon occult powers infused within them by Osoyo, overwhelmed and captured the elven guards at *Icegate*. They took their Ilverani prisoners to an abandoned temple of Findeladlara, where Etward (at Osoyo's command) experimented on his test subjects using long-hidden elven technology. His task: to develop a new, highly contagious strain of the blackfrost curse.



While Etward worked, Osoyo set other plans in motion for the player characters. It infused them further with powerful magic and marched them around the Crown of the World until they finally tracked down and captured Ainamuuren, the last saumen kar. After hauling their oversized prisoner across the ice by sledge, they eventually came to the Nameless Spires. There, they offered Ainamuuren to Osoyo, who imprisoned him deep below the Nameless Spires.

Osoyo, its use for the characters completed, opened a portal for them back to the temple of Findeladlara with orders to escort Etward back to *Icegate*. Frustrated at having to cut his research short, the doctor bundled a key element of his investigation into a specimen jar and accompanied the player characters back to the *aiudara*. The group stepped through together before parting ways to return to their points of origin, memories scrubbed and throats branded with a strange sigil.

Etward later discovered the specimen jar and its unusual cargo among his belongings and knew it must have something to do with his missing memory. Realizing that the specimen was growing, Etward understood at some primal level that it was his destiny to raise this creature to maturity. He encouraged its growth in his hidden laboratory.

With Ainamuuren captured, Osoyo commanded its largest community of thralls—the entire population of Skywatch, led to the Nameless Spires under the guidance of their queen, Equendia—to construct a portal large enough to accommodate the Blackfrost Whale. Osoyo had learned much through its occult link to the *aiudara*, and it now put its knowledge to the test. To ensure Equendia and her subjects could complete their work dismantling and retrofitting the Nameless Spires for the task, Osoyo transformed all of them into blackfrost dead. What these mindless beings lacked in automation, they compensated for in their usefulness as psychic conduits.

Today, as the player characters make their way to meet with Etward in Lepidstadt, these blackfrost minions draw ever closer to completing Osoyo's work. Soon, if they are not opposed, the Blackfrost Whale shall rise from its icy tomb to rain down ruin upon the world!

## Getting Started

At the end of the previous adventure, the player characters helped their friend Sakuachi on a personal quest that led them to the Sarkorian city of Domora—one that resulted in a strange transformation. Now called Snowy Owl, the young seer has become host to one of the ancient gods of Sarkoris, an enigmatic entity named Ruun. Snowy Owl's visions and compulsions remain largely the same as they were before, but she now claims that the player characters are tied to her destiny more than ever. She asks to travel with them as they finally return to report to their patron, Dr. Ritalson, in the city of Lepidstadt to the south.

Fortunately for the PCs, the Worldwound is no more, making travel through Sarkoris much safer these days. The most direct route to Lepidstadt from Domora is 125 miles south, skirting the western border of Shudderwood to reach the headwaters of the Moutray River, then downriver another 125 miles to reach Lepidstadt itself. If the party hasn't quite yet reached 8th level, feel free to have them encounter some trouble along the way—while Sarkoris is safer today than it was when demons ruled, the overland route from Domora is hardly one that's well traveled.

The party's last communication with their patron came in the form of a letter that invited them to meet with him in Lepidstadt to give him a full

## CHAPTER 1 SYNOPSIS

The characters travel to the city of Lepidstadt to give their final report to their patron, Dr. Ritalson, only to learn that the doctor has other plans for them. An exploration of his secret laboratory reveals a host of horrific truths—the most pressing of which is Dr. Ritalson's intent to harvest the PCs' minds in a horrific way now that their mission is complete. A confrontation with their one-time mentor takes place at *Lichgate*, an elven portal that links to the icy Crown of the World.

## PRIMARY OBJECTIVE

Defeat Etward Ritalson and learn his secrets.

## PLOT BEATS

The party should learn these details throughout this chapter:

- Dr. Ritalson has nefarious plans for them
- In the doctor's hidden laboratory, the PCs make many discoveries—including a map of a route to the north pole and the revelation that Osoyo is about to be freed unto the world
- The *aiudara* known as *Lichgate* can transport the PCs to the Crown of the World if they activate it with a moonstone

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Snowy Owl

report of their investigations. While that letter didn't include specific details, you can assume that the PCs are familiar with the address to Etward's manor, which stands amid a grove of trees not far to the north of Lepidstadt University. Whether you wish to play out the journey south from Domora or start with them arriving in Lepidstadt, the climax of Gatewalkers begins as the player characters finally approach their patron's estate.

### ADVENTURING WITH SNOWY OWL

When she was Sakuachi, the young woman was excitable and bubbly, but after the events at the end of the previous adventure, her soul and destiny merged with that of an ancient Sarkorian god named Ruun. Traditionally, Sarkorians become summoners known as god callers in order to enact the will of

these supernatural forces, but in Sakuachi's case, she and Ruun have become one: Snowy Owl.

As Snowy Owl, she is more enigmatic, less excitable, and more able to withstand the dangers and rigors that await her alongside the characters in this adventure. However, although she can Invoke Ruun as needed, she still doesn't take part in combat directly, in part because she owns precious few personal belongings now that she's sacrificed them all to become Snowy Owl. If the player characters offer her any gear, she politely declines, observing that they will make better use of any weapons or magic items they may have found.

Snowy Owl prefers to remain on the periphery at most times, silently watching the PCs and following quietly. She'll engage in conversation when prompted, and at times during this adventure she'll react more vibrantly to certain events, but for the most part, Snowy Owl should be treated as something of an advisor and observer rather than an active resource. She'll offer her skills if the party requests, mostly to aid in Recalling Knowledge or perhaps (as the adventure reaches the Crown of the World in Chapter 2) in matters of survival. She can cast spells as needed (and can prepare a different selection than those listed below if requested), and can also perform some restorative activities that can help the party recover from battle a few times each day. And if the party gets in over their heads, Snowy Owl can attempt to come to their rescue as you see fit, but keep in mind that even as a human merged with the soul of a supernatural force, she isn't quite as powerful as the player characters are.

If the party grew fond of Sakuachi in the previous adventure, they may be concerned or worried for her in her new incarnation. If they make their concern known to Snowy Owl, or treat her newfound reality as something they need to fix, she'll do her best to assure them that the young woman they met back in Skywatch is still very much a part of her. Moreover, once she, as Snowy Owl, has finished her mission, she may well return to the Sakuachi the player characters now miss. Exactly what fate awaits her at the end of the Gatewalkers Adventure Path is, in the end, in the PCs' hands.

While Snowy Owl should remain on the periphery of fights and, as a general rule, not take part, there's always the possibility that she may perish before the



player characters reach the end of the adventure. If she dies before she has a chance to fulfill her destiny and the party can't (or doesn't) bring her back to life, then her spirit, still conjoined with Ruun's, "hitches a ride" on a character of your choice. That character won't realize this, other than often seeing Snowy Owl watching quietly in their dreams, but eventually, once the party reaches the end of Chapter 2, this presence will make itself known.

## SNOWY OWL

## CREATURE 7

UNIQUE N MEDIUM HUMAN HUMANOID

Female avatar of a Sarkorian god

**Perception** +16; darkvision

**Languages** Celestial, Common, Elven, Erutaki

**Skills** Astronomy Lore +15, Fortune-Telling Lore +15, Medicine +16, Nature +16, Occultism +15, Religion +14, Survival +16

**Str** +0, **Dex** +1, **Con** +2, **Int** +1, **Wis** +5, **Cha** +4

**Items** hide clothing

**AC** 21; **Fort** +11, **Ref** +10, **Will** +14

**HP** 60; **Immunities** cold

**Ruun's Blessing** The presence of Ruun's soul merged with her own grants Snowy Owl immunity to cold. In addition, she no longer needs to eat or drink, but often chooses to do so out of habit or politeness.

**Speed** 25 feet

**Melee** ✦ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

**Occult Prepared Spells** DC 18, attack +12; **4th** *read omens*, *soothe*; **3rd** *dispel magic*, *hypercognition*, *soothe*; **2nd** *resist energy*, *soothe*, *restoration*; **1st** *alarm*, *bless*, *soothe*; **Cantrips (4th)** *detect magic*, *guidance*, *light*, *read aura*, *shield*

**Ruun's Wings** ✦ (conjunction, occult) Snowy Owl manifests a spectral pair of owl's wings that grant her a fly Speed of 25 feet. She can use this action again to hide her wings, which she often does when in mixed company in order to avoid drawing too much attention. If she falls, she can activate this ability as a reaction to immediately arrest her fall.

## LEPIDSTADT

The small city of Lepidstadt is a lauded center of learning, where scholars from across Golarion convene with local experts to explore mysteries and occult knowledge. The university is known both for its work in the sciences and its fervent duelists, and rumors swirl around the mysterious standing stones on the city's outskirts. Though there's much to explore, this adventure assumes the party travels directly to Ritalson Manor, where they'll be provided with free room, board, and (eventually) intrigue.

## TRAVELING COMPANIONS

Snowy Owl intends to accompany the player characters during their stay at Ritalson Manor; while she's not a gatewalker, she does possess the same tattoo-like rune they share, and so the others at the manor won't question her presence at first. Her other traveling companions, Deniigi, Innumma, and Ulikuq, prefer to spend their time in Lepidstadt at a local inn, leaving Snowy Owl and the player characters to conduct their business with Etward on their own. When it becomes apparent that they face a long expedition across the High Ice, Snowy Owl cuts ties with her companions, leaving them behind with vague promises to one day return.

If in your game, any of these companions have taken on a more central role, consider allowing some or all of them to accompany the group to the Crown of the World, but chances are good that they won't survive the journey unless you allow them to gain several levels—at which point, their presence will throw encounter balance off. Unless you wish to rebuild the encounters the party faces in Chapters 2 and 3, leaving these companions behind remains the best option.

## LEPIDSTADT

## SETTLEMENT 7

N CITY

Scholarly settlement and home of Ustalav's greatest university.

**Government** Council

**Population** 9,780 (98% humans, 2% other)

**Languages** Common, Varisian

**Religions** Pharasma

**Threats** conspirators, grave-robbers and what they accidentally awaken, hidden cults and sinister secret societies, scholastic experiments gone horribly awry, unexpected dangers hidden within shipments or among returning expeditions from distant lands

**Occultist's Haven** Occult magic items, particularly scrolls bearing occult spells, are plentiful in Lepidstadt's numerous bookstores and curio shops. Treat the settlement's level as 10 for the purposes of availability for purchase for these types of items.

**Acciani Viacarri** (LN male human expert) Dean of Lepidstadt University

**Alpon Caromarc** (N male human alchemist) mysterious local aristocrat and former count of the region

**The Beast of Lepidstadt** (N male flesh golem barbarian) Legendary (and perhaps misunderstood) local monster

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## Ritalson Manor

The doctor's manor sits a few blocks north of Lepidstadt University. The manor grounds are enclosed in a gothic, wrought iron fence through which access is possible by a single large gate. This gate remains open during the day, and is closed and locked with a good lock at night. A gravel path leads up to the manor's courtyard, which is decorated with a mossy fountain featuring several water-spitting ibises carved from stone.

As the group approaches the manor's front door, they're greeted by a tall man in a threadbare suit. This is **Ulwin Kivorak** (N male human majordomo 5), a towering elderly human who moves deliberately yet gracefully and speaks in a low baritone. He's served as the manor's majordomo for decades, and fondly remembers an era where the Ritalsons were more affluent and engaged in the Lepidstadt social scene. He and Etward have clashed frequently since the doctor took full control of the manor. Ulwin suspects Etward had something to do with the tragic fire that claimed the other Ritalsons a few years back, and knows that Etward has spent an unfortunate amount of the family's funds on expanding a subterranean workshop. However, when he was caught trying to learn more about his employer's schemes, Etward *inveigled* the majordomo, ordering Ulwin to keep quiet and focus on preventing the manor from falling into disrepair. Even *inveigled*, Ulwin chafes under his treatment and resents the lack of proper funds to support a full staff and upkeep on the manor, but as long as he remains under the ritual's influence, he keeps his opinions hidden.

When he greets the characters, Ulwin bows before them and greets each by name, then says the following.

"Dr. Ritalson sends his regrets that he cannot personally greet you at this time—he is currently engaged in an important matter off-site, but plans to return a few days hence. In the interim, he's asked me to inform you that Ritalson Manor is yours to treat as home. You are not alone in waiting for the doctor's return—you'll find several of your fellows within these walls as well. Until he returns, the doctor encourages you all to rest, relax, and converse with your fellows. But first, if you'll accompany me, I shall show you to your rooms."

As no combat challenges occur while exploring the above-ground manor, no map of the building is

provided. Its lower floor contains lounges, a ballroom, a library, a conservatory, a dining room, a kitchen, servants' quarters, and several bathrooms. The upper floor consists of bedrooms and bathrooms. There are enough bedrooms for each player character (and Snowy Owl) to have their own room, with the four other gatewalkers each likewise having a room of their own. These rooms were once guest rooms or family rooms, but today, Etward Ritalson is the only family member in residence. His bedrooms are locked with a good lock but contain nothing incriminating.

### THE AWFUL TRUTH

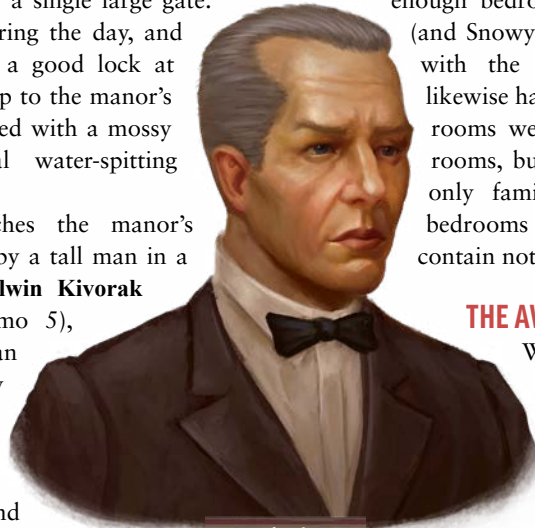
What the PCs (and the rest of the above-ground inhabitants of Ritalson Manor) don't yet know is that Etward Ritalson's "important matter off-site" is the preparation for the culmination of his plots. Each time he

meets with his gatewalkers to hear their reports in a secret room in the basement, he overpowers them and then scrubs their minds clean, storing their mental energies in a device called a *mindsponge*. With this, he can work to transform the *aiudara* known as *Lichgate*, a few days' travel east of Lepidstadt, into something that can bolster his own mental powers. Doing so, he theorizes, will unlock the truth of the Missing Moment.

*Lichgate* is located in Shudderwood, about 2 days' travel from Lepidstadt. Once a week for the past month, Etward has returned to his manor to bring a small group of gatewalkers in residence downstairs to drain their minds. He then returns to *Lichgate* with his fresh load of minds, where he performs the delicate and lengthy task of infusing them into the *aiudara*'s magic—after which he makes his way back home to gather a fresh group. A day before the party arrives at his manor, he's just headed back to *Lichgate*, so the player characters will have some time to uncover this truth before it's too late.

### THE WAITING GAME

The party has a week to wait at Ritalson Manor, during which they can rest, relax, pursue downtime activities, explore or shop in Lepidstadt, or converse with the other four gatewalkers left in residence in the manor. If the party wastes this time, Dr. Ritalson eventually returns to the manor, invites them to the lecture hall downstairs (area A2) and attempts to drain their intellects before returning to *Lichgate*—see "The Doctor Returns" (page 11) for more details.



Ulwin



If the player characters take advantage of this time to really explore the manor, speak with the other four gatewalkers, or even to talk to Ulwin, they'll have a much better chance of discovering the presence of Etward's secret laboratory or his nefarious doings. Once they learn enough, they can make their own way to *Lichgate* to confront their one-time employer—see “Shudderwood” (page 24) for more details.

Sleeping accommodations in the manor are comfortable and secure, and there's always something good to eat or drink—the house staff is not much more than a skeleton crew, but they keep their guests as well-fed and comfortable as they can. The group can make free use of the manor's above-ground libraries as well—there's nothing incriminating here, but referencing the books grants a +2 item bonus on any checks made to Recall Information as a 2-hour activity using Arcana, Occultism, or thematically appropriate Lore checks. If a character wishes to turn their attention toward investigating the situation, though, they can pursue one of the three activities below, each of which can turn up one piece of contextual information or one significant clue. As such, it's recommended that you keep the degrees of success a secret from players, to avoid spoilers.

## EXPLORE THE MANOR

You spend 2 hours investigating and exploring Ritalson Manor, then attempt a DC 24 Perception check.

**Critical Success** You discover the Hidden Door clue.

**Success** You discover one piece of contextual information in the form of conversations overheard from the staff, or by piecing together information from the architecture or portraits on the walls.

**Failure** You learn nothing of interest.

**Critical Failure** You get distracted by a red herring. The next time any PC rolls a critical success when Exploring the Manor, it's treated as a failure instead.

## SPEAK TO STAFF

You spend 2 hours talking to Ulwin or one of the other servants on staff at the manor, then attempt a DC 24 Deception Check, Diplomacy Check, or Intimidation check.

**Critical Success** You discover the Ulwin Is Acting Strange clue.

**Success** You discover one piece of contextual information.

**Failure** You learn nothing of interest.

**Critical Failure** If you attempted a Deception check, the staff grow suspicious of you and any further checks

you make to Speak to Staff take a -3 circumstance penalty. If you attempted a Diplomacy check, the staff members gossip among themselves about you, causing all PCs who attempt to Speak to Staff to take a -1 circumstance penalty from this point on. If you attempted an Intimidation check, the staff grow wary of you, so you can no longer speak to them with an Intimidation check.

## CHAT WITH GATEWALKER

You spend 2 hours chatting with one of the other four gatewalkers, then attempt either a DC 26 Diplomacy check or a DC 22 skill check using a specific skill as noted under that gatewalker's entry, below.

**Critical Success** If you're speaking with Lunja, you learn the Mysterious Key clue. If you're speaking with Vaxtervin, you learn the Strange Gatewalkers clue. If you're speaking with Iasanden, you learn the *Lichgate* clue. If you're speaking with Takuzo, you learn the Weird Dream clue.

**Success** You learn one piece of contextual information.

**Failure** You learn nothing of interest.

**Critical Failure** You manage to insult the gatewalker, who loses interest in further discussion; you can no longer attempt to Chat with this gatewalker.

Lunja

## The Gatewalkers

In addition to the party, four other gatewalkers are relaxing in the manor, having arrived individually shortly before the group. These gatewalkers are briefly summarized below, along with the places in the manor where they can be found.

**Lunja** (LN female human astronomer) is a stern, middle-aged Garundi woman who grows animated and lively when speaking on the topic of constellations and other planets. She is typically found in the westernmost lounge, which affords the best view of the sky through its skylights. If she learns that the PCs have visited Castrovel, the PCs gain a +2 circumstance bonus on all skill checks to Chat with her. In conversation, she responds well to Nature checks.

**Vaxtervin** (N nonbinary gnome ghost hunter) is an intense gnome with bright yellow hair and several tattoos of strange runes along their arms and neck. They claim these runes cause ghosts to manifest more often. They're usually found in the conservatory, which they suspect is haunted. If a player character speaks of their time spent with the ghost of Captain Adney Tinhill in the previous adventure, the PCs gain a +2 circumstance bonus on all skill checks to Chat

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with them. In conversation, they respond well to Religion checks.

**Iasanden** (CN male half-elf cartographer) is a bald half-elf who dresses in muted colors and spends his time annotating one of several large ledgers of hand-drawn maps. He is often found in the ballroom, where he's spread several maps out on the hardwood floor for ease of reference. If he learns that the player characters have recently traveled from Brevo to Sarkoris, the PCs gain a +2 circumstance bonus on all skill checks to Chat with him. In conversation, he responds well to Survival checks.

**Takuzo** (N male human librarian) is a soft-spoken, elderly Tian man who is more prone to listening than speaking. He's frequently reading, and is typically found in the library poring over the manor's extensive book collection. If the player characters mention any of the strange, non-Missing Moment occult events they encountered in the previous two adventures, the PCs gain a +2 circumstance bonus on all skill checks to Chat with him. In conversation, he responds well to Occultism checks.

### Contextual Information

The following pieces of contextual information help to set the scene but don't offer specific clues to be followed up on. Pick or choose information that seems appropriate for the tactic the character pursued. At your option, a player character who specifically asks a servant or a gatewalker a question about any of the following topics can learn that information without needing a skill check.

**Etward Ritalson is the last of his line.** The rest of his family perished in a river boat fire two years ago, and he's lived alone in the manor with the serving staff ever since.

**The manor has seen better days.** The family is wealthy, but since taking control of the estate two years ago, Etward has reduced the money for upkeep and retaining staff to a bare minimum.

**The manor staff are nervous.** With only a half-dozen still on retainer, the majordomo, chef, carpenter, butler, and two cleaners fear that they may be laid off at any moment, and have been quietly but dutifully doing what they can in the meantime.

**Etward is eccentric.** Be it the way he's let the manor's care slip, his obsessions with strange events, or just his personal mannerisms, Etward tends to leave those he

speaks with unsettled. A classic recent example of his eccentricities is his sudden interest in moonstones—he's spent a considerable amount of money over the past year trying to corner the market on these gems, but no one knows where he's keeping them.

**Etward Ritalson recently went through a change.** He was one of those who experienced a Missing Moment, yet he took advantage of the event to found a group of similarly affected folk to try to understand the event more.

**Gatewalkers started arriving at the manor a few months back.** They all received letters from Etward inviting them to the manor to give reports on their investigations. Eventually, Etward returns to take their reports and they're either sent out on new missions or released from duty.

**There's a basement level to the manor.** The serving staff are only allowed into the areas below the kitchen, where the manor's wine cellar and storerooms are found; only the gatewalkers are allowed into the portion of the basement below the library, but only while accompanied by Dr. Ritalson.

**There's a locked door on the manor's ground floor, just off the library, that leads to a set of spiral stairs going down.** It's through this door that the gatewalkers follow Etward to give their reports, and they depart through the same door afterward. (This reinforced wood door is locked with an average lock; the stairs beyond lead down to area A1.)

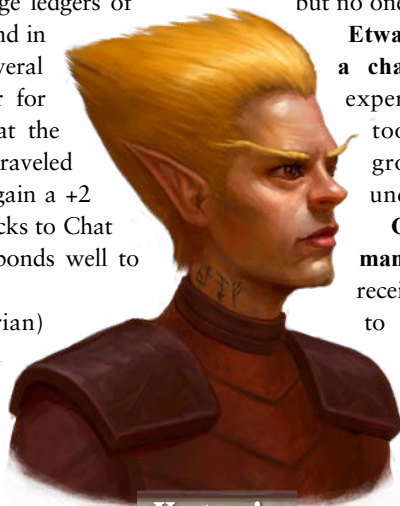
**Etward has been working on an off-site project for some time.** Every week or so, he returns to interview a small group of gatewalkers in private, after which they leave the manor and do not return—presumably because their missions ended and they're returning to their previous lives.

**Etward retains a group of four personal guards.** No one knows who they are, but the four human guards accompany Etward on his journeys, and also down into the library basement with the other gatewalkers. No one's seen the four guards come back up though—they might still be downstairs!

### Significant Clues

There are six significant clues the party can uncover in their investigation, each of which can lead them toward discovering the hidden laboratory.

**Hidden Door:** The player characters discover a reinforced wood door (Hardness 15, HP 60 [BT 30]) hidden behind a curtain in the manor's easternmost



Vaxtervin



lounge. This door is locked (DC 34 Thievery to Pick the Lock, four successes). Beyond the door is a flight of stairs that leads down a brick-lined tunnel to area **A10**. The PCs earn 20 XP for discovering this Hidden Door.

**Lichgate:** Iasanden reveals to the characters that he suspects Dr. Ritalson has been coming and going from *Lichgate* several times recently, after he caught a glimpse of a map the doctor spent a few moments looking over on his last visit to the manor. Award the PCs 40 XP for learning this.

**Mysterious Key:** The NPC who reveals this clue (Lunja or Ulwin) knows there's a mysterious key hidden in a lounge adjacent to the library. They've seen Dr. Ritalson replace the key in a nook in a fireplace mantle on a previous visit, but isn't sure what door the key opens (the key opens the locked door in the library that leads down to area **A1**). At your discretion, a character who specifically spends time Searching this lounge can find the key themselves with a DC 30 Perception check. The PCs earn 20 XP for discovering the Mysterious Key.

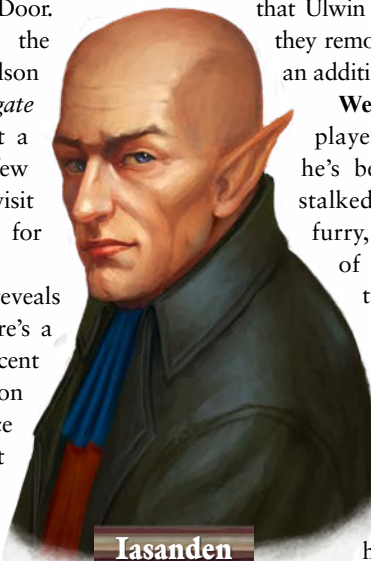
**Strange Gatewalkers:** Vaxtervin notes that when he watched the previous group of gatewalkers leave the manor after their meeting with Dr. Ritalson, they seemed to be acting strangely and out of character. Vaxtervin suspects they're possessed by ghosts, but also notes that they've been gone for days and has no idea of where or how to track them down. Award the PCs 20 XP for learning of this strange development.

**Ulwin is Acting Strange:** The player characters learn that the manor's majordomo has been acting strange lately—he's been uncharacteristically quiet, reserved, and strict to the other servants. Once a PC learns this clue, a critical success on a DC 28 Sense Motive check reveals that Ulwin is under the effects of an *inveigle* ritual. Alternately, *detect magic* and *read aura* can reveal the ritual's aura on Ulwin, after which a DC 28 check to Identify Magic reveals that it's an *inveigle* ritual.

If he realizes the characters are trying to dispel the ritual, Ulwin tries to avoid them, fleeing the manor if he must. If they are nevertheless successful (5th level, counteract DC 28), Ulwin thanks the party and confesses that Dr. Ritalson put the spell on him against his will to ensure he remained quiet and kept things in place. Once freed of the ritual, Ulwin confesses he fears for the staff and hopes that the group can find out what the doctor is up to. Ulwin suspects his employer is up to no good, but isn't sure what. He then does what he can to help further investigations, granting the PCs a +4 circumstance bonus

on all future checks to resolve the three manor activities detailed on page 9. He also can reveal the Hidden Door and Mysterious Key clues to the party. If the PCs learn that Ulwin is acting strange, they earn 20 XP—if they remove the *inveigle* effect on him, they earn an additional 60 XP.

**Weird Dream:** Takuzo confides in the player characters about the weird dreams he's been having—dreams in which he is stalked through a vast frozen library by a furry, horned monster. His description of this beast is identical to the figure the PCs saw in their own dreams in previous volumes. Takuzo claims that, in his last of these dreams a few weeks ago, he got a good look at the creature, and woke with the conviction that it wasn't a monster but, in fact, a person dressed in a costume. The PCs earn 40 XP upon hearing this.



Iasanden

## THE DOCTOR RETURNS

In the event the party doesn't explore the doctor's laboratory before he returns (a week after their arrival at his manor), he'll greet them excitedly and ask them and the other gatewalkers in waiting to accompany him downstairs to his lecture hall (area **A2**). There, he'll ask each gatewalker to report on their investigations before triggering the trap in that room, hoping to render them all unconscious so he can harvest their minds with ease. In this event, the climactic battle against Dr. Ritalson and his doppelganger assistants takes place in area **A2** rather than at *Lichgate*, and becomes an Extreme 8 encounter, since he'll have the assistance of the ceustodaemon guardians in the lecture hall as well. The four NPC gatewalkers automatically succumb to the hazard and don't participate in the combat. If the party can defeat him in spite of all that, they'll be able to take their time exploring the lab and, in time, make their way to *Lichgate* with ease.

## Etward's Lab

Whether they start to explore the lab below the manor as a result of their investigations, or after they confront Etward Ritalson and his assistants, Etward's secret laboratory is the primary encounter area in this chapter. There is much to learn in the lab, as well as opportunities to gain experience and treasure—if it seems like the party is in danger of missing this chance, have one of the other gatewalkers approach them with the idea of exploring the lab.

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## ENTERING THE LAB

There are two entrances into the lab, both via locked doors in the manor above. Both doors are made of reinforced wood (Hardness 15, HP 60 [BT 30]).

**Library Door:** This locked door is obvious (the PCs can discover it by visiting the library, or via contextual information). An average lock secures it, which can be picked or opened with the mysterious key (which the PCs can discover as one of the significant clues—see Mysterious Key, page 11). Once opened, this door reveals a spiral staircase that leads down to area **A1**.

**Lounge Door:** This door, located in the manor's easternmost lounge, is hidden behind a curtain. It can be discovered via a significant clue (see the Hidden Door on page 11) and leads to area **A10**. The lock on this door is much more complex, and requires four successful DC 34 Thievery checks to Pick the Lock. Etward carries the only key to this door.

## LABORATORY FEATURES

Once, Lepidstadt's storm and sewer drains ran under Ritalson Manor, but soon after he inherited full control of the estate and its finances, Etward spent a significant amount of money secretly repurposing the sewers below his home. A fair amount of money went to bribes to both ensure silence of the contractors he hired and keep the city's government from preventing his plans. The rest went into building the underground chambers and walling off a section of sewer, as well to prevent anyone from stumbling into his sprawling complex from below. Fortunately for both Lepidstadt's cleanliness and Etward's secrecy, the city's sewer network has plenty of overflow and extraneous channels, so these alterations have largely not impacted the city's sanitation.

The laboratory walls are made of red bricks, reinforced with wood and stone beams, unless otherwise noted. Ceiling heights in 5-foot-wide passageways are 7 feet, while those in 10-foot-wide passageways are 12 feet. Doors (unless otherwise indicated) are of reinforced wood. A character can discover secret doors in the lab with a successful DC 20 Perception check to Search. The rooms themselves are typically unlit, with exceptions noted in the text.

The central part of the lab incorporates dry, abandoned sewage tunnels with brick walkways alongside 3-foot-deep channels. Here and there, old

rusty gates once regulated travel along the walkways; these can be Forced Open with a DC 25 Athletics check, but it's generally easier to just step down into the dry sewage channel and move around the gate instead. Moving into the channel or out onto the walkway is treated as greater difficult terrain.

## A1. SPIRAL STAIRWELL

The spiral staircase winds down into a damp landing. The walls are set with red bricks, and there's a door to the north.

This flight of stairs leads up to the locked door in the manor library above. The door at the base of the stairs is also locked with an average lock, which can be unlocked by the same mysterious key that unlocks the upstairs door to the Library.

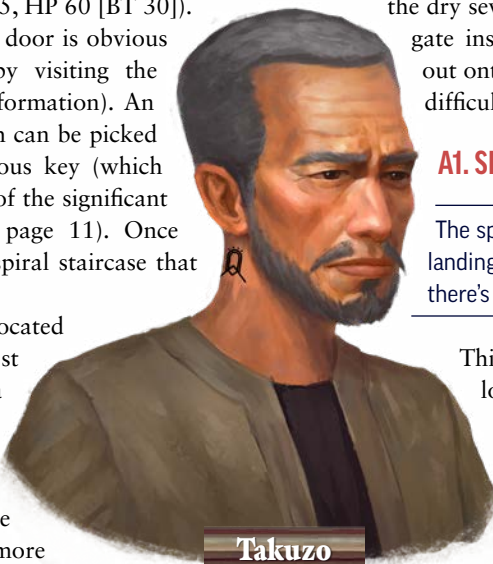
## A2. LECTURE HALL

## TRIVIAL 8

This immense lecture hall would look more at home in a university than a basement. Several large, wooden timbers reinforce the red brick walls. To the south, five tiers of stadium seating support two rows of wooden benches, all facing a large stage, atop which sits two metal operating tables and four free-standing chalkboards, all backed by a large purple curtain that fully obscures the north wall.

Etward once used this lecture hall to perform operations or give lessons to his acolytes, but lately he's used this room as a place to stage betrayals. When he needs to prepare a new batch of gatewalkers for the procedure that will ultimately scrub away their minds, he invites them to be seated in the stand, then retreats down to the stage with his four doppelganger bodyguards (still disguised as humans). Once his victims are seated, he triggers the hazard (page 13) to render them unconscious, after which his doppelgangers drag the sleeping gatewalkers to area **A9**. There, the subjects are restrained in chairs so Etward can harvest their minds. While he does so, his doppelgangers assume the forms of the betrayed gatewalkers and return upstairs to visibly and quickly leave the manor. Etward limits his harvests to four at a time, partially to facilitate this illusion, and partially because his *mind sponge* cannot hold more than that amount of energy at one time.

At the southernmost portion of the chamber, it's a 10-foot drop down to the east and west halls from the



Takuzo



upper portion of the seating area. It's only a 5-foot drop from the stage to the floor below. At the northernmost end, in the backstage area behind the curtains, lies a secret door that can lead the PCs straight to area A9.

**Creatures:** With the aid of the animate dream Ogmunzorius (see area A8), Etward recently conjured a pair of ceustodaemons to keep watch over the lecture hall. The two fiends stand patiently out of sight behind the curtains, but are ready to smash through and attack if any intruders avoid the hazard and approach the stage—or if Etward is present and commands them to join him in battle, should the party be lured down here by him and resist his plans for their minds. If the PCs trigger the hazard, the daemons wait for the trap to run its course before emerging to slaughter the (hopefully sleeping) intruders. In either case, the ceustodaemons fight to the death but do not pursue creatures from this room.

Note that both ceustodaemons have been *inveigled* by Etward to want to remain guards here—if the *inveigle* effect is removed, the daemons continue to attack (as is their nature) but in this case, they'll flee if reduced to fewer than 30 Hit Points.

## CEUSTODAEMONS (2)

## CREATURE 6

*Pathfinder Bestiary* 71

**Initiative** Perception +14

**Hazard:** Etward has rigged a series of hidden nozzles throughout the seating area to prepare gatewalkers for the “procedure” he has planned for them. While the gatewalkers are seated, he can trigger the trap via a small pressure plate in the floor between the two tables on the stage. When he's not present, he rigs the trap to trigger automatically.

## SOPORIFIC LECTURE

## HAZARD 8

UNCOMMON MECHANICAL TRAP

**Stealth** DC 28 (expert)

**Description** Several hidden nozzles spray colorless sleeping gas into the seating area.

**Disable** DC 28 Thievery (expert) to crimp shut the primary feeding tube for the gas, or DC 31 Perception (expert) to discover the hidden bypass switch next to the door to area A3 that shuts the trap off

**Gas Spray** ➤ (incapacitation, mental, poison, sleep) **Trigger** Pressure is applied to any of the steps in the middle of the seating area, or applied to the manual trigger on the stage. This manual trigger can activate the trap even if its hidden bypass switch is engaged; **Effect** Sleeping gas is silently sprayed into the seating area. All creatures in the area must roll a DC 26 Will save to resist its effects. The gas persists in the area for 3 rounds before becoming

## CALLING THE GUARDS

Once the party realizes something strange is happening, they may decide to call upon Lepidstadt's authorities. The guards won't take action against Dr. Ritalson without strong evidence that he's up to no good and, depending on how the characters present themselves, may take them for the troublemakers instead. Remember that while he's eccentric, Dr. Ritalson is a local and has a reputation for being law-abiding. Furthermore, there's a fair amount of goodwill built up toward him after his family tragedies, which keeps the locals from prying too much into his business. If you feel the player characters make a good case, or that they could use some help, feel free to have a few watch officers (*Gamemastery Guide* 234) accompany them down into the basement, but once they realize they're outclassed by the dangers within, the guards retreat and humbly ask the characters to explore the basement while they get backup if needed. They may even promise a reward of 400 gp per PC if they can ensure that the manor and basement are safe.

inert. Any creature who ends their turn in this area during these 3 rounds must attempt a new DC 26 Will save.

**Critical Success** The creature is unaffected and realizes that the area has been gassed.

**Success** The creature is unaffected but doesn't notice the gas.

**Failure** The creature feels a bit drowsy and lethargic, and becomes fatigued for 1 minute. If the creature is already fatigued, it instead falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

**Critical Failure** The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

## A3. COAT ROOM

A number of pegs and shelves containing dusty lab coats line the walls of this small room.

**Treasure:** The lab clothing here was originally used by temporary assistants who were well-paid for their discretion and silence, but they haven't been used since the Missing Moment as Ritalson has grown even more secretive since then. A DC 25 Perception check made while Searching the coats uncovers a ring of sustenance that fell off a previous student's finger and was forgotten in a lab coat pocket.

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## ETWARD'S LAB

1 SQUARE = 5 FEET



### A4. SEDATION ROOM

An iron and wood chair fitted with leather restraints sits against the north wall of this room. The east wall is covered by wooden shelving on which sits an unsettling collection of manacles, alchemical supplies, and lengths of rope.

The restraining chair also features small casters that can be deployed to make it easier to roll a seated individual around. Etward used to use this chair to transport his “subjects” from the cells (area A5) to the lecture hall (area A2) when he wished to speak about a certain type of creature in his collection. Restraining an unconscious or willing humanoid creature in the chair is an activity that takes one minute. A conscious, unwilling humanoid creature must be grappled and held in place for the activity’s duration. Once restrained, a creature can Escape with a DC 25 check.

**Treasure:** Among the supplies on the east wall are three sets of average manacles, one set of good manacles, a dozen doses of lethargy poison, and a single dose of slumber wine.

### A5. CELLS

Cramped, five-foot-square cells with gates made of iron bars are set into the brick-lined walls of this dank prison.

Once used to house subjects for lectures or experiments procured via illicit means, these cells are now used as temporary holding cells for gatewalkers in the event that Etward doesn’t have time to harvest the minds from all prisoners in a batch. The cell doors each have average locks, though the doors are unlocked at the moment. Etward carries the keys to the prison doors. If, during the events of *The Doctor Returns* (page 11), the player characters all succumb to the hazard in area A2, they wake up in these cells as Ritalson busies himself with mind-wiping the other four gatewalkers.

All cells are otherwise empty of prisoners, but a DC 24 Perception check to Search is enough to find a short message scratched into the wall of the central, northern cell. Left by a previous gatewalker who knew she was doomed but hoped to help future prisoners, the note reads, in Common: “Secret door to west—use it. Kill Etward—avenge us all!”



## A6. OLD MAINTENANCE

A ten-foot-wide tunnel runs north to south here, its east half a three-foot-deep stone channel through which sewage and drainage once flowed. A five-foot-wide brick walkway runs along the tunnels western wall, while a rickety wood bridge affords passage over the dry channel to the opposite side. There, ruined worktables, collapsed shelves and the rusty tools they once held lie in a heap against a relatively new looking eastern brick wall. To the south, a rusty gate once barred easy passage further south, but today, just beyond the gate, the wall comes to a sudden end in much more recent-looking bricks.

This platform once served as a maintenance area for sewer workers, but the tools and gear here are long-abandoned and ruined. If the party isn't stealthy when they move through this area, the invisible stalkers in area **A14** are likely to hear noise through or see light shining under the secret door and may stalk them (see **A14**).

## A7. CHOKED CISTERN

LOW 8

Sheets of mold and patches of pallid mushrooms grow on the platforms surrounding this ten-foot-square open cistern. A pile of rubble and a broken metal ladder lie in a tangle to the northeast.

The cistern walls can be Climbed with a DC 20 Athletics check. The ladder once led up to sewer access tunnel just outside of Etward's manor, but he removed this ladder and then covered over the tunnel above with a layer of brick and then a layer of topsoil to prevent entry (or escape).

**Creature:** Trapped in the 10-foot-deep cistern are a pair of dangerous fungi—basidironds. Etward learned long ago that the spores produced by these creatures could aid in certain alchemical pursuits. Typically used to craft poisons, these spores served the basis for the sleep gas Etward uses in the trap in area **A2**, as well as the process in area **A9** that allows him to "lure" a specifically prepared mind out of its body to be properly harvested.

Etward takes care when entering this area to only provoke the trapped fungi when he needs to spore harvest, but the characters might not be so careful. If they notice intruders, the basidironds release their hallucinogenic clouds, which spread out above the cistern into all adjacent squares. If attacked, the fungi grow even more violent and attempt to clamber up out of the pit to engage the party in melee, pursuing foes as long as they can sense them before returning here. In this case, they do not re-enter the cistern, though, instead lingering to the west).

## ELITE BASIDIRONDS (2)

CREATURE 5

*Pathfinder Bestiary 2* 6, 34

**Initiative** Perception +10

**Treasure:** A search of the cistern floor reveals the scattered remains of well over a dozen dead, headless bodies. Most of them are little more than partial skeletons, but four of them are more recent, yet in advanced stages of decay. These are all that remains of the mindless bodies of previous gatwalkers Etward harvested, left in here for the Basidironds to mulch and consume. What remains of their heads can be found in area **A16**.

A creature who searches through the fungus-riddled decay is exposed to a strain of nightmare fever (*Gamemastery Guide* 119) that inflicts cold damage instead of slashing damage and causes distressing dreams of being lost in an icy wasteland. A successful DC 25 Perception check made during the Search uncovers a *jade serpent wondrous figurine* in a hidden pocket that went unnoticed as Etward disposed of the body.

## A8. CONJURATION CHAMBER

SEVERE 8

This room appears to have once been a large reservoir, but today the rectangular pool is empty. To the west, rusted iron gates have been battered open to allow access to a tunnel beyond, while to the east and north, additional dry sewage tunnels provide exits. Within the dry reservoir glows a ten-foot-diameter magical circle.

With a successful DC 28 check to Identify Magic, the magic circle on the floor can be recognized as a warding diagram for use with *planar binding* rituals. While Etward isn't powerful enough (yet) to cast this ritual, the alien visitant that dwells within this chamber is.

**Creature:** As Etward looked deeper into his Missing Moment, and as he continued to experiment with the entity known as the "Guest" (now contained in area **A18**), his mind never strayed far from Osoyo's influence. Soon after he returned to his manor after seeing the player characters off into Sevenarches at the start of this campaign, he found something alien waiting for him here at the heart of his laboratory—a roiling tangle of shadowy black tentacles, rolls of glistening ectoplasmic blubber, and dozens of pale, lidless eyes. This entity greeted Ritalson in his mind with a voice that sounded like a whispering crowd speaking in synchronicity. It introduced itself as Ogmunzorius and revealed that it represented not only all that Etward had forgotten, but also all he might someday know.

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Though enigmatic and unnerving, Ogmunzorius never threatened Etward. It wasn't long before the paranormalist came to rely upon this strange, shadowy entity as a valued confidant and assistant. He never quite realized the truth—that this powerful animate dream was a manifestation of his own lost memories, infused and distorted by their association with Osoyo.

It was with the assistance of Ogmunzorius that Etward was able to conjure daemons and invisible stalkers to augment his laboratory's guardians, discover esoteric uses for basidiroid spores, and develop the *mind sponge* and his awful method of harvesting memories from fellow gatewalkers. Only on the subject of the Guest does Ogmunzorius remain completely silent, but his promises that, all would be

made clear once the truth of the Missing Moment is revealed have stanching the doctor's frustrations so far.

When the PCs arrive here, the temperature in the room drops precipitously, plummeting to freezing temperatures in the span of a few heartbeats. A moment later, as frost starts to rime the edges and corners of the room, Ogmunzorius oozes like ghostly tar out of the cracks in the ceiling to float monstrous before them. The animate dream greets them all by name, welcoming them "back" into his presence but refusing to reveal why it implies the party has met him before. Birthed from Etward's mind, Ogmunzorius "remembers" the characters during their Missing Moments, and asks the party if they've found their lost time yet. Regardless of the answer, the animate dream congratulates them for coming so far, promising that they will "be with Osoyo again soon." If the characters press for answers, Ogmunzorius directs them east, saying "You'll find one of the blessed ones contained beyond the three vault doors. It will be able to hasten your return if you desire it so. Alas, you may need to search around for the combination, for I do not recall its details." The animate dream hopes the PCs will confront the Guest and become infected with blackfrost; he doesn't realize that they're immune to the affliction.

If the party attacks, Ogmunzorius sighs in their minds, then reveals "Now is not the time for such reunions—I will await you among the Spires once you are ready to return," before using *dimension door* to leave the lab, soon thereafter to begin *teleporting* north over the next several days to return to the Nameless Spires.

## OGMUNZORIUS

## CREATURE 11

UNIQUE NE LARGE DREAM INCORPOREAL

Male variant animate dream (*Pathfinder Bestiary* 2 18)

**Initiative** Perception +21, darkvision

**Languages** Aklo, Common, Varisian; telepathy 100 feet

**Skills** Acrobatics +22, Deception +21, Intimidation +21, Occultism +23, Stealth +22

**Str** -5, **Dex** +5, **Con** +4, **Int** +4, **Wis** +4, **Cha** +6

**AC** 28; **Fort** +19, **Ref** +21, **Will** +22; +1 status to all saves vs. magic

**HP** 145; **Immunities** cold, disease, paralyzed, poison, precision, sleep; **Resistances** all 10 (except fire, force, ghost touch, or negative; double resistance vs. non-magical)

**Speed** fly 40 feet

**Melee** ♦ nightmare tendril +22 (agile, finesse, reach 10 feet), **Damage** 5d8 cold plus frozen nightmare

**Occult Innate Spells** DC 30; **6th** fear, phantasmal killer, teleport; **5th** confusion, *dimension door* (at will); **4th** nightmare, sleep

Ogmunzorius



**Rituals** DC 30; *planar binding*

**Frozen Nightmare** (curse, emotion, enchantment, fear, mental, occult) Ogmunzorius's touch fills the victim's mind with realistic hallucinations and visions of being stranded alone and naked in an endless expanse of ice. The only point of reference in this vision when it manifests are strange dark spires looming impossibly tall on the horizon. **Saving Throw** DC 30 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and enfeebled 1 (1 day); **Stage 3** The victim falls asleep and becomes covered in a rime of frost. They can't be awakened as long as they remain at this stage. A victim who perishes while at this stage frosts over completely, freezing solid into a block of ice. (1 day)

**Reward:** If the party avoids combat with Ogmunzorius and manage to learn anything from the encounter, grant them 80 XP.

## A9. HARVESTING LABORATORY

This wide room is bisected by a dry sewage channel that dead ends against a relatively new-looking brick wall to the north. To the south, a set of four iron and wood chairs adorned with restraining straps sit against the wall. To the west, a ramp leads up to a door and a narrow walkway holding several barrels and crates. Two large metal tables sit elsewhere in the room, while to the north and further east stand shelves holding large collections of alchemical and surgical tools, books, and scrolls.

This chamber, once a laboratory devoted to Etward's alchemical pursuits, now serves as a sort of operating theater for the harvesting of gatewalker memories. To harvest these memories, a gatewalker must be asleep and dreaming. At that point, Etward drugs the dreamer with a dose of cytillesh (*Gamemastery Guide* 121) spiked with blackfrost. As the drug begins to "loosen" the dreamer's memories, Ritalson opens the dreamer's skull with surgical tools and scrubs the exposed brain with his *mindsponge* (see page 77). As the dreamer succumbs to the blackfrost and dies, the *mindsponge* absorbs their memories and latent psychic powers, for later use at *Lichgate*.

A wealth of knowledge awaits the player characters if they take the time to look through the dozens of densely-written notebooks and scrolls stored here. Etward kept these written notes in a mix of Common, Varisian, and Aklo—a character who can understand all three languages can learn one of the following secrets after spending 2 hours studying the texts. A character who knows only two of those languages needs 8 hours to learn a secret, while one who only

knows one of the languages needs 24 hours to learn a secret (these hours spent reading need not be concurrent). When a character learns a secret, you can choose one from the following or select one at random by rolling 1d10.

### ETWARD'S LAB SECRETS

The notebooks and scrolls found in the harvesting laboratory hold the following secrets. The player characters don't need to discover all of these to progress, but the more they do, the more prepared they'll be for the rest of this adventure. If they miss any, feel free to introduce these secrets via dreams, recovered documents, or other methods as the adventure progresses north into the Crown of the World.

**1—Aiudara:** These notes detail Etward's investigations into *aiudaras* and their relationship to the Missing Moment. The notes indicate he's been spending a lot of time at *Lichgate*, and include directions to this location from Lepidstadt. The notes also describe how one can use a moonstone to activate *Lichgate* to travel to *Icegate* in the Crown of the World.

**2—Blackfrost:** The notes describe the physical effects of blackfrost, boast about Etward's immunity, mention its capacity to create blackfrost zombies, and ruminate upon the true nature of the curse, theorizing that "Osoyo's dreams" may be the source of the ash-like substance. The fact that blackfrost seems to progress more quickly when an afflicted creature dreams has further intrigued Etward, although he's not sure yet what to make of this observation.

**3—Dreams:** Here Etward details how, ever since the Missing Moment, he's been able to invade the dreams of other gatewalkers. The notes further reveal how obsessed he's become with dreams and his quest to find a way to travel to the legendary Dreamlands, where he believes he will be reunited with his missing memories and become much more powerful.

**4—Gatewalkers:** These notes provide a full list of all of the gatewalkers he's watched through dreams, including the PCs, any gatewalkers they've encountered and, in particular, Queen Equendia of Skywatch. His descriptions of her leading the city's population north on a dangerous journey to the Crown of the World are tinged with admiration and jealousy—it's obvious Etward wishes he commanded this level of servitude over a large group of people. The notes conclude with him wondering if the queen reached the Nameless Spires, and ponder "what

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she might now be" after spending time amid the blackfrost and dreams of Osoyo.

**5—The Guest:** These notes describe how Etward found a partial, oversized mummified hand in his belongings when he woke from his Missing Moment, and how he's been growing that hand back into a full body. He calls the resulting creature "the Guest" and describes the containment chamber he built in area **A18**. These notes also reveal the uses for the three levers in that room.

**6—Mind Harvesting:** These notes detail how Etward has been harvesting the minds of gatewalkers and infusing their memories and psychic powers into *Lichgate*. He hopes to use the *aiudara* to merge their psychic energies with his own so he can then stand before Osoyo at the Nameless Spires and use his enhanced power to free the entity from its prison. The notes include the names of previously harvested gatewalkers, and include the characters' names with an extra note observing how "the potential in the dreams of these final pawns may be the greatest of them all."

**7—Nameless Spires:** Etward's notes detail how he's come to believe that he made an expedition to the Nameless Spires during his Missing Moment, and how he's concluded that, if he can return there and dream in the Spires' vicinity, he will be granted entry into the Dreamlands and discover a method to significantly enhance the psychic gifts he gained from Osoyo (or hopes to steal from his gatewalker victims).

**8—Ogmunzorius:** The discovery of a strange hand found in his belongings pales against Etward's discovery of a strange presence within his laboratory—an entity named Ogmunzorius. Etward theorizes that Ogmunzorius is a "sending" from Osoyo's dreams, and takes the entity's presence as proof that he is some sort of "chosen one" intended to release Osoyo from its prison in return for even greater mental powers and, perhaps, the key to reaching the Dreamlands. The notes also mention how Ogmunzorius assisted Etward in conjuring guardians for the laboratory, but notes that these creatures were "untrustworthy" and that Etward further ensured their compliance with *inveigle* rituals.

**9—Osoyo:** Etward's notes go round and round, theorizing on what Osoyo might be. An alien? An undead god? The collective consciousness of the long-dead builders of the Nameless Spires? His own mind projecting back to guide him from the future? These and wilder theories fill pages, but throughout it all shines Etward's obsession—his fear that if he's not the one to release Osoyo, he will go unrewarded. This fear becomes eclipsed near the end of the

notes by the greater fear that the PCs might seek to push Osoyo back into its prison, thus stripping all gatewalkers of their powers.

**10—The Vanished Yurt:** Etward notes in many places that more than memories went missing during his Missing Moment—there are gaps in his fortune as well, indicating that he spent a fair amount of money during the Missing Moment. His investigations have revealed that this money went toward financing an expedition to the Nameless Spires, but the apparent loss of one of his family's greatest treasures, an *explorer's yurt*, intrigued him the most. He secured a *scroll of discern location* and used it to make an astonishing discovery—his family's *explorer's yurt* is now located in a remote abandoned temple devoted to Findeladlara, the elven goddess of architecture, art, and twilight. This temple can be found at the very edge of the High Ice, about 5 days' journey from *Icegate* in the Crown of the World.

**Treasure:** Among the numerous books and scrolls stored on the shelves here are several formulas, including one for the *inveigle* ritual as well as formulas for Etward's unusual alchemical creations (see page 75). Additionally, there are two doses of slumber wine and a dozen doses of untainted cytillesh (*Gamemastery Guide* 121) stored on the shelves.

**Reward:** Each time the party learns one of the secrets kept here, grant them 20 XP, for a total maximum of 200 XP once all ten secrets are learned.

## A10. PRIVATE ENTRANCE

A flight of stairs fills this brick-lined tunnel, ending at the top and bottom before a closed, reinforced wooden door.

This flight of stairs leads up to the hidden and locked door in the manor lounge above. The door at the base of the stairs is also locked with an average lock; it can be unlocked by the manor keys carried by Etward, or it can be unlocked as a single Interact action by someone in area **A11**.

## A11. BASEMENT LIBRARY

A long and very full bookshelf runs along the east and south walls of this room. To the north is a glass cabinet displaying a white-furred monstrous costume along with a four-horned mask. To the west, a large map of the northern continent—the Crown of the World—hangs on the wall with what appears to be an expedition route tracked to the north pole. A single round table and a comfortable chair sit in the middle of the room.



The map of the Crown of the World is the same one Etward used in the early days of his Missing Moment when he planned (with Osoyo's mental influence) the dangerous expedition he and the characters took to reach the Nameless Spires. Any PC who looks upon the map immediately experiences a rush of déjà vu and must attempt a DC 25 Will save. Those who fail become frightened 1 (frightened 2 on a critical failure) as the feeling of familiarity merges with a sudden sense of freezing cold. Those who succeed at the save realize that they've seen this map—or a nearly identical one with a very similar route sketched out—at some point during their missing memories.

Closer inspection reveals that the expedition route to the north pole starts at a location called "Icegate." A successful DC 20 Crafting or Survival check is enough to confirm that the route shown on the map is a proposed route rather than an actual path, marked with dangers and waypoints (including one of apparent significance—a ruined temple of Findeladlara marked with brief note that says "did I leave the yurt here?"), yet a critical success on either check also confirms that, according to the relatively detailed map of the continent, the route plotted from *Icegate* to the North Pole seems well thought out.

The map is drawn on durable yeti-hide parchment that can weather cold temperatures; it can be folded or rolled up for easy transport as an item of light Bulk. This map, and the route it depicts, will be of great help to the party in the upcoming chapter.

**Treasure:** The books found here form an impressive collection on the topics of dreaming, Arctic travel and survival, the Erutaki and Ilverani peoples, and the occult mysteries of psychic power. The collection as a whole is worth 600 gp, and grants a +2 item bonus on any Recall Knowledge checks made as a 2-hour activity while using the books as reference material, provided the check is on a subject covered by the collection. The logistics of transporting the hundreds of books would certainly be challenging.

The costume on display in the cabinet is the same one that Etward wore each time he invaded a PC's dream, both to disguise himself and to help engender a bit of fear into the dreaming character. While a player character who makes a successful DC 30 Society check to Recall Knowledge can correctly identify the costume as that of a saumen kar, any character who's been haunted by Etward immediately recognizes the outfit as the same they dreamed about. The costume itself functions as a suit of +1 *cold resistant explorer's clothing*, while the mask functions identically to a *greater coyote cloak* other than in appearance and in being a worn mask.

### DRAWING ATTENTION

If the characters are particularly noisy as they explore areas **A11–A13**, or if they linger here for a particularly long time, feel free to have the invisible stalkers from area **A14** come to investigate.

**Reward:** For discovering the map and Etward's saumen kar costume, grant the PCs 80 XP.

### A12. DREAMING ROOM

LOW 8

The walls of this room are adorned with tapestries depicting a frozen landscape, while the floor is covered with a thick white carpet. Metal incense burners resembling ibises with raised heads stand in the four corners of the room, while a single bed occupies the room's center.

A successful DC 20 Nature check to Recall Knowledge suggests that the tapestries depict the Crown of the World, while a critical success also notes the landscape is of the High Ice—the most inhospitable and northernmost reaches of the continent.

This room is where Etward retreats when he wishes to use spells like *dream* or *nightmare*, or to observe a gatewalker by haunting their dreams. It's also where he's spent countless hours exploring dreamscapes in a futile effort to find his way into the legendary Dreamlands—a goal he's never quite been able to achieve.

A character who examines the incense burners and succeeds at a DC 25 Occultism check notes that the lingering scents suggest a mix of incenses that are believed to encourage vivid dreams or to protect someone while they sleep.

**Hazard:** While Etward can slumber without issue in this room, his countless hours spent in supernatural dreaming states—be it spying upon others, seeking answers to eldritch questions, or questing for a route into the Dreamlands—have left their mark in this room, resulting in a haunt-like hazard empowered by a mix of the force of his personality and the raw power of dream itself. Etward has no idea this hazard exists here, as it does not respond to his presence, but if he knew, he would try to replicate the results.

### ETWARD'S NIGHTMARE

HAZARD 9

UNIQUE COMPLEX HAUNT

Stealth +30 (master)

**Description** The incense burners begin to smoke, filling the air with strangely nostalgic scents.

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**Disable** DC 26 Occultism (expert) to enter a state akin to lucid dreaming so as to unweave the nightmare from within, or DC 30 Intimidation (master) to stand resolute against the nightmares and turn the fear back upon itself

**Light Incense Burners** ⤵ (enchantment, incapacitation, mental, occult, sleep) **Trigger** A creature lies down on the bed, or a living creature spends more than 3 rounds inside this room; **Effect** Incense swiftly fills the room (even if the incense burners have been removed or were destroyed). All creatures in area **A12** must attempt a DC 32 Fortitude save. The haunt then rolls initiative.

**Critical Success** The creature is unaffected.

**Success** The creature is sickened 1 by the incense's scent.

**Failure** The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

**Critical Failure** As failure, but if it's still unconscious after 1 hour, it wakes up automatically.

**Routine** (2 actions; cold, enchantment, mental, occult) The haunt uses its first action to light incense burners again, forcing any creature that isn't already unconscious to save against that effect once more. Its second action is to cause any unconscious creatures in the room to experience horrific, vivid dreams about being lost in the arctic during a blizzard, while enormous furred figures—saumen kar—lunge at them through the snow to attack repeatedly. Each unconscious creature must attempt a DC 28 Fortitude saving throw. If at the end of the round there are no unconscious creatures in the room, Etward's nightmare ends and the trap deactivates.

**Critical Success** The creature is unaffected and wakes up.

**Success** The creature remains unconscious and takes 1d10 cold damage and 1d10 mental damage. This damage does not wake the creature, and those who are awake can see the unconscious creature thrash as if in the throes of a nightmare while their body rimes over with layers of frost. The creature can fight against the bitter cold and monstrous shapes by attempting a DC 28 Will save as a three-action activity on its turn—on a success, the creature wakes up.

**Failure** As success, but 1d10+6 cold and 1d10+6 mental damage, and with a DC 32 Will save to wake up.

**Critical Failure** The creature remains unconscious and takes 2d10+12 cold damage and 2d10+12 mental damage.

**Reset** The hazard resets when Etward dreams in this room.

**Treasure:** Each of the four incense burners are works of art worth 100 gp.

### A13. LOUNGE

The floor of this brick-walled room is covered in a thick red carpet. A low table flanked by wooden chairs sits in the

middle of the room. To the east, a roll-top desk sits against a wall, while to the west sits a large overstuffed sofa. A fireplace to the north keeps the room pleasantly warm with a small, smokeless fire.

The fireplace is a minor magic item that constantly provides heat and light to the room, but the fire within cannot actually burn objects it touches.

Etward originally used this room to meet with important visitors in secret, but of late he's used it more as a personal lounge to relax alone.

**Treasure:** Inside the roll-top desk are four moderate elixirs of life wrapped in woolen cloth, and a set of *telekinetic converters* (page 75).

In addition, dozens of sheets of paper and parchment sit on the desk, each bearing a detailed sketch by Etward, taken from one of his dreams. A few of the sketches are of saumen kar in arctic environments, and one is of six towering spires protruding from a ruined city in the snow (captioned as "Nameless Spires?"), but the rest are all of the PCs. Describe these sketches as showing key moments during their previous adventures, especially encounters where they were the only ones present, as these are scenes Etward picked up from their dreams during his invasions.

**Reward:** Grant the PCs 20 XP for discovering and examining the sketches.

### A14. GUARD POST

LOW 8

A door sits in an angled wall to the northeast of this room. The brick wall to the west looks much more recent in construction than the others in this room.

**Creatures:** Two invisible stalkers, conjured with the aid of Ogmunzorius, stand guard here. They'll quickly move to investigate any unusual sounds they hear in the nearby areas, and once a fight begins, they battle to the death, pursuing foes throughout the laboratory. As with the ceustodaemons, Etward *inveigled* both these elementals to ensure lasting servitude. If an invisible stalker is freed of its *inveigle* effect, it cackles in delight and thanks the party in Auran. If the characters can communicate, the invisible stalkers can easily be persuaded to accompany them for the remainder of the chapter, as the stalkers are eager for a chance to avenge themselves against Etward. An allied invisible stalker abandons the characters and flees into the city if reduced to fewer than 15 Hit Points. The creatures also abandon the characters once Etward is dead or the party moves on to Chapter 2.



## INVISIBLE STALKERS (2)

Pathfinder Bestiary 144

Initiative Perception +16

## CREATURE 7

### A15. ABANDONED WORKSHOP

The dry sewer tunnel dead-ends at an equally dry pool with ledges to either side. The western ledge is empty, but the eastern ledge is cluttered with carpentry and bricklaying supplies, along with a workbench. The brick wall to the south looks newer than the surrounding walls.

The party can look through the notes here to confirm that Etward has been bribing officials and using contractors to help build his secret laboratory, walling over tunnels to ensure privacy and installing numerous secret doors. If the characters take 10 minutes to study them, they'll gain a +2 item bonus on all Perception checks made to locate secret doors in the laboratory.

A successful DC 25 Perception check notes another sheet of paper that's slid off the desk and lies almost hidden against the wall by the table's leg. This sheet contains a complex diagram of a three-door locking mechanism. Interpreting this diagram takes 10 minutes and either a DC 24 Engineering Lore or a DC 26 Thievery check. On a success, that character understands the mechanics for how to open the doors at area A17.

**Treasure:** Finally, a few asides in the form of notes or glosses in margins reveal one of Etward's deeper secrets—a casual mention of “now that my little fire did the job on the river, I've finally got total control of the family finances.” This admission of guilt behind the tragic riverboat fire that resulted in the deaths of so many would be of great interest to Lepidstadt's authorities, who are prepared to reward the group 500 gp if they provide them with this information.

**Reward:** For turning over the confession to the city authorities, grant the PCs 20 XP.

### A16. TROPHY HALL

This trapezoidal room seems to be a trophy hall. To the north and south of the door, several humanoid skulls are mounted on stands. In the northeast corner looms a huge, white-furred, horned humanoid, while to the southeast sits a diorama of a strange city surrounded by six stone spires. The largest display is to the east: an immense flickering image of shadow and smoke that looks vaguely like a whale—a whale with tentacles and far too many eyes.

In a horrific way, Etward is proud of the secrets and accomplishments he's acquired to understand his

Missing Moment, so he placed a number of displays in this room to commemorate his work.

**Skulls:** Each of these skulls has been altered so that the top can be removed, as they once belonged to all the gatewalkers Etward harvested minds from. Each skull is accompanied by a plaque bearing the gatewalker's name—including Bolan Nogasso, the rebel Oaksteward the PCs faced in *The Seventh Arch*.

**Furred Humanoid:** This is a statue of a saumen kar, identifiable as such with a DC 29 Society check.

**Strange City:** This is a basic model of the Nameless Spires. While it won't serve as a map, the model does show the six towering spires surrounding the site, as well as the hexagonal “pyramid” the party is destined to explore within the city itself. A DC 25 Occultism check is enough to recognize the model as depicting the Nameless Spires.

**Flickering Image:** This final image is an illusory object of a statue of Osoyo—or at least, as close to Osoyo's shape that Etward could get. It took him several tries (and several *scrolls of illusory object*) to get the display here close enough to satisfy him, but even in its current shape it's not quite exact. A character who examines this display feels an almost overwhelming sense of déjà vu combined with the sensation of being watched, but also automatically finds several used scrolls and a few unused ones.

**Treasure:** Amid several used scrolls near the image of Osoyo are two *scrolls of illusory object* (5th level).

### A17. TRIPLE VAULT

LOW 8

A solid iron door sits in the southern wall. Instead of a typical handle, the door features a single wheel in its center. At the center of the wheel is a dial numbered one to fifty.

The wheel on each door is immobile until a correct combination is entered on the dial at its center. Further complicating matters is the fact that if one of these three doors is open, the other two won't open at all. In order to pass into area A18, one must enter the correct combination on the northern door, step into the 5-foot-square chamber beyond, close the northern door, enter the correct combination on the middle door, step into the 5-foot-square chamber beyond, close the central door, and then enter the correct combination on the southern door. Any of these doors can be opened with a single Interact action without entering a combination from the south side, although they're still limited to only opening one at a time.

**Entering the Correct Combination:** If the characters correctly interpreted the hidden diagram from area A15, entering a door's three-digit combination is

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### DEALING WITH COMBINATIONS

You can adjust the difficulty of opening the vault door by removing the note found in area **A15**, or perhaps by rewarding characters who endure the hazard in area **A12** with a vision of the solution. You can even hide the individual combinations for the three doors throughout the entire lab. Just take care to not frustrate your players with these vault doors—after all, what lies beyond is important for them to see. In the end, if the party defeats Etward and still hasn't gotten into this vault, you should place the combinations for the doors and the methods for opening them on his person, perhaps scrawled into his formula book.

a three-action activity, but one that can only be accomplished if no other doors in area **A17** are open.

**Picking the Locks:** To pick a door's lock, a character must succeed at three concurrent DC 26 Thievery checks to Pick the Lock. Note that a door still won't open if another door in area **A17** is open.

**Destroying the Doors:** The iron doors are strong, but even they can be smashed through with enough force. Each door has Hardness 18 and 72 Hit Points (BT 36). A door can be Forced Open with a DC 34 Athletics check, or disabled entirely so that it simply falls off its hinges with a DC 34 Thievery check to Disable a Device as a 10 minute activity (a critical failure to disable the door causes its locks to seize up so that no further attempt to Pick the Locks or Disable the doors will work). Once a door is destroyed or disabled, the other two doors must be destroyed as well to gain access to area **A18**, as a destroyed door counts as open.

**Reward:** Grant the PCs 40 XP for opening this complex series of locked doors.

### A18. CONTAINMENT CHAMBER

### SEVERE 8

A fifteen-foot-wide cylinder of glass plates reinforced with iron looms at the center of this room, reaching halfway to the thirty-foot-high ceiling above. The cylinder stands fifteen feet tall, filled nearly to the brim with murky green liquid; through it, a shadowy shape can be seen floating deeper within. The cylinder is topped with a large metal hatch, sealed with eight chains pulled tight around circumference. Each chain's far end is affixed to a different stone pillar near the room's edge. Between the door and the cylinder is a wood and metal workstation from which three levers protrude. A small wooden coffer sits atop the workstation.

The three levers are unlabeled.

**Eastern Lever:** Pulling the eastern lever causes the chains wrapped around the cylinder's lid to relax and retract so the lid unseals and springs open (or does nothing if the lid is already up). Once pulled, it takes three rounds for the lid to fully open, during which time the three levers are locked in place.

**Western Lever:** Pulling the western lever tightens the chains and causes the lid to drop down and seal the cylinder shut (or does nothing if the lid is already down). Once pulled, it takes three rounds for the lid to fully close, during which time the three levers are locked in place.

**Central Lever:** Pulling the central lever cycles the fluid in the tank, filtering it swiftly over the course of a round, at the end of which the liquid in the tank becomes clear and the creature floating within is completely visible.

**Creature:** Working off-site with a small team of glassblowers and engineers, Etward had all of the containment tank's components constructed such that he could transport them into this room one piece at a time and then assemble the whole by hand—a task he managed to complete in the miraculously short span of a few weeks. Even then, the creature he built the tank for continued to grow; had Etward taken even a few days longer to complete this tank, the Guest would have outgrown the much smaller sealed terrarium he had been keeping it in.

Since then, the Guest has grown to truly monstrous proportions. As it grows, feeding upon the nutrients in the green solution, it clouds the fluid to the point of opacity. When the party first enters this room, all that's visible within the cylinder is a strange, shadowy shape.

The Guest is Etward's attempt to grow a new saumen kar from fragments of flesh and fur harvested from long-dead corpses he encountered in the Nameless Spires. The process uses a combination of theories from rituals like *simulacrum* and *clone* mashed up with alchemy, but so far, all he's managed to cultivate is a fleshwarped abomination infected with blackfrost.

The Guest appears as a horrific, tangled mass of raw flesh, white fur, fingers and toes, teeth and faces, horns and exposed bone, as if four saumen kar had been merged together into one mass of meat and hair. As it floats inside its milky green soup, it remains somewhat aware of the environment surrounding the room—if the characters are particularly noisy or bring any bright lights into the room, the Guest rouses from its torpor. Likewise, if they pull any of the levers, the noise of the lid opening or the clearing of the alchemical suspension is enough to quicken the creature.



Once aware, the Guest soon realizes that its tormentor, Etward, is not present, and begins to thrash and surge in its container. It rolls Perception for initiative and tries to smash through the cylinder's reinforced glass walls, attempting multiple times per round to Force Open its cage with DC 25 Athletics checks. If the lid above is opening, the Guest gains a +2 item bonus to Force Open on round 1, a +4 item bonus on round 2, and automatically escapes on round 3. In order to escape before the lid is open, the Guest must achieve two successes or one critical success in its Force Open attempts.

Once the Guest breaks free, it rips apart into four vaguely humanoid shapes, each of which acts independently but shares a single mind. If the Guest smashes through the cylinder before the lid is open, the resulting wave of foul-smelling fluid causes its four bodies to land prone in squares adjacent to the cylinder—anyone standing in the room at this time must make a successful DC 25 Reflex save to avoid being knocked prone by the explosion of fluid. For the remainder of the battle, the slick layer of fluid covering the floor makes this entire room into difficult terrain.

The Guest is hardly sapient, but it is aware enough to avenge violence in return for the pain of its captivity. It attacks the player characters on sight, pursuing them throughout the laboratory and beyond (smashing doors as needed), fighting to the death.

## THE GUESTS (4) CREATURE 7

UNIQUE CN MEDIUM ABERRATION HUMANOID

Fleshwarp (*Pathfinder Bestiary* 158)

**Perception** +15; darkvision

**Skills** Acrobatics +14, Athletics +17

**Str** +4, **Dex** +3, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

**AC** 24; **Fort** +17, **Ref** +14, **Will** +13; +1 circumstance vs. diseases and poisons

**HP** 130; **Weaknesses** slashing 10; **Resistances** bludgeoning 10, cold 10

**Fall Apart** (necromancy, occult) When one of the Guests dies, its body falls apart into a tangle of meat, gristle, fur, bone, and gore. All creatures within a 10-foot aura (other than other Guests) must make a DC 22 Will save to avoid becoming sickened 2 (sickened 4 on a critical failure) at the sight and smell of this fate.

**Speed** 25 feet

**Melee** ♦ claw +17 (versatile B); **Damage** 2d6+10 slashing plus 1d6 cold

**Frozen Wind** ♦♦ The guest exhales a

blast of freezing wind from its body in a 20-foot cone. All creatures in this area take 8d6 cold damage (DC 25 basic Reflex save). The Guest can't use Frozen Wind again for 1d4 rounds.

**Stunning Critical** If a Guest critically hits a creature with a claw Strike, the target must make a DC 25 Fortitude save or be stunned 1.

**Trigger Memory** ♦ (emotion, enchantment, fear, mental, occult) **Trigger** A gatewalker attempts to Strike a Guest or target a Guest with a spell; **Effect** The first time a gatewalker (including any PC) attempts to Strike a Guest or target it with a spell, a repressed memory from their Missing Moment surfaces. For a brief instant, the character recalls facing down a much larger and fully



The Guest

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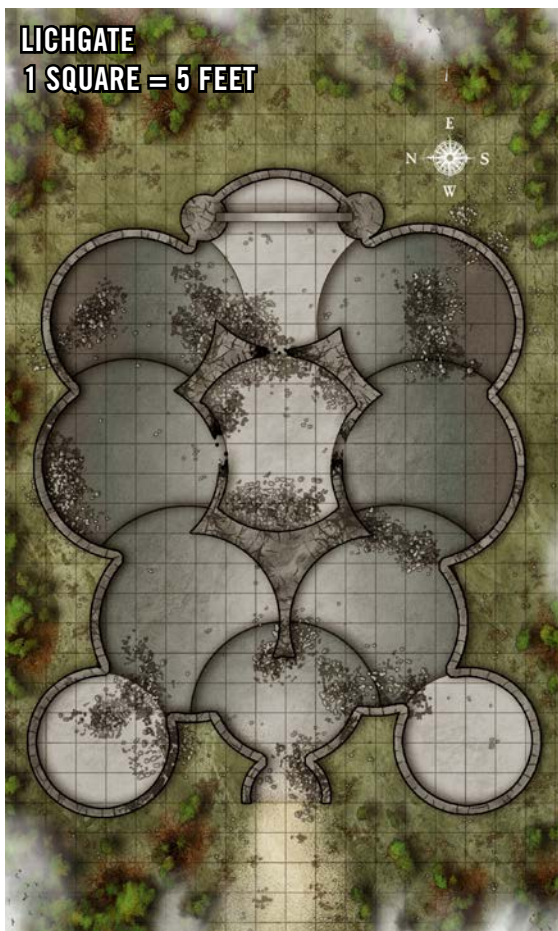
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## LICHGATE

1 SQUARE = 5 FEET



formed saumen kar, one with four horns and glowing runes on its fur. This memory of the character's first encounter with Ainamuuren evokes waves of fear and shame. The character must make a successful DC 25 Will save or become frightened 1 (frightened 2 on a critical failure), after which the character is immune to Trigger Memory.

**Treasure:** Once the final portion of the Guest has been slain, its bodies melt away into a foul-smelling heap. All that remains of the fleshwarped experiment is a single, partially mummified saumen kar hand consisting of a thumb, index and middle finger, and part of the palm. This relic is twice the size a similar fragment of a human hand would be, and as long as it is carried (be it in hand or in a worn container) and invested, its carrier gains cold resistance 10 (as if it were a *greater ring of energy resistance*). If the characters don't claim the relic, Snowy Owl does as soon as she can—in either case, she observes to them that this fragment is an important tie to her visions, and that it must be returned to the north, where it was taken from.

The wooden coffer sitting atop the workstation contains numerous of opulent moonstones, representing Etward's pursuit to corner the regional market on these gems and control passage through *Lichgate* to *Icegate*. In all, these moonstones are worth 600 gp.

## Shudderwood

While this adventure assumes the party travels to *Lichgate* after discovering Etward's interest and presence at the site during their exploration of his hidden laboratory, it's possible they might travel there first. While Etward normally spends a few days at *Lichgate* infusing the *aiudara* with harvested memories or performing other experiments upon the portal, he should remain at *Lichgate* long enough that when the party does travel to the site, they'll find him and his minions there, unless they remain in Lepidstadt without advancing the story for well over a week.

With the information recovered from the lab, the player characters have exact directions to *Lichgate*, which is located in central Shudderwood 40 miles east of Lepidstadt, in the overgrown ruins of an ancient elven stronghold called Mirianath. Without the information from the lab, the party can discover the site's location with a DC 20 Diplomacy check to Gather Information in Lepidstadt.

## BATTLE AT LICHGATE

## SEVERE 8

Mostly collapsed towers and crumbled walls overgrown by foliage subtly mark the transition of woodland into elven ruin, but the spires of *Lichgate* itself are relatively intact. Once, travelers of the *aiudara* network could gather to share stories and trade in these chambers. *Lichgate* once connected to two other portals, but with the recent destruction of the portal called *Tanglegate*, *Lichgate* now connects only to *Icegate*.

**Creatures:** Etward spends his days studying *Lichgate* and his nights experimenting with lucid dreaming as a method of investigating the portal. He's already gathered arctic travel supplies and has stashed them near *Lichgate* in anticipation of his solo journey north. He is accompanied at all times by Ogovip, his loyal mindmoppet, while the four elite doppelgangers he keeps as guards and uses to hide the fates of the murdered gatewalkers patrol the outer rooms.

If the characters openly approach, these doppelgangers (in the form of ordinary humans) accost them and warn that *Lichgate* is off limits. Any request to speak to Dr. Ritalson surprises them—



they ask the party to wait outside while they alert Etward. In this case, Etward invites the characters in to speak with him before *Lichgate* itself, while all four doppelgangers stand ready nearby.

Etward is curious to find out why the characters didn't just wait at his manor like he requested, but asks them for their report anyway. Let the party recap their adventures to him, but while they speak, Etward (unnerved by them seeking him out) decides it's time to capture them. He's become adept at performing the surgeries needed to harvest memories, and can do so here at *Lichgate* just as easily (although much less sanitarily) as he could back home in his lab. At some point during the discussion, with a quick hand signal, he orders his guards to attack—in this case he and his allies roll for initiative using Deception.

Alternatively, the party could attempt to sneak past the doppelganger guards and confront Dr. Ritalson alone. If they can bypass the guards in the outer rooms, Etward is visibly shaken when they confront him. He attempts to play it off and asks them for their report as above, but allow the characters a chance to Sense Motive against him as he does. With a successful DC 30 Perception check, the characters realize that Etward is nervous and shocked at their arrival, and may well be hiding something.

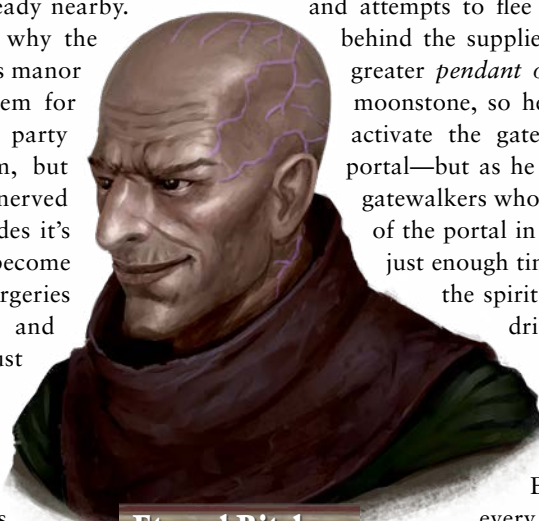
Attacking the guards is an option as well, especially if the player characters' investigations have already convinced them that Dr. Ritalson is up to no good. In this case, the doppelgangers raise the alarm and Etward joins the fight with Ogovip as soon as possible.

Regardless, a battle should be the end result of the party's arrival here. Their one-time patron is so close to completing his work (or so he believes) that he no longer has much patience for deception. During the fight, Etward mocks the party and boasts about his plans, perhaps filling in a few gaps in their knowledge that they may have missed finding out about in his lab.

The doppelgangers work to surround the characters, taking advantage of End the Charade at the start of the fight to get an initial advantage against them. Etward fights at range, using his alchemical bombs, innate spells, and offensive scrolls (he saves his *scroll of fly* for an emergency in the event he flees

to *Icegate*). If forced into melee, he uses Nightmarish Attack every round to maximize his damage. If reduced to fewer than 30 Hit Points, Etward panics and attempts to flee through *Lichgate*, leaving behind the supplies he's stashed nearby. His greater *pendant of the occult* is set with a moonstone, so he can use it as the key to activate the gate, then steps through the portal—but as he does, the spirits of all the gatewalkers whose minds he stole reach out of the portal in a sudden fury. Etward has just enough time to scream in fear before the spirits rip him apart. They then drift away to their afterlives with a collective, content sigh.

If the PCs manage to capture him alive, Etward tries to escape at every chance; whether or not the party can get any additional information out of him is left to you to determine. At the very least, he can inform them of all the secrets they otherwise would have learned in area A9.



**Etward Ritalson**

## ETWARD RITALSON

CREATURE 9

Page 90

Initiative Perception +18

## ELITE DOPPELGANGERS (4)

CREATURE 4

RARE NE MEDIUM HUMANOID

Pathfinder Bestiary 6, 103

Initiative Perception +7

## OGOVIP

CREATURE 5

Mindmoppet (page 86)

Initiative Stealth +13

**Treasure:** In addition to the gear he carried, Etward has used the site around *Lichgate* as a staging area for his trip across the High Ice, a dangerous expedition he fully intended to make on his own as a way to further refine his mind and prepare himself for what awaits at the Nameless Spires. The only two pieces of equipment not already here are his saumen kar costume and mask (see area A11). The rest of the gear consists of a large collection of survival supplies (including a well-stocked backpack, a tent, a set of short skis, snowshoes, navigating tools, snow goggles, etc.). The bulkier items are set aside in a pack, but most of them, including 90 days of rations, are stored in a *type III bag of holding*.

See Chapter 2 for details on *Lichgate* itself.

# DREAMERS OF THE NAMELESS SPIRES

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## CHAPTER 2: INTO A FROZEN HELL

The player characters have discovered Etward Ritalson's treachery and, hopefully, have dealt with him, but now an even greater mystery lies before them. The answers to the quandary of the Missing Moment seem to lie at Golarion's north pole, at a legendary ruin known as the Nameless Spires. The party may suspect that they spent some of their time during the Missing Moment up north, but they should certainly know that Etward intended to travel to the north pole on his own. Snowy Owl's quest to defeat the evil that threatens her people requires her to travel north, and at this point, even in her strange new incarnation, she can't help but breathe a sigh of relief that her goals

and the party's now seem to be fully in sync—her compulsion to remain with them has paid off. She's eager to journey north, so you can use her as a catalyst to spur the PCs onward if they seem hesitant to take the trip to the frozen top of the world.

### Expedition Preparations

A trip to the north pole is a deadly and daunting proposition for anyone incapable of time-saving travel solutions like *teleportation* or *wind walk*. These spells should be well out of reach for a 9th-level party, although there are some potential exceptions. *Shadow walk* is only a 5th-level spell, but



it's also uncommon and is deliberately not introduced as a resource in this Adventure Path in order to retain the thrill and excitement of a long overland journey.

While some of the treasures and resources the party can recover from Etward and his hidden laboratory will help on the journey, the most important is the map of the route taken during the Missing Moment. Eventually, the PCs will learn that this is the second time they've taken this route, but for the time being, it represents the most direct overland path from *Icegate* to the Nameless Spires. If they didn't discover the map in area **A11**, they should find it among Etward's supplies at *Lichgate*.

The route shown on the map depicts a 685-mile overland journey from *Icegate*, near the shores of Whitefang Bay, to the Nameless Spires at the planet's north pole. This route passes through truly remote reaches of the world, far from the one major trade route (the Path of Aganhei) that crosses the continent. Once they begin their journey, the party will be very much on their own.

This journey is not for the faint of heart. Snowy Owl's immunity to cold and other supernatural abilities will help her survive, but her other adventuring companions are not cut out for this stage of the expedition. She announces to them in a matter-of-fact way that once they all travel through *Icegate*, she'll be parting ways with them. She displays little emotion at this time, but her traveling companions are tearful and nervous, if understanding. They decide to make their own way home from *Icegate*, traveling southeast to return to their village and report after extracting promises from Snowy Owl that she'll return as soon as she can. She gives these promises without much conviction.

## GETTING READY

The bulk of the journey is across the High Ice, a barren polar plateau buried under a mile of ice. The terrain itself is rough and unpredictable, jagged and scared by glacial shifting, riven with crevasses, and often battered by devastating blizzards and winds. The further toward the north pole one travels, the less plentiful wildlife becomes—what creatures are encountered there tend to be dangerous and supernatural in nature.

To even reach the Nameless Spires, the party needs to prepare for the following; inform the players of each of these factors and let them prepare as they see fit.

**Food and Shelter:** The High Ice is very barren, and as such it takes a successful DC 40 Survival check to Subsist off the land. Etward's notes estimate that, barring significant delays, the trip from *Icegate* to the Nameless Spires should take 73 days—the *bag of holding* he's stashed contains a significant amount of trail rations, but the player characters, whose party is larger than Etward's solo mission, would be well-advised to pack more food than this. A four-person insulated tent can be purchased in Lepidstadt for 15 gp—using this for shelter will certainly help them, but the matter of having access to fire is a real concern.

They should also be aware that Etward's notes indicate he left important supplies at a base camp 5 days from *Icegate* in the ruins of an ancient temple. These supplies include a magic item that will alleviate many of the characters' challenges—an *explorer's yurt*. This adventure assumes that the party makes this a first stop along the way. If they don't, and instead decide to rely upon their own supplies and ingenuity for food and shelter, don't be afraid to make things rough on them!

## CHAPTER 2 SYNOPSIS

The gatewalkers plan their expedition to the north pole, beginning with a trip through *Lichgate* to *Icegate*. There, after a tense welcome with the elven guardians of *Icegate*, the group begins their overland journey. An early destination—a ruined temple of Findeladlara—has more shocks in store. Exploring the temple reveals that, during the Missing Moment, Etward used the site to experiment with blackfrost—with the player characters' aid! Continuing their journey, the PCs realize that their dreams are growing more and more dangerous. Eventually, they become trapped in a shared nightmare that gives them a chance to learn more about the foe they face and the stakes for the entire world should they fail.

## PRIMARY OBJECTIVE

Cross the High Ice to reach the Nameless Spires at the north pole.

## PLOT BEATS

The party should learn the following details throughout this chapter:

- They discover more evidence of Etward's actions during the Missing Moment, and that he was preparing to spread blackfrost across all of Golarion.
- They'll recover their Missing Moment memories at the chapter's end, and learn what must be done to stop Osoyo.

# DREAMERS OF THE NAMELESS SPIRES

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### POLAR TRAVEL KITS

A polar travel kit costs 30 gp and is 4 Bulk. Each kit includes a bedroll, a climbing kit, a compass, a small knife, a repair kit, a short shovel, a short saw for cutting ice, a set of skis and poles, a pair of snow goggles, a pair of snowshoes, a spyglass, twenty tindertwigs, and two sets of winter clothing.

**Temperature:** The *explorer's yurt* will protect the party while they're inside, but they'll still need to brave the sub-freezing temperatures when they travel (and for the first 5 or so days, they won't even have the yurt to rely on). Winter clothing or spells like *endure elements* will be of a significant aid on the early stages of the trip, but there'll be times when the temperature will be so low that even these methods of protection won't avail. Having at least some access to items that grant cold resistance will help them to make it through these events.

**Travel:** This adventure assumes the characters travel on foot, as they are unlikely to have access to more specialized forms of overland arctic travel like dogsleds. Travel aids such as skates, skis and poles, snow goggles, and snowshoes will all aid them. Fortunately, many expeditions to far-off places launch from Lepidstadt, so the group can find all of these travel supplies for sale in town. The easiest way to do so is to purchase a polar travel kit (see sidebar). Cautious characters may purchase backup kits. Every character in the group (excluding Snowy Owl) who doesn't carry a polar travel kit imparts a cumulative -1 penalty to the group's Survival checks to make progress on the journey, to a maximum penalty of -4. At your discretion, a character whose gear already closely duplicates that found in a polar travel kit need not carry one.

### THROUGH LICHGATE

When the characters are ready to set off on their journey, they can use *Lichgate* to travel to *Icegate*. To activate the portal, one needs only to touch a moonstone to the portal as an Interact action with the envision trait. This causes the archway to fill with what appears to be a roiling cloud of ice and mist. Anyone who steps through the archway instantly travels thousands of miles north to step out of *Icegate*. Once activated, the *aiudara* remains active for 10 minutes, after which it deactivates automatically. A character can deactivate

the portal early by touching either *Lichgate* or *Icegate* with a moonstone and taking an Interact action with the envision trait.

Fortunately for them, Etward's attempts to infuse the minds of his victims into the portal have no ill effect on the player characters as they step through the gate.

### AN UNFRIENDLY WELCOME

### SEVERE 9

Blasts of snow and wind churn around the party as they step through the portal and arrive at *Icegate*. This miniature whiteout passes as soon as all characters have passed through the portal. Read or paraphrase the following.

The cold weighs down the atmosphere like a heavy blanket, cutting like knives against exposed flesh and turning every breath into a painful gasp. Blinding sunlight bears down upon the whiteness of the surroundings, reflecting off of snow in a dazzling array that burns the eyes. It almost makes it hard to see the motion on all sides as several figures emerge from that whiteness, weapons drawn. A voice calls out in strangely accented Common: "Who goes there?"

*Icegate* was once the hub of a thriving community of Ilverani elves, but today these people have largely abandoned the area. *Icegate* itself, a pale arch reaching 9 feet in height, is carved into the side of a stony outcropping at the edge of a small copse of pine trees. Once their eyes adjust to the brightness, the player characters look out over a small frozen lake and fields of snow.

Although rarely used these days, *Icegate* remains under constant watch by an honor guard of Ilverani sentries, more out of a sense of tradition than any real need for protection. When Etward and the PCs first arrived here during their Missing Moment, they found just such an honor guard. While the elves stationed there at the time had little to fear from the fledgling adventurers, Etward was another story—he overwhelmed and captured the startled elves and then led them and the PCs to the ruined temple of Findeladlara. No elves survived, and since discovering the carnage, the remaining elves redoubled their efforts to watch over the portal.

None have traveled through *Icegate* since the Missing Moment, and while none of those stationed here today realize the PCs were there at the previous slaughter, they are better trained and more steadfast than their predecessors.

**Creatures:** There are six elves currently stationed here. The elf who accosts the group upon their arrival



is a pessimistic ranger named Ilinquil. She volunteered to serve here with the other five after her twin brother Ilakni went missing along with six other elven scouts. She's been hoping to find answers as to what happened to him by spending months in close proximity to *Icegate*. So far, though, she's had no revelations; the player characters are the first travelers to appear since her arrival in the area.

While suspicious and aching for answers, Ilinquil tempers her emotions as best she can, knowing that giving in to violence would likely snuff out any chances she has for information. The elves stationed here are all equally capable, but they've accepted Ilinquil as their leader since she's the only one with a personal stake in the matter; thus, they leave the conversation and decisions to her.

Before Ilinquil agrees to speak with the PCs, she wants answers to three questions—the first being already asked: “Who goes there?” Once they announce themselves, the next question is, “What is your purpose here?”, followed by “Do you know what happened here? Do you know what happened to Ilakni?” If the characters answer her truthfully (or if she doesn't detect any Deception), and if they refrain from being insulting or abusive in their replies, Ilinquil relaxes a bit. If the characters reveal that they're heading to the Nameless Spires, she assumes they're fools on a certain level and says so, warning them that even if they do survive the trip across the High Ice, none who visit the Nameless Spires return the same, if even they return at all.

Once the party has answered her questions, Ilinquil is willing to talk a bit more. If asked about Ilakni, she says only that he was her brother and that he went missing along with his troop of sentries here at *Icegate*, giving a date that roughly matches the Missing Moment. She explains that she's been hoping to find out what happened to him ever since and describes him as looking similar to her, but with much shorter hair. The closest Ilverani settlement is several days travel to the south, in the opposite direction of the characters' planned route. Ilinquil doesn't want to bring them there anyway, so she avoids that topic, hoping they either retreat back through *Icegate* or head in the opposite direction from her people, into the High Ice.

During this conversation, the player characters can attempt to Lie to Ilinquil, Make an Impression, or Coerce her. If the PCs are honest and polite in their answers, her starting attitude is indifferent, but if

they were insulting or got caught being deceptive, her starting attitude is unfriendly.

If the player characters attempt to Coerce Ilinquil, a successful DC 25 Intimidation makes her helpful for a short time, but the elves run off soon after and do not seek further engagement.

If they try and fail to Lie to Ilinquil, she calls them out on their untruths. If they don't immediately become more honest (or achieve a critical success on their next attempt to Lie), she suspects they're hiding something and becomes hostile.

If the player characters attempt to Make an Impression with a DC 25 Diplomacy check, the results depend on what her attitude becomes.

**Helpful:** Ilinquil apologizes for her attitude and invites the party to share a meal with her and her companions. During the

meal, the elves give the PCs a healthy amount of advice and warnings about the route ahead; this grants them a +3 status bonus on skill checks made to Cross the High Ice (page 40) for the first 5 days. Ilinquil suggests they take care as they approach the ancient temple of Findeladlara, warning that the temple was abandoned ages ago after a strange infestation of “shadows and ash” overtook the building. She has no further information about this, as her people have avoided the site for generations, but her description should invoke the symptoms of blackfrost.

As they prepare to leave, a helpful Ilinquil asks the PCs to keep an eye out for any clues as to what might have happened to her brother Ilakni as they travel. If they discover anything, she hopes they'll return to *Icegate* someday to share the news with her. Finally, the elves give the party six *moderate healing potions* and a fur *cloak of elvenkind* that includes a clasp in the shape of Findeladlara's religious symbol (a finger pointing at a gold star) as parting gifts to aid them on their journey.

**Friendly:** Ilinquil apologizes for the tense reception she gave them and allows the group to begin their journey. She and the elves grant warnings and advice as above (including mention of the abandoned temple and the request to look for clues to Ilakni's fate), but these only grant +2 status bonuses on checks made to Cross the High Ice for the first 2 days.

**Indifferent:** The elves are convinced the characters weren't responsible for the previous tragedy at *Icegate* and allow them to head north with a few warnings. These warnings grant them a +1 status bonus on checks made to Cross the High Ice for the first 2 days.



Ilinquil

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**Unfriendly:** The elves aren't quite convinced the group is unassociated with the previous tragedy, but they allow them to continue on north with warnings to head no further south than *Icegate*.

**Hostile:** Ilinquil demands the party return through *Icegate* the way they came. If they don't, she and the other elves attack, hoping to capture the party alive. If they capture them, the elves confiscate all of their gear (save for enough to keep them alive in the cold temperatures) and then march them south to their settlement of Rimeshore. Upon arrival, the party can still negotiate a truce and head north, but the best they can hope for is to simply be given their gear back and allowed to leave; the elves provide no assistance beyond this.

### ILVERANI SENTRIES (6)

### CREATURE 7

RARE CG MEDIUM ELF HUMANOID

Elf hunters

**Perception** +17; low-light vision

**Languages** Common, Elven, Erutaki

**Skills** Arctic Lore +13, Intimidation +11, Nature +17, Stealth +17, Survival +17

**Str** +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +4, **Cha** +0

**Items** dagger, +1 composite longbow (20 arrows), leather armor, shortsword

**Arctic Forager** While using Survival to Subsist in arctic environments, if the Ilverani sentry rolls a failure or a critical failure, they get a success instead. If the sentry rolls a success, they can provide food for 4 additional creatures that eat about as much as a human, or 8 creatures on a critical success.

**Snow Walker** The Ilverani sentry ignores the effects of difficult terrain from snowy environments. When moving through snow, an Ilverani sentry minimizes traces left behind and makes it harder for others to find them. The DC of checks to Track an Ilverani sentry through snowy terrain gains a +4 status bonus.

**AC** 25; **Fort** +15, **Ref** +17, **Will** +15

**HP** 115

**Speed** 25 feet

**Melee** ♦ shortsword +18 (agile, finesse, versatile S), **Damage** 1d6+9 piercing

**Ranged** ♦ composite longbow +18 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

**Hunt Prey** ♦ (concentrate) The Ilverani sentry designates a single creature they can see and hear, or one they're Tracking, as their prey. The sentry gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the sentry hits the designated prey in a round, they deal an additional 1d8 precision damage. The sentry

ignores the penalty for making ranged attacks within their second range increment. These effects last until the sentry uses Hunt Prey again.

**Treasure:** If the PCs fight and defeat the elves, they can claim the *healing potions* and *cloak of elvenkind* that they otherwise would have received as gifts for making them helpful.

**Reward:** Grant the PCs 120 XP if they broker a peaceful resolution to this encounter.

## First Steps

The first 5 days of the expedition route are relatively safe, as the party travels across tundra from *Icegate* to the temple of Findeladlara. As presented on their expedition map, this trek from *Icegate* to the temple is a 5-day journey, the last day of which is along the edge of the continent's vast central plateau. This stage of the journey should be relatively uneventful, assuming the characters bring adequate shelter and supplies with them. Shrubbery, small trees, and lichen provide enough materials for small fires, and the weather plays nice and remains calm and clear. Still, someone in the group should roll a DC 24 Survival check; on a failure, the trip takes 7 days instead of 5.

The edge of the plateau to the north is a relatively sheer icy cliffside that averages at a height of 400 feet for hundreds of miles in either direction—according to Etward's notes, though, the temple of Findeladlara is the closest site to *Icegate* where ascending to the High Ice can be done in relative safety. As the player characters draw near to the site, they'll see why, as the towering spires of the temple are visible from miles away. As they draw near, read or paraphrase the following.

An astounding sight breaks the monotony of ice here, where an ancient temple looms against the cliffside. The seven-spired structure appears to have been sculpted entirely out of ice, seamlessly merged with the ice of the cliff wall itself. The six spires arrayed at its hexagonal points each rise a further fifty feet above the cliff top, while the central spire rises a full hundred feet higher. Smaller ridges run up the length of the temple between these spires; the southernmost two of these appear to have become overgrown with some sort of thick, wiry black lichen or fungus far above. As the wind passes over the angles and corners of the temple, it creates a mournful whistling sound, almost as if the structure itself were bemoaning the loss of its inhabitants—or perhaps warning new travelers from approaching too closely!



## ABANDONED TEMPLE FEATURES

A character can identify the temple as being devoted to the elven goddess Findeladlara with a successful DC 20 Religion check to Recall Knowledge, which the deity's worshippers automatically succeed on. On a successful check, they also note that the unusual architecture and structure is certainly an example of Ilverani skill.

From below, a successful DC 30 Perception check is enough to realize that the black lichen growing above is actually a strange ice formation. This is obvious once someone approaches within 30 feet.

Scaling the cliffside is possible with a successful DC 30 Athletics check to climb—an easier task than attempting the icy walls of the temple itself (which takes a DC 40 Athletics check). The entire site is infused with preservative magic that helps to not only prevent the ice above from shifting over the centuries but also turns the thick, opaque ice that makes up the temple as hard as stone (Hardness 14). The ice has weakness 10 to fire damage, allowing fire to more easily penetrate the ice's Hardness to damage walls or doors.

The interior of the temple is unlit, but during the day, enough sunlight penetrates the ice so that areas **B5–B7** are dimly lit. The ice on the lower floor is much thicker and more opaque, leaving these areas in darkness. Doors are made of the same enhanced ice as the walls and are treated as stone doors—none of them are locked (although the lower entrance may take some work to open).

Although the temple is made of magical ice, the interior is well sheltered. Temperatures within are only mild cold.

The temple itself was abandoned many centuries ago, after one of the temple's priests fell under the influence of Osoyo and tainted the upper floor with blackfrost. The temple lay dormant for ages, until Osoyo sent Etward (and the others) there to begin the work of fostering the blackfrost within. While Osoyo has no interest in being worshiped, this structure today is as close as a temple devoted to the Blackfrost Whale as can be.

### B1. LOWER ENTRANCE

LOW 9

The carved-ice door permitting entrance into this strange, frozen structure is damaged, as though it were partially melted and then allowed to re-freeze along its edges in an attempt to lock it in place.

A character who examines the damage and makes a successful DC 20 Crafting check to Recall Knowledge can tell that the ice door was tampered with by a skillful application of alchemist's fire. Etward is the culprit here. As he left the temple, he did his best to

lock the door behind him in order to keep idle intruders from exploring its interior. A PC who succeeds at a DC 28 Athletics check can Force Open the door, while a successful DC 26 Thievery check to Disable a Device that incorporates fire can undo the tampering to repair the door (an alchemist or anyone with the Alchemical Crafting feat can substitute a Crafting check for this Thievery check).

**Creatures:** A pair of undead spirits were drawn to this region only to fall victim to the blackfrost. Today, these two creatures—blackfrost guecubus—linger just below the ground in the area, ready to ambush anyone who approaches the temple. They both fear and adore the strange magic that has corrupted them from within the temple and don't pursue foes into the structure, but otherwise fight until they are destroyed.

### BLACKFROST GUECUBUS (2)

CREATURE 8

RARE CE MEDIUM COLD EARTH UNDEAD

Page 80, *Pathfinder Bestiary* 3 126

**Perception** +15; darkvision, tremorsense (imprecise) 60 feet  
**Languages** Necril

**Skills** Acrobatics +16, Athletics +18, Intimidation +15, Stealth +16

**Str** +6, **Dex** +4, **Con** +3, **Int** +4, **Wis** +3, **Cha** +3

**AC** 27; **Fort** +17, **Ref** +16, **Will** +15

**HP** 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** electricity 10, physical 10 (except bludgeoning)

**Shattering Death** (cold) When the blackfrost guecubu is destroyed, it shatters and fills the air around it with a cloud of razor-sharp shards of ice. Creatures in a 10-foot emanation take 8d8 cold damage (DC 26 basic Reflex save). Creatures that critically fail this save also take 1d6 persistent bleed damage.

**Speed** 25 feet, burrow 15 feet; tundra glide

**Melee** ♦ jaws +20 (agile), **Damage** 2d8+8 piercing plus blackfrost and wrathful misfortune

**Primal Innate Spells** DC 26; **4th shape stone** (at will)

**Break Ground** ♦♦ As guecubu.

**Shove into Ice** (arcane, earth, transmutation) When the blackfrost guecubu successfully Shoves a creature into an ice or frozen earth barrier, the target must succeed at a DC 26 Reflex save or become merged with the barrier, with the effects of *meld into stone* until the target escapes (DC 26).

**Tundra Glide** The blackfrost guecubu can Burrow through any frozen earth, ice, or snow, not including rock. When it does so, the blackfrost guecubu moves at its full burrow Speed, leaving no tunnels or signs of its passing.

**Wrathful Misfortune** (arcane, curse, enchantment) As guecubu.

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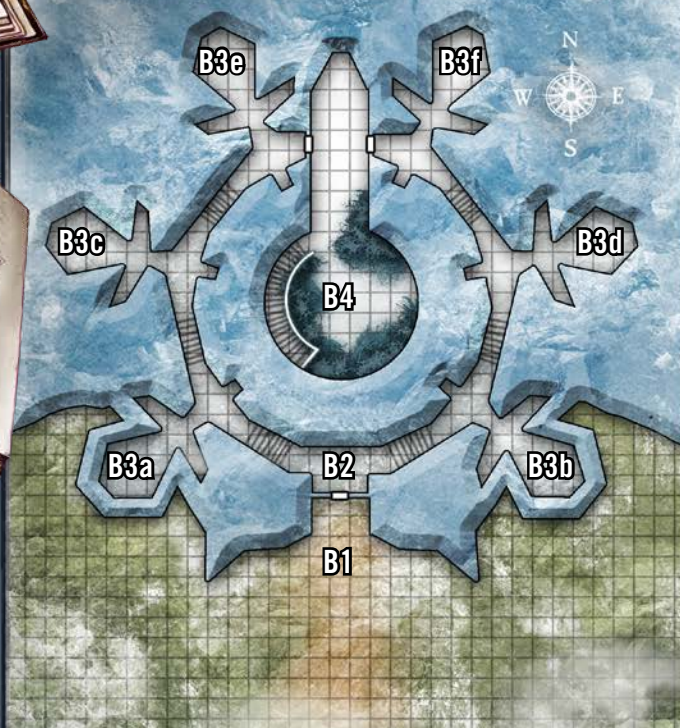
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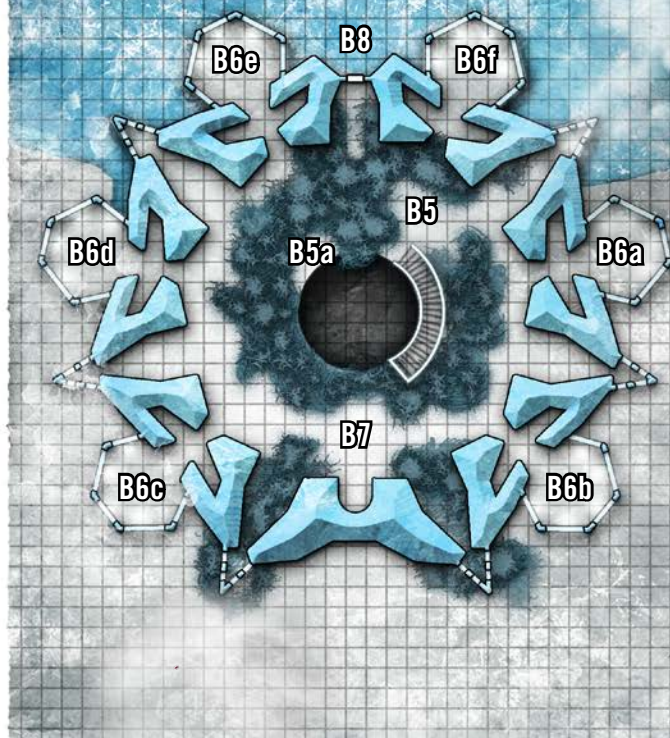


## FINDELADLARA TEMPLE: LEVEL 1

1 SQUARE = 5 FEET



## FINDELADLARA TEMPLE: LEVEL 2



### B2. TEMPLE ENTRANCE

Despite being carved from ice, the structure's interior is less chilling than the temperature outside. Flights of stairs lead upward to the left and right from the entrance, providing access to curving tunnels beyond. A few small, icy drifts of snow lie on the floor, suggesting that sometime in the past, the southern door had been left open for a while.

Once the door is closed, the mournful whistling of the wind along the temple's spires is muted. An investigation of the snow can reveal, with a successful DC 25 Survival check to Track, that a small group passed through here long ago. A critical success on this check allows the character to narrow the time down to a point not long before the end of the Missing Moment. These tracks, after all, were left by Etward and the player characters when they first arrived here with their captives.

### B3. PRIESTS' QUARTERS

Each of these rooms, built to evoke the shape of a snowflake's arm, once served as the sparse homes for

the temple's six resident priests. When they lived here, fur curtains hung in the wide alcoves to afford privacy, while each room contained a comfortable fur cot and supplies for artwork.

More recently, these rooms were used by the player characters and Etward during the Missing Moment. While neither left any personal belongings here, the PCs experience another surge of déjà vu upon entering these chambers, strongest when each visits the one they used as a personal space during the Missing Moment.

**Treasure:** If they Search area B3e and succeed on a DC 25 Perception check, a PC can uncover a hidden niche in a wall. Stashed within is a thin ivory box containing a dozen sticks of incense worth 20 gp each and, more importantly, a *moderate* *thurible of revelation*.

### B4. VENGEFUL DEAD

### MODERATE 9

A long hall stretches south to a round chamber here. The hall's walls are decorated with astounding colored ice carvings that present textured murals of elves creating breathtaking works of art. To the south, a flight of stairs carved from ice winds upward through several revolutions



of the circular room to heights several hundred feet above. Hanging down from the flights above are vast pillars of what looks almost like dark pumice, or black ice infused with silt. Thousands of slender protrusions extend from these pillars of ice like twisting but motionless tendrils. Only one column descends to the north, but to the south, three columns have merged into a twisted tangled wall of frozen tendrils.

The flight of stairs winds around this shaft to reach area **B5**, 400 feet above.

The strange formations along the walls consist of blackfrost-infused ice that's crept down from area **B5** over the past several months in a slow-motion cascade. In time, the entire lower level of the temple will become completely plugged with blackfrost ice.

Blackfrost ice is one side effect of Etward's experimentation in area **B7**. The characters can learn more about this eerie material by investigating the notes left there. Fortunately for them, the fact that they're gatewalkers protects them from becoming infected by the ice, but other creatures who come in contact with the ice are exposed to blackfrost (page 76).

**Creatures:** Six frozen, broken bodies lie sprawled on the floor in the middle of this room. These are the remains of six of the elves captured by Etward, discarded here after his attempts to infect them with a more transmissible version of blackfrost failed. The bodies all appear frozen and broken, as if they'd fallen from a great height, but even casual observation reveals that the six are elves and are dressed in the same style as the guards the PCs met at *Icegate*.

These six bodies are far from harmless, for the anger and fear these elves felt has bound their souls to these broken remains. As the player characters enter the southern reaches of the room, the six bodies lurch to their feet, limbs twisted horrifically and flesh blackened by frostbite. These unfortunates have all become revenants, but it isn't until the PCs draw near that they fully rise as undead.

The revenants cry out in pain as they stand, then all fix their gazes upon the characters. The PCs weren't the actual killers of these revenants, but their close association with Etward marks them nonetheless. As the revenants lurch forward, they accost the party as follows.

"You! Thralls of the enemy! You bound us and led us here to our deaths as surely as if you had done the deed! Lead us to Etward, that we might avenge our deaths, or join us in its icy embrace!"

The revenants are eager to lash out at the PCs, but give them time to answer their demands. If the party has already defeated Etward, they have a chance to inform the revenants that their murderer is gone and that he's paid the price for his actions. Doing so requires no check and is automatically successful if the characters tell the truth and Etward is actually dead or has otherwise faced punishment for his crimes, as the revenants can sense this truth once they hear it spoken aloud. If convinced, the revenants pause, hang their heads, and then look back to the player characters and demand to know why they aided him in capturing them in the first place.

The revenants reveal little about the PCs' role, not believing that they've forgotten their time as Etward's agents. If the player characters push for more information, the undead grow frustrated and attack. If they answer truthfully, without becoming overly stubborn or confrontational (a tactic that compels the revenants to attack), the undead accept their reasons without needing a check. One by one, they collapse into true destruction. The last of them points upward, saying "One of us yet lives, yet his life is worse than our death. Please... save him, if you can..." before they too crumple to the ground. If the revenants attack, they fight until destroyed.

If Etward is dead, the animating force that compels these revenants is tenuous, held in place only by their anger at the characters' role as the alchemist's assistants. As a result, the revenants take a -2 penalty on all saving throws against Self-Loathing.

If a player character spends their entire round avoiding attacking any revenant, their refusal to engage automatically causes all revenants within 30 feet of that PC to save against Self-Loathing. In addition, the sight of Findeladlara's religious symbol (including the clasp on the *cloak of elvenkind* that Ilinquil may have given them) triggers their Self-Loathing.

If all the player characters break off combat entirely, the end of the battle gives the revenants the moment of respite they need to realize their actual murderer is dead, at which point they sigh and are destroyed.

## REVENANTS (6)

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**Initiative** Perception +14

## CREATURE 6

**Reward:** If the PCs manage to resolve this encounter without resorting to combat, grant them experience as if they had defeated the revenants, plus an additional 40 XP.

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## B5. INFESTATION

## MODERATE 9

The ceiling of this vast hexagonal chamber extends upward to a tapered dome, nearly a hundred feet above. In the middle of the room, a thirty-foot-wide hole opens into a shaft in the floor, down which a gently curving staircase descends. Colored light shines in from ten openings in the walls along the room's edges, shimmering as though refracted through stained glass. All this, however, is overshadowed by the tangled mounds of sooty black ice that's spread like a sickness through the room to obscure much of its scope.

The blackfrost ice that's slowly growing through this room, like that in area **B4**, is toxic to the touch for non-gatewalkers, and in time will completely fill this chamber. The blackfrost ice forms a 30-foot tall mound where shown on the map—a creature can clamber up and over the mound with a successful DC 20 Athletics check to Climb.

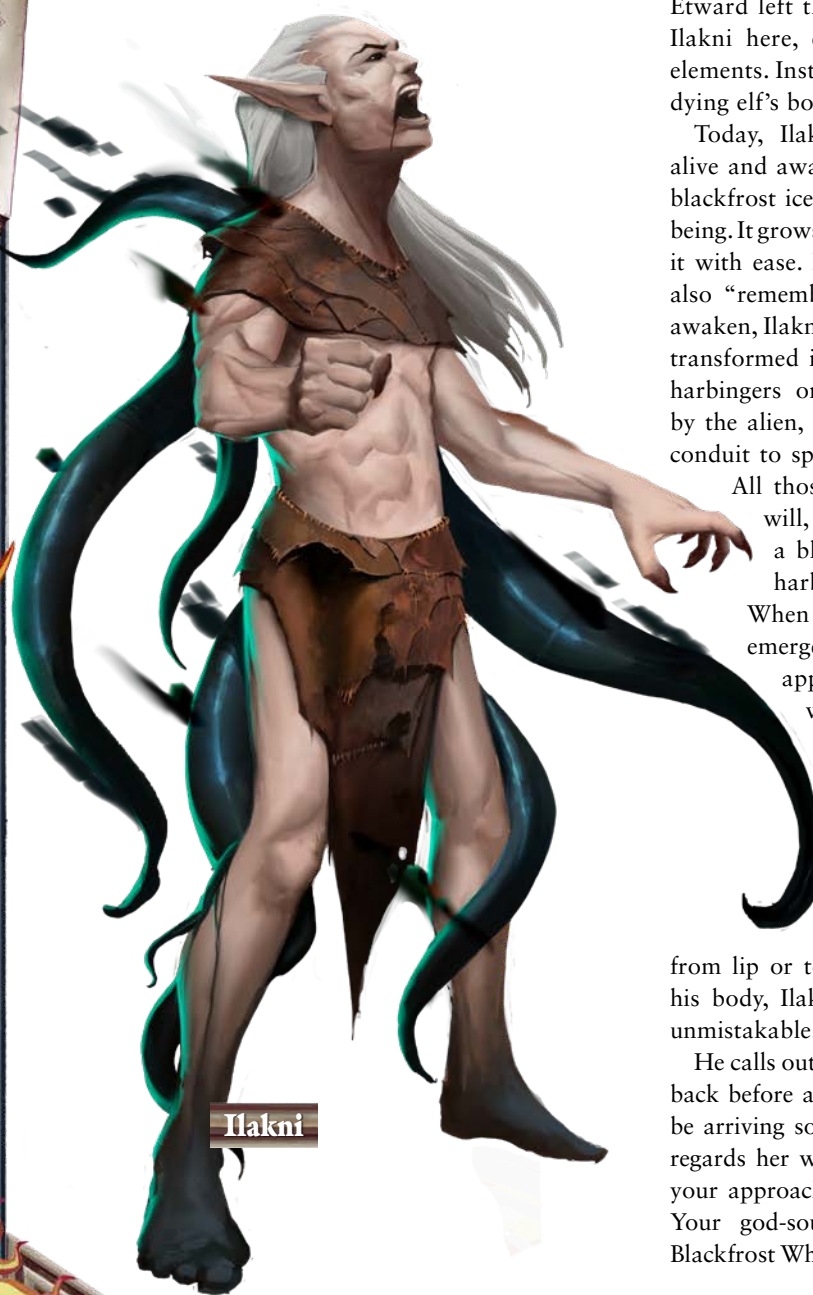
**Creature:** Of the seven elves captured by Etward and then experimented upon within this chamber, only one survived—and even then, the word “survival” is something of a technicality. This elf was once a man named Ilakni (the twin brother of Ilinquil, who the PCs likely met at *Icegate*). When Etward left the site to return home, he abandoned Ilakni here, expecting the elf to succumb to the elements. Instead, Osoyo's influence took root in the dying elf's body and saved him.

Today, Ilakni exists within the blackfrost ice, alive and aware, yet unable to leave this room. The blackfrost ice is, in an odd way, an extension of his being. It grows from him, yet he can also move through it with ease. Ilakni remembers his previous life but also “remembers” his likely future: should Osoyo awaken, Ilakni's mind and soul will be consumed and transformed into the first of the Blackfrost Whale's harbingers on Golarion—a mouthpiece controlled by the alien, used as a remote viewing organ and a conduit to spread blackfrost throughout the world.

All those who become infected by blackfrost will, in turn, face futures like this, be it as a blackfrost zombie or as one of Osoyo's harbingers.

When the PCs first arrive on this floor, Ilakni emerges from the blackfrost ice into area **B5a**, appearing as a vaguely elf-like figure from which dozens of slowly writhing black tentacles extend, each exuding little puffs of gray ash as they twitch. His eyes are solid black, and when he speaks, he simply opens his mouth wider than it should physically be able to go, and a voice much deeper than expected issues without motion from lip or tongue. Despite the strange changes to his body, Ilakni's resemblance to his twin sister is unmistakable.

He calls out to PCs the by name and welcomes them back before asking if Etward is with them or if he'll be arriving soon. If Snowy Owl is with them, Ilakni regards her with a sad smile, then says, “I have felt your approach, child, and you have my sympathies. Your god-soul will not be enough to sate the Blackfrost Whale, but it will be delicious nonetheless.”



Ilakni



Snowy Owl reacts to this enigmatic proclamation with confusion and fear, showing more emotion than she has since her transformation at the end of the previous adventure. She demands an explanation from Ilakni, but the strange being gives nothing more.

Ilakni is willing to converse with the party as long as they wish, and he grows eager to learn what they've been up to since they left. Strangely emotionless, he recounts how Etward captured him and his companions, then how he used his followers—the PCs—to bind the captives and lead them here. Ilakni appears to bear no ill will toward them at this point and only shows glimmers of excitement when the topic of the future is brought up—he's eagerly awaiting the moment when the Blackfrost Whale awakens fully, for he knows that, at that time, he'll fully awaken as well.

Use this discussion to reveal to the player characters the role they played during the early portion of their Missing Moment. Ilakni knows they were sent off to capture “the last saumen kar” and left the temple on this mission after receiving additional powers from the Blackfrost Whale. He's particularly eager to learn what they did during that time. As Ilakni speaks, fragments of memory come flooding back to the PCs. Each PC must attempt a DC 25 Will saving throw to resist becoming stupefied 1 (or stupefied 2 on a critical failure). If any PC becomes stupefied, Ilakni sighs in delight and congratulates those characters on taking their first steps toward awakening.

Eventually, Ilakni turns the discussion toward what he feels is the most important next step—he invites the player characters to let him into their minds to open them to the Blackfrost Whale, to join him in being the vanguard of harbingers for the new world to come. If they allow, he'll use his Siphon Mind ability to begin the process of transforming them into vessels for Osoyo to control—a fate the group would be well-advised to resist.

If they resist, or if they attempt to leave the area or meddle with the contents of area B7, Ilakni gives them no warning. He attacks at once, doing his best to capture them alive so he can Siphon their Minds at his own leisure. Once combat begins, he first Strides to an advantageous position to catch as many characters as possible with his Blackfrost Breath, then enters melee.

Ilakni fights until he's defeated, but if the characters reduce him to 0 Hit Points, he shouldn't die at once—instead, he gains the dying condition and will perish soon if not saved. See Saving Ilakni on page 36 for more details.

## CLEANSING THE TEMPLE

Etward utilized the same infestation of blackfrost that forced the elves to abandon this temple for his early experiments, and that same infestation is the source of the blackfrost ice slowly growing through the building. Clearing out the blackfrost ice would take several weeks, and reconsecrating the temple to Findeladlara requires multiple *consecrate* rituals. If the player characters take it upon themselves to pursue this laudable goal, their dreams will grow in intensity as Osoyo's influence strengthens; the task is best left to the Ilverani as a result. If the PCs insist, however, they should be rewarded with 120 XP if they cleanse the temple and perhaps receive an additional boon of your own devising granted by Findeladlara herself.

If he's rescued, Ilakni notes his plans to return with other elves to restore the temple.

## ILAKNI

## CREATURE 11

UNIQUE CE MEDIUM ABERRATION HUMANOID

Male fleshwarp (*Pathfinder Lost Omens Ancestry Guide* 88)

**Perception** +22; darkvision

**Languages** Common, Jotun, Elven, Erutaki

**Skills** Acrobatics +22, Athletics +23, Occultism +22

**Str** +6, **Dex** +5, **Con** +3, **Int** +7, **Wis** +5, **Cha** +0

**AC** 30; **Fort** +18, **Ref** +22, **Will** +22; +1 circumstance vs. diseases and poisons

**HP** 195; **Immune** cold; **Weaknesses** fire 10; **Resistances** slashing 10

**Speed** 25 feet, burrow 25 feet (through blackfrost ice only)

**Melee** ♦ tentacle +22 (agile, magical, reach 10 feet),

**Damage** 2d8+12 bludgeoning plus Grab

**Ranged** ♦ blackfrost ice shard (evocation, occult, range 30 feet), **Damage** 2d6+6 piercing plus 2d6 cold and blackfrost

**Blackfrost Breath** ♦♦ Ilakni breathes out a 60-foot cone of black wind. All creatures in the area take 10d6 cold damage (DC 30 basic Reflex); a creature that fails the save is also exposed to blackfrost (page 76). Ilakni can't use Blackfrost Breath again for 1d4 rounds.

**Blackfrost Ice Shard** A creature struck by Ilakni's blackfrost ice shard is exposed to blackfrost (page 76).

**Constrict** ♦ 1d8+12 bludgeoning, DC 30

**Siphon Mind** ♦♦ (enchantment, mental, occult)

**Requirements** The target creature is grabbed by Ilakni, is helpless, or is willing, and is adjacent to Ilakni; **Effect** Ilakni extrudes a seething forest of tendrils from his mouth to wrap around the target's head. These tendrils

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begin siphoning away the target's mind to make them an empty vessel, ready to be inhabited by Osoyo in the future. The target must attempt a DC 30 Will save.

**Critical Success** The target is unaffected and is temporarily immune to Siphon Mind for 24 hours.

**Success** The target takes 3d6 mental damage.

**Failure** The target takes 6d6 mental damage and becomes stupefied 1, or increases its stupefied value by 1 to a maximum of stupefied 4. If the creature dies as a result of this mental damage, its body remains alive while its mind and soul move on. The body can remain alive without its soul and mind for many years, as long as it is cared for. If Osoyo escapes from its prison, a body in this state becomes animated by Osoyo's will, transforming into an entity with the same statistics as Ilakni but directly controlled by the Blackfrost Whale. If the body is restored to life before this event, this development can be avoided.

**Critical Failure** As critical failure, but 12d6 mental damage and stupefied 2 (or increases its stupefied value by 2, to a maximum of 4).

**Saving Ilakni:** Once Ilakni gains the dying condition, his link to Osoyo is severed. The eerie black tentacles on his body melt away harmlessly, leaving behind several dozen pale scars, and his mind and soul are restored. If he recovers from the dying condition or is saved before death occurs, he awakens as his old, former self with no memories of what happened to him after Etward attacked his group at *Icegate*. He'll need the player characters to tell him what happened, automatically believing them unless they're deliberately antagonistic or give him an obvious reason not to trust them. He thanks them profusely, apologizing for not having anything to offer as a reward, and eagerly wants to leave the site and return home to his sister. He can salvage enough gear from area **B7** to make this trip safely, but if the PCs insist, he won't turn down an escort.

If the party does escort him back home, the trip only takes a week. You can expand this journey and the elves' joyous welcoming of their lost brother's return at your discretion. The player characters can stay with the Ilverani elves as long as they wish, reaping any additional rewards you feel inclined to give them, but the growing menace of their dreams (see Osoyo's Nightmares on page 44) should eventually push them back toward their final goal at the north pole.

If you need statistics for Ilakni once he reverts back to his uncorrupted form, use those for the Ilverani sentinels on page 30.

**Reward:** Grant the PCs 80 XP if Ilakni survives and returns to his people.

## B6. MEDITATION SPIRES

LOW 9

Several of the walls in this hexagonal chamber depict beautiful scenes in what initially appears to be stained glass; closer inspection instead reveals them to be windows of solid, colored ice. The images of elves building astonishing structures or breathtaking works of art inspire a sensation of peace and relaxation in the room.

Once, these chambers were used by the elven priests to meditate and seek inspiration for works of art. A character who ends their turn in any of these rooms feel a growing sense of relaxation, while those who decide to meditate in one can discover their specific uses (see Meditations below). Alternatively, a successful DC 25 check to Identify Magic can deduce the purpose of these chambers.

Several of the colored ice windows (one each in areas **B6a** and **B6d**, and more in areas **B6e–B6f**) have been broken. In area **B6d**, a compacted drift of snow has even formed a stable bridge that can be traversed to reach the High Ice. It's a 400-foot drop to the ground below from the windows in areas **B6a–B6d**.

**Creatures:** A group of four elemental creatures, living blasts of freezing wind known as blizzardborn, recently wandered in from the High Ice to settle in area **B6d**. The elementals are intrigued by the strange ice within, but have been hesitant to explore as long as they feel the presence of Ilakni therein. If Ilakni is slain, it won't be long before the four elementals venture into the temple. If they encounter the party, they attack at once, scandalized by the presence of creatures whose body temperatures are above freezing. A blizzardborn flees out onto the High Ice and does not return if it is brought below 20 Hit Points.

### BLIZZARDBORN (4)

CREATURE 6

*Pathfinder Bestiary* 2 115

**Initiative** Perception +14

**Meditations:** Once the party has defeated (and hopefully saved) Ilakni, Osoyo's presence in the temple abates and Findeladlara's begins to return. At this point, these six rooms can be used to meditate. A single room can be used by only one character at a time, and meditation requires spending an hour quiet and calm within the chamber, during which time the character can take no actions other than to meditate. At the end of this hour, the character achieves insight from Findeladlara and may choose one of the following boons. Once a boon is chosen, that character can't receive meditation boons from these rooms again for 24 hours.



- The character gains insight into the mysteries of the Twilight Speakers. This unlocks the Twilight Speaker archetype (page 78) for that character.
- The character purges afflictions of the mind; if they have the stupefied condition, its value is reduced by 2.
- The character becomes invigorated, removing the effects of fatigue and regaining Hit Points as if they had rested for 8 hours.
- The character bolsters their mind against the influence of Osoyo. For the remainder of this adventure, they gain a +2 status bonus on all saving throws against the effects of their nightmares (page 44).
- The character enters a trancelike state, during which they can send a message to a target's dream, as if they had cast *dream message*.

**Treasure:** While the alcoves in each of the approaches to these six rooms are mostly empty, those just off of area B6f contain a few ancient treasures still, including two *scrolls of raise dead* in a scrimshaw scroll tube, a strand of *greater holy prayer beads*, a *rime jar* (page 77), and two *stars of Cynosure* (page 77).

## B7. ETWARD'S WORKSHOP

A tunnel through the unsettling black ice burrows into an open area within, where what appears to be an abandoned research camp has been set up.

This area is where Etward pursued his experimentations on blackfrost. As with the notes the PCs may have studied in Etward's harvesting laboratory (area A9), a character can spend 2 hours studying the notes hear to learn some of Etward's secrets. Unlike the notes in area A9, Etward wasn't as careful in obscuring them, so they're written entirely in Common.

When a player character learns a secret, choose one from the following or select one at random.

### ETWARD'S WORKSHOP SECRETS

The following secrets can be discovered among Etward's workshop notes.

**1—Blackfrost:** These notes duplicate those found in Etward's lab, but also go into detail about how Etward was researching a method to make blackfrost more transmissible, so it could spread

more swiftly beyond the High Ice. The compulsion to enhance blackfrost in this way was obviously inflicted on him by Osoyo—Etward goes as far as to thank the Blackfrost Whale for the inspiration several times.

**2—Gatewalkers:** These notes grant similar information to those found in Etward's lab, but makes it clear that the PCs accompanied him to the temple and served as his assistants for a time.

**3—Osoyo:** Unlike the notes on Osoyo in Etward's lab, these appear more like prayers than theories. It should become obvious after studying these prayers that Etward sees Osoyo as the most important thing in his life, and he eagerly anticipates the rewards he might gain once the Blackfrost Whale is set free from its prison below the Nameless Spires.

**4—The PCs:** These notes are among the final ones, chronologically, and exhibit Etward's frustrations that he wasn't granted greater powers like those Osoyo recently afforded them, and that he wasn't chosen by Osoyo for the glorious duty of tracking and capturing the last saumen kar, Ainamuuren, for transport to the Nameless Spires. These notes should also fully detail the PCs' deviant abilities, making it apparent that they were granted by Osoyo, but also hinting at even greater powers they were allowed to use that they still haven't manifested yet. The notes also indicate that the party returned here very suddenly, without the sledge they'd left with; Ritalson suspects that Osoyo returned them to this

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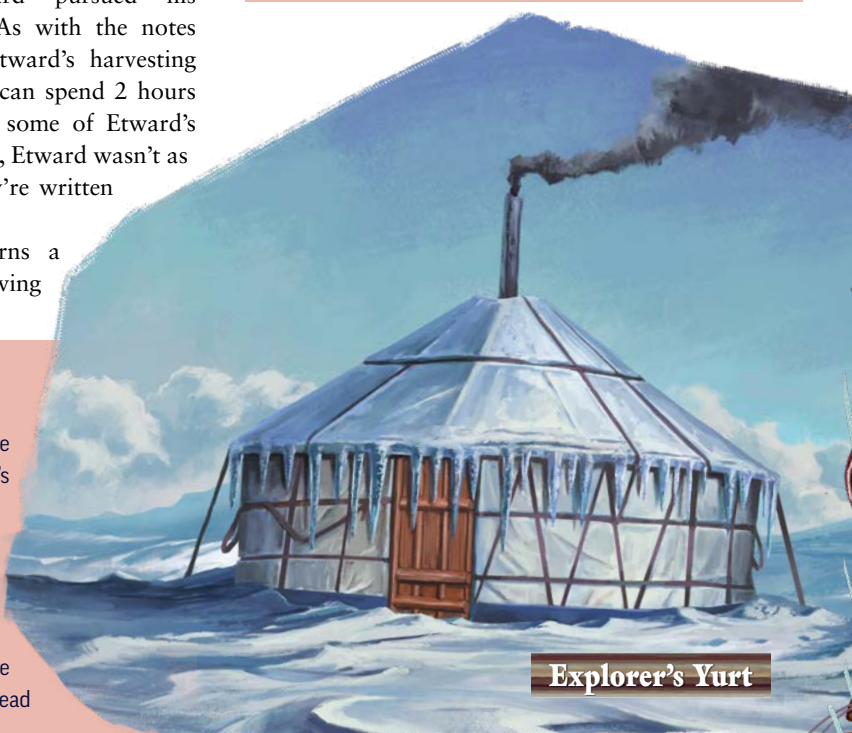
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## EXPEDITION ROUTE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

Icegate Findeladlara Temple The Nameless Spires

125 MILES

location via a teleportation effect once their task was done. The final notes express further frustration at the PCs' refusal to tell Etward what exactly they did at the Nameless Spires, and end with a brief entry describing their collective "dismissal"—Osoyo's release was now under way, thus Etward and the PCs were now to return through the closest *aiudara* and await their rewards.

**Treasure:** Etward allowed the PCs to use his family's *explorer's yurt* on their trip north, but when they returned several months later, he chose to leave it behind here, as he hoped to return to make his own journey to the Nameless Spires.

**Reward:** For recovering the *explorer's yurt*, grant the PCs 40 XP. For each new secret the PCs learn here, grant them 20 XP, for a maximum reward of 80 XP.

## B8. UPPER ENTRANCE

While this door opens with ease, it's not accessible from the south as long as the blackfrost ice remains. North of the site, the bleak expanse of the High Ice stretches onward—proceed with *Across the High Ice* once the PCs are ready to continue.

## Across the High Ice

Once the PCs recover the *explorer's yurt*, they'll have the last thing they need before they set off on their route to the Nameless Spires. Over the next few months, they'll traverse increasingly barren, bleak and frozen landscapes where the only plants are hardy lichens or strange fungi—and even then only rarely. As opportunities to subsist diminish, dangers in the form of brutal weather, treacherous environments, intense cold, and deadly monsters increase. Without the full protection of Osoyo to guide and shield them along the way, this journey will be arduous as it is long.

The route drawn out for the PCs on the map they recovered in Etward's lab is shown on the expedition map above. In all, the journey from the Temple of Findeladlara to the Nameless Spires covers 685 miles. Notes on the expedition map the

PCs discovered in Chapter 1 make it clear that the journey over the ice itself is uncharted territory, and there will certainly be obstacles to navigate along the way. Despite large swaths of the journey being across open terrain, travel over the High Ice is considered difficult terrain due to the exhausting nature of such cold temperatures. The estimated travel time on foot, according to Etward's notes, is 68 days, plus the 5 days travel from *Icegate* to the ruined temple. Skillful survivalist techniques and luck can lower the time, but there's just as many, if not more, opportunities for delays.

With regular use of the *explorer's yurt*, the PCs won't need to worry about shelter and food on this journey, but their travels between camps will put their survival skills to the test.

## UNEXPECTED DEVELOPMENTS

The isolation the player characters face in this chapter and the next can potentially derail the enjoyment of your game, particularly if there's an unexpected development in play, such as a PC's death. The granting of Findeladlara's boon is meant to help prevent some of these unexpected developments.

Keep this in mind as you run these last two parts. In particular, if a PC finds themselves in a situation where they're killed as a result of a poor die roll or bad luck, consider allowing them a sudden vision from their Missing Moment that enables them automatically recover instead of dying, while still gaining the wounded condition as normal. Reminding them of the wisdom of retaining a hero point in case of death can also help prevent an untimely demise and the potential lack of access to spells like *breath of life* or *raise dead* from bringing the campaign to a halt.

Of course, a player whose character perishes may wish to accept this fate, and in such a case you should respect that decision. Introducing a new character in such an isolated region can be tricky—the easiest method is to have the remaining PCs face a Low challenge encounter in which the replacement character can be encountered and/or rescued.



## EXPEDITION PROGRESS

The journey to the Nameless Spires plays out in exploration mode, with a few diversions into encounter mode along the way. While Etward's notes estimate a travel time of 68 days, the player characters can shorten this time through a combination of luck and skill—but likewise, the duration may be longer if they run into unexpected delays. Since the *explorer's yurt* provides food, shelter, and fire, the exact amount of time that it takes them to make it to the north pole is largely cosmetic, as they don't have to worry about running out of supplies as long as they keep the *yurt* safe. If you want to run this expedition as a more difficult logistical challenge, you can remove the *yurt* from the game and require the party to bring along their own resources and shelter—but note that this may not be to the liking of groups more interested in high adventure than fully simulating the ordeals of a 680-mile journey across a frozen continent.

The map of the expedition route shows 34 waypoints, each indicating the distance the party will likely travel in a day under optimal circumstances. It's a 20-mile stretch between each waypoint. Each time the party accumulates 8 Expedition Points (see below), they reach the next waypoint. It can be helpful to share this map with the PCs so they can watch their progress and feel a sense of accomplishment with each waypoint reached, filling in each waypoint to track their relative position on the High Ice.

## THE DAILY ROUTINE

Travel across the High Ice is grueling and counts as an exploration activity. Since travel in temperatures they face causes fatigue, and since characters can't take exploration activities while fatigued, the assumption is that the PCs will spend 8 hours a day taking the Cross the High Ice activity (page 40), 8 hours a day sleeping in the explorer's yurt, and 1 hour a day in their daily preparations. What they do with the remaining 7 hours each day is up to them, but it's easiest to assume those hours are spent eating, relaxing, making minor repairs to and maintaining their travel equipment, and handling any unexpected events or complications that arise during the day.

With the Cross the High Ice activity, each character supports the expedition in a way of their own choosing that, hopefully, aligns with their particular specialties. By attempting one of several skill checks, each PC seeks to earn the party a number of Expedition Points. Whenever the party earns 8 Expedition Points, reduce their accumulated Expedition Point total by 8 as they advance one waypoint north toward the Nameless Spires.

## TEMPERATURE

For the duration of the expedition, the party faces extreme cold (*Core Rulebook* 518) during their overland travels. Winter clothing reduces this to severe cold, and *endure elements* heightened to 5th level provides total protection from extreme cold. Immunity to cold also provides protection, but resistance to cold only reduces the damage and has no effect on fatigue.

For the purposes of this expedition, rather than have them endure relatively small amounts of cold damage every hour (for severe cold) or every 10 minutes (for extreme cold), you can instead have each character take the following damage each time they Cross the High Ice using exploration mode.

Severe cold inflicts 4d6 cold damage (DC 26 basic Fortitude save).

Extreme cold inflicts 16d6 cold damage (DC 26 basic Fortitude save).

You should default to the standard 1d6 per hour (for severe cold) or 1d6 per 10 minutes (for extreme cold) when you switch to encounter mode.

In addition, each day the party will face a potential boon or disaster; how they navigate these events can potentially delay or speed them along their course.

Finally, at the end of each day, the PCs earn 10 XP for each waypoint they reached during the day.

## A DAY ON THE ICE

Take the following steps to play out a day of expedition travel toward the Nameless Spires.

**Step 1—Daily Preparation:** The PCs prepare for their day as normal, pursuing daily preparations in the *explorer's yurt*.

**Step 2—Expedition Progress:** The PCs each take the Cross the High Ice activity to determine how many Expedition Points they accumulate for the day.

**Step 3—Check for Events:** Roll on the Expedition Event table and play out the results; adjust Expedition Points accumulated for the day as directed.

**Step 4—Advance Waypoints:** If the PCs have accumulated at least 8 Expedition Points, spend 8 of them to advance one waypoint on the Expedition Map. Repeat this step as needed until the PCs have fewer than 8 Expedition Points. Grant the PCs 10 XP for each waypoint they advance.

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**Step 5—Rest for the Night:** The PCs set up the explorer's yurt and rest for the night.

**Step 6—Osoyo's Nightmares:** Determine if the PCs are targeted by Osoyo's nightmares (page 44).

## CROSSING THE HIGH ICE

All PCs roll skill checks of their choice to each individually pursue the Crossing the High Ice activity. Up to four PCs can roll to increase Expedition Points—any in excess of four must choose the Assist the Expert option when Crossing the High Ice, aiding another PC's roll to earn Expedition Points instead.

Crossing the High Ice assumes the party is composed of characters with a Speed of 25 feet. Slower and faster PCs can aid or hinder checks made to Cross the High Ice.

**Slower Characters:** For every PC who moves at a speed of less than 25 feet, all checks made to Cross the High Ice take a -1 circumstance penalty, to a maximum penalty of -4.

**Faster Characters:** For every PC who moves at a speed of more than 25 feet (or at any flying speed), all checks made to Cross the High Ice gain a +1 circumstance bonus, to a maximum bonus of +4.

**Unusual Circumstances:** While it's unlikely the PCs will be able to move much faster as a group via spells like *wind walk* or *shadow walk*, it's possible that some (or even all) of the characters will have access to long-term flight or vastly improved speeds or mobility options through rugged, freezing terrain. If the group comes up with a way to significantly speed along their progress for some of them, they treat their Crossing the High Ice roll results as one degree of success better than their actual result.

## CROSSING THE HIGH ICE

EXPLORATION MOVE

You pitch in to help make progress toward the Nameless Spires, spending 8 hours trudging ever northward. Unlike overland travel in less harrowing climates, time spent Crossing the High Ice is fatiguing—by taking many brief rests in the explorer's yurt and managing energy levels, you extend the normal fatigue window for such low temperatures to 8 hours rather than 4 hours. Nonetheless, once your 8 hours spent Crossing the High Ice are up, you become fatigued.

When you Cross the High Ice, choose one of the following methods of travel to determine what skill check you'll roll to determine success. Only four PCs can freely choose from the following options. Any PC in excess of this number must choose to Assist the Expert. Regardless of the skill chosen, it's a DC 26 check.

**Assist the Expert:** Rather than attempt to earn Expedition Points, you attempt to assist others, as if you were Aiding their skill check with your own matching skill.

**Avoid Notice:** You work to hide the party from observation, cover tracks, and take similar steps toward stealthy progress. Unless you have the Swift Sneak feat, your slower speed while sneaking means you count as a slower character (see above). If an encounter event occurs, you can choose to roll a Stealth check for initiative.

**Defend:** You help to bolster the rest of the group by carrying more of the load, taking steps to protect others, and preparing to defend against danger. Attempt an Athletics check to gain Expedition Points. If an encounter event occurs, and if you have a shield, you gain the benefits of Raising a Shield before your first turn begins.

**Investigate:** You bring your knowledge of the region to the fore, advising the rest of the group with helpful tips and pointers. Attempt an Arctic Lore, Labor Lore, Scouting Lore, or a similar appropriate Lore check (with the GM's approval) to earn Expedition Points. If an encounter event occurs, you can Recall Knowledge about something related to the event before your first turn begins.

**Scout:** You bring your wilderness skills to the fore by helping navigate, choosing the easier path around obstacles, sharing techniques to stave off exhaustion, and so on. Attempt a Survival check to earn Expedition Points. If an encounter event occurs, you can choose to roll a Survival check for initiative.

**Support:** You use your skills to help keep equipment in working order, treat minor afflictions and wounds as they arise, help to protect against frostbite, jury-rig temporary solutions to unexpected problems, and so on. Attempt either a Crafting or a Medicine check to earn Expedition points.

**Use Magic:** You use magic to aid in the expedition. Work with the GM to determine if the spells you choose to cast can help, but the combination of spells cast must cover a duration of 8 hours. If you make extensive use of casting multiple cantrips, the amount of time it takes to repeatedly cast the spell slows you down and penalizes the rest of the group's checks as if you were a slower character (see above). Attempt your choice of an Arcana, Nature, Occultism, or Religion check to earn Expedition Points.

**Critical Success** The party earns 2 Expedition Points.

**Success** The party earns 1 Expedition Point.

**Failure** The party earns no Expedition Points.

**Critical Failure** The party loses 1 Expedition Point.



## EXPEDITION EVENTS

After the characters make their checks to Cross the High Ice, roll 1d20 and consult the following table to determine what expedition event, if any, takes place. These events are detailed below and on subsequent pages. Feel free to pick events rather than rolling if a specific choice would make for better drama in play.

### EXPEDITION EVENTS

d20	Result
1-6	No Event
7	Accident
8	Blackfrost
9	Curiosity (frozen elder thing, etc.)
10-11	Monster encounter
12	Shortcut
13-14	Significant obstacle
15	Signs of life (cache or shelter or the like)
16-18	Unusual weather
19	Waking nightmare
20	Yeti sighting

### No Event

Nothing unusual happens during the day.

### Accident

One of the player characters has a dangerous accident! Be it a stumble resulting in a twisted ankle, a deep cut acquired while using a knife for another task, or even a sudden bout of overwhelming despair and fear brought on by the uncaring vastness of the arctic void, one PC, selected randomly, is put in danger. Choose one of the following conditions: clumsy, enfeebled, or stupefied, then come up with a danger that matches that condition. For example, the aforementioned twisted ankle might inflict the clumsy condition, a deep cut might inflict the enfeebled condition, and sudden despair the stupefied condition. That character must attempt a DC 26 saving throw (Fortitude against enfeebling accidents, Reflex against clumsy accidents, or Will against stupefying accidents). On a failure, they increase the associated condition's value by 1 (by 2 on a critical failure). If at least one PC was defending while Crossing the High Ice, the affected character gains a +2 circumstance bonus on this saving throw.

### Blackfrost

Low 9

The PCs come across a swath of blackfrost in the ice—evidence of Osoyo's growing influence. This patch of blackfrost appears as a roughly circular spot on the ice several dozen feet in diameter, which

looks like it's been coated in a thick layer of dark ash. Creatures who aren't immune to blackfrost who enter the area are exposed to the affliction. While the PCs are in no danger and can skirt the blackfrost without impacting their expedition, they run into an extra complication the first time they encounter this event: inside that first patch lies what appears to be the remains of four humans dressed in furs. These are four blackfrost zombies that rise up to attack if anyone approaches within 30 feet. Whether the PCs face more blackfrost zombies in future encounters with blackfrost patches is left to GM discretion.

### BLACKFROST ZOMBIES (4)

CREATURE 6

Page 80

Initiative Perception +10



Strange Obelisk

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## Curiosity

The characters encounter something strange and perhaps unexplainable on their journey. Roll 1d8 and consult the following table for information as to what they stumble across. Each of these curiosities is unique and can't be encountered more than once—feel free to come up with additional strange sights for the group if you wish, but these shouldn't be particularly time-consuming events.

### d6 Curiosity

- 1 **Enormous Footprint:** What first appears to be a small depression in the ice soon reveals itself as an enormous clawed footprint. Where it came from and why there's only one is a mystery, but the implications haunt all who see it. Each player character must make a DC 26 Will save; those who fail take a -2 status penalty on their next saving throw against Osoyo's nightmares (page 44). At the very center of the footprint is a strange stain, which closer inspection reveals to be a completely flattened human adventurer wearing strangely colorful clothing. Most of the adventurer's gear is similarly crushed, save for a single *glove of storing* that still contains a fully charged *greater staff of healing*.
- 2 **Frozen Whale:** The characters come to a strange, toothy whale lying frozen on its side on the ice. If they need food, they can harvest as much meat as they can carry from this perfectly preserved body. A successful DC 25 Nature check to Recall Knowledge identifies the carcass as that of a primeval whale known as a zeuglodon. Lodged in the whale's flank is a +2 *striking wounding spear*.
- 3 **Hibernating Thing:** A dark object seems to be partially buried in the snow ahead. If the PCs investigate, they discover the object to be a strange creature of some sort. This is a hibernating elder thing (page 84). If the party triggers the elder thing's awakening from hibernation, it follows their trail, curious, once it returns to consciousness in 1d4 days. Whether or not it catches up and what it might do when it does is left to you to decide, but at the very least, the party can loot the strange star-shaped stone it clutches in one of its tentacles. A hole through the center of the stone allows it to be worn as a necklace or bracelet, whereupon it functions as a *specialist's ring* (*Secrets of Magic* 190) dedicated to the school of transmutation.
- 4 **Strange Obelisk:** The characters come to a stone obelisk protruding from the ice, which seems to extend down below the surface for some distance. This 10-foot-high stone is carved with runes in Celestial that indicate it to be a site of reflection for several deities associated with the skies above, including Desna, Sarenrae, and several empyreal lords like the Black Butterfly and Pulura. A successful DC 26 check to Identify Magic reveals that the obelisk aids those who camp nearby. If the PCs choose to camp early here, they halve the Expedition Points they've accumulated today, but that night as they sleep, each character is restored to full health, has any clumsy, drained, enfeebled, or stupefied conditions removed entirely, and has their nightmare count (see Osoyo's Nightmares, page 44) reduced by 2, to a minimum of 0. Upon waking, they find the strange obelisk has vanished without a trace.
- 5 **Susurrus in the Wind:** The party hears a strange, faint murmuring sound, almost as if a vast voice were whispering from some distant point. If they pause and focus on listening, they can pinpoint the source of the unsettling noise as coming from a large drift of snow. If the party takes 10 minutes to search the snow drift, they uncover the body of a well-preserved dwarven man, wrapped in furs with his clan dagger lodged so deep in the mouth that the tip is buried in the vertebrae of his neck. This is a +2 *flaming clan dagger*. If the dagger is removed from the skeleton's jaws, the whispers grow loud enough to be understandable for the first time: "...still...so...cold..." before fading forever.
- 6 **Unsettling Mirage:** The player characters witness a glimpse of six towering spires on the northern horizon. Just as quickly as they appear, they fade, but this mirage-like vision of the Nameless Spires bolsters them onward. They gain 4 Expedition Points.
- 7 **Vision of Kadath:** The PCs catch a glimpse of an impossibly tall mountain range that seems to block their route. At the tallest peak stands a single castle that flickers with a light like a distant star. The sight of these mountains is unsettling, and that feeling remains even after a sudden snowy squall passes by and seems to erase the vision from the world. Each PC must attempt a DC 26 Will save. Those who fail have their nightmare count (page 44) increased by 1.
- 8 **Weird Tracks:** The PCs come to a stretch of packed snow on the ice that still preserves a set of tracks and sledge marks. Viewing these tracks gives the PCs an eerie sense of déjà vu. Indeed, these tracks were left by their previous trip across the ice, somehow and unsettlingly preserved for a 300-foot-stretch as if they had just been left an hour ago.



## Monster Encounter

## Low 9

The party is attacked by one of the dangerous denizens of the High Ice! These encounters are suitable for playing on a blank grid, perhaps with a few icy outcroppings or narrow clefts scattered about. Roll on the following table to determine what sort of monster the party encounters.

d20	Encounter	Source
1-4	Blackfrost zombies (4)	Page 80
5-8	Blizzardborn (4)	<i>Pathfinder Bestiary</i> 2 114
9-10	Crownbound constellations (2)	Page 82
11-12	Frost giant with pet frost drake	<i>Pathfinder Bestiary</i> 134, 171
13	Icewurm	<i>Pathfinder Bestiary</i> 2 115
14-16	Remorhazes (3)	<i>Pathfinder Bestiary</i> 280
17-18	Shantaks (2)	<i>Pathfinder Bestiary</i> 3 231
19-20	Yiafinetis (2)	Page 87

## Shortcut

The player characters stumble across a shortcut or otherwise make better time than expected. The party gains 4 Expedition points.

## Significant Obstacle

The party reaches a vast chasm, miles-long cliff, a field of jagged ice, a deep crater, or a similar obstacle. They can divert around the obstacle without risk, but doing so negates all of the Expedition Points earned so far this day. If they wish to push on through the obstacle, each player character must attempt a DC 26 Acrobatics, Athletics, or Survival check of their choice. Each character who fails suffers an Accident (page 41). If more than half the characters fail, they suffer a setback and halve all the Expedition Points they earned this day. If everyone fails, they lose all Expedition Points earned this day, and on the next day they automatically face the same significant obstacle and must choose to either detour around it or try to push through it again. At your discretion, using certain spells might make crossing the obstacle a non-issue—for example, if the PCs have enough *fly* spells to cover the party, they can make it over most obstacles with ease.

## Signs of Life

The expedition comes upon a sign of life in the form of a supply cache, a solidly built snow shelter, or the remains of an old camp sheltered in a cleft in the ice.

These signs of life are not from the PCs' previous expedition (where they had use of the *explorer's yurt* as well), but from other travelers who moved on long ago. If the player characters wish to search the site, they must spend 1 Expedition Point, after which each PC can attempt a DC 26 Perception check. Each PC who succeeds discovers one of the following consumable items, determined randomly: a *greater healing potion*, a *panacea*, a week's worth of rations, a *moderate winter wolf elixir*, or a useful mundane tool or piece of equipment.

## Unusual Weather

The party experiences unusually difficult weather today. Roll 1d6 and consult the following table to determine what sort of weather they face. Once you've resolved the event, attempt the event's flat check. On a failure, the unusual weather event persists for one more day, forcing the party to deal with its effects again along with any other event that might occur. At the end of each day, attempt the flat check again to determine if the weather event continues; for each day that passes, reduce the DC by 2.

Rather than endure the effects of the weather, the characters can always opt to retreat to the *explorer's yurt*, ending their travel day early. Doing so reduces all Expedition Points they would have gained that day to 0 but protects them from the weather effects.

### d6 Weather Event

- 1-2 **Blizzard:** A grueling blizzard descends on the party, buffeting them with wind and snow and reducing visibility to only a few feet. If the PCs choose to push on through a blizzard, they lose 1d4 Expedition Points. After accounting for this, attempt a DC 11 flat check. On a failure, the party drifts off course and must spend the next day correcting it. A day spent correcting course earns 0 Expedition Points. The blizzard ends with a successful DC 9 flat check.
- 3-4 **Cold Snap:** Temperatures drop, exposing the party to incredible cold. A character without protection in this weather becomes fatigued after 2 hours and takes 5d6 cold damage (DC 26 basic Fortitude save) every minute they remain exposed—effectively making it impossible to progress via Crossing the High Ice. The cold snap ends with a successful DC 5 flat check.
- 5-6 **High Winds:** Blustery winds buffet the region. The wind chill isn't enough to lower temperature into the next band, but the force of the wind does slow progress—reduce the total Expedition Points the PCs earn this day by half (rounding down). The high winds end with a successful DC 13 flat check.

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## Waking Nightmare

One PC, selected randomly, endures a daytime nightmare vision from Osoyo. This plays out as detailed in Osoyo's Nightmares (below), but the character gains a +2 circumstance bonus to saves against the effect as they are (mostly) awake when the unsettling vision occurs.

## Yeti Sighting

Low 9

This unusual event escalates the more often it occurs.

**First Sighting:** The first time this event takes place, the player characters merely come across a set of oversized bare footprints in a snowy patch, prints left by a creature much larger than a human. The prints move perpendicular to the expedition route but swiftly fade once they transition to packed ice in either direction. A successful DC 20 Survival check to Track confirms the prints are only a few days old.

**Second and Third Sighting:** The second and third time this event takes place, have each PC attempt a DC 25 Perception check. All of them feel like they're being watched, but those who succeed at the check notice six large figures watching them from an upthrust shelf of ice a mile to the west. If the party detours to investigate, the figures move away at a speed of 35 feet, and the party loses 1 Expedition Point for the distraction. At your discretion, if the party is swift enough, they can force the fourth sighting. A PC who critically succeeds at the Perception check sees the figures well enough to attempt a DC 22 Society check; on a success, they correctly identify the figures as yetis.

**Fourth Sighting:** The fourth and final time this event takes place, the party comes over a rise in the ice to find a group of six yetis standing in their path 100 feet ahead. These yetis have sensed Osoyo's growing influence over the High Ice, and the PCs themselves exude the same aura. If they approach with hostile intent, the six yetis attack. A yeti flees if it is reduced to fewer than 30 Hit Points. Otherwise, the yetis call out to the party in Aklo. If the player characters can't understand them but remain non-hostile, the yetis let them pass and bother them no more.

If the PCs establish communication, the yetis explain that a great evil is growing in the ice, and that the PCs carry this evil in them. They ask for an explanation, but as long as the party doesn't act hostile or insulting, they won't attack. Once they've been given an explanation, the yetis warn the party about what lies ahead, then step aside and allow the party to carry on. The yeti

warnings grant the characters a +4 status bonus to skill checks made to Cross the High Ice for the next 3 days.

These six yetis could show up later in the adventure to save the PCs from a potential total party kill, provided the yetis were won over.

## YETIS (6)

## CREATURE 5

Pathfinder Bestiary 338

Initiative Perception +15

**Reward:** If the PCs can gain the yetis' warnings, grant them 60 XP.

## OSOYO'S NIGHTMARES

Once the gatewalkers use the *aiudara* to travel to the Crown of the World, and with each step they take toward the Nameless Spires, imprisoned Osoyo feels them growing closer. Though the PCs were once important agents to set the mechanics of its freedom in motion, the Blackfrost Whale knows that their unwarranted return could upend its plans; yet, as long as it remains bound in the ice, it can take little action against them.

What it can do, though, is periodically whisper into their dreams and twist them into nightmares.

Each time the party beds down for the night in the *explorer's yurt*, there's a chance Osoyo's mind reaches out to meddle with their slumber. Each night, attempt a DC 19 flat check—the DC of this flat check reduces by 2 each night that passes without a nightmare, then resets to DC 19 after a nightmare occurs.

On a failure, the player characters endure horrific dreams of being trapped for eons in ice, of being eaten alive by immense shadowy figures, or of having their own deviant abilities turn back upon themselves to cause great physical harm. The dreamers understand that these nightmares are promises for the future, and only by leaving the Crown of the World can they escape this doom. Each PC must attempt a DC 26 Will save, with the following results.

**Critical Success** The PC reduces their nightmare count condition (page 45) by 1. They wake feeling vaguely at ease, knowing that what they endured was only a dream.

**Success** The PC wakes feeling haunted and disturbed but suffers no ill effects.

**Failure** The PC increases the value of their nightmare count condition by 1.

**Critical Failure** The PC increases the value of their nightmare count condition by 2.



Yeti Footprint



## The Nightmare Count Condition

The PCs' increasing influence from Osoyo is tracked by the value of a special condition: nightmare count.

The nightmare count condition always includes a value, but can never be higher than 4. A PC takes a status penalty to all saving throws to resist the effect of Osoyo's nightmares equal to the value of their nightmare count. More importantly, as the nightmare count increases, each PC suffers additional penalties, as detailed below.

The nightmare count can only be reduced by sleeping near the strange obelisk (page 42), achieving a critical success when resisting Osoyo's nightmares, leaving the Crown of the World, or enduring the final encounter in this chapter, which removes accumulated nightmare counts entirely.

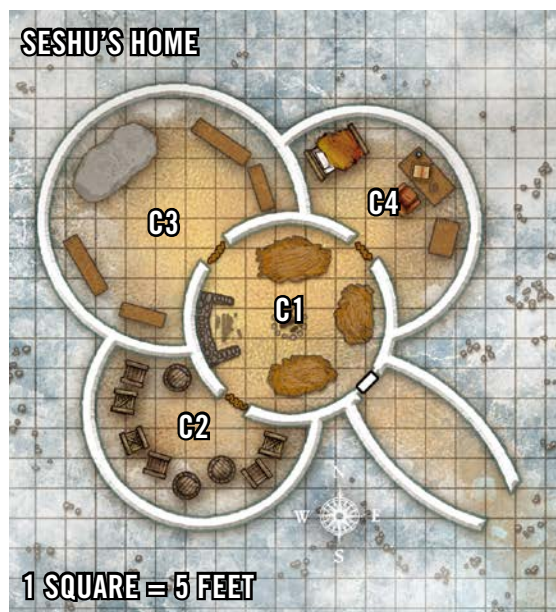
The effects of nightmare count cause increasingly distracting and unsettling hallucinations—strange, sinister whispering sounds that seem to bubble up from the ice, or glimpses of horrific shapes writhing deep below in the ice. These distractions cause the affected PC to take a penalty equal to their nightmare count value to all Perception checks, and to all flat checks made when they use a deviation to avoid the effects of a deviant ability's backlash.

## Into the Dreaming

With the physical demands of a polar expedition and the mental horrors of nighttime visits from an antagonistic alien, the player characters may well begin to feel beaten down and exhausted by their travails and isolation, but not all is bleak and gloom. The closer they get to the Nameless Spires, the closer their companion Snowy Owl gets to her final quest, and the closer the PCs themselves get to a chance for answers to their Missing Moment.

At a point of your choosing during the expedition across the High Ice, Snowy Owl makes an unexpected announcement as the group prepares for the night's rest. You should time this event to occur some point when the party has accumulated almost enough experience points to reach 10th level, regardless of where along the expedition route they might be. Your goal is for them to reach 10th level after this encounter, which awards 120 XP upon completion. If you don't keep track of experience points as you go, then a good point for this chapter's final encounter to take place is the first time they stop to rest after reaching waypoint 24 on the expedition route.

On this evening, Snowy Owl has the following to announce to the PCs. (If Snowy Owl has perished before this point, then it is a mysterious ghostly



version of her that manifests before them to make this offer.)

"Thank you, my friends, for all the aid you've given me. My destiny awaits in the Nameless Spires—I can feel them looming large in my mind's eye even now, just as I know your own answers await you there as well. Many months ago, my grandmother Seshu beheld a dream of her own—a dream that informed her that one of my people would need to undertake a great quest to find a lost god and then carry it to the Nameless Spires.

"I volunteered for this quest, as I suspect grandmother had expected I would, but she wasn't able to tell me what I needed to do when I reached these spires... only that as I drew near, I would know the time would be right to dream of her and learn my true destiny. I see how you carry the weight of lost memories and unsettling dreams as well, and as you have protected and guided me over so many miles, I invite you to come with me on a new journey tonight: a journey into a dream. A journey to meet my grandmother. I fear this might be the last time I will be able to speak to her, but I also know she has great power and wisdom and will be able to help us all. So... please, will you come with me into the Dreaming this night?"

If they refuse to join her, Snowy Owl does her best to convince them, but if they remain adamant, she sadly shrugs, says that she understands, and proceeds to bed down as normal. At some point during the night, though, she vanishes—lost to her dream. When they wake, the player characters see her footprints heading off alone to the Nameless

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Spires. Try as they might, they'll never quite catch up to her. Her fate in this case is detailed in the next chapter.

### ENTERING THE DREAM

In order to enter the Dreaming, as Snowy Owl calls it, the PCs need do nothing more than fall asleep within 30 feet of each other and Snowy Owl—an easy enough task in the *explorer's yurt*.

Once they're all asleep, they "awaken" together on an unknown shore near a frozen ocean. They stand on the outskirts of a small village full of low, dug-in shelters built of sod and whale bone with animal skin doors. Snowy Owl accompanies the PCs, alongside a small, actual snowy owl, which is a manifestation of Ruun. She leads them into the village, which she reveals is her hometown, Aaminiut. If asked why no one else appears to be in the village, she answers, "Because they're all asleep in their homes."

Snowy Owl leads them to a larger building near the village center, a partially raised structure consisting of three 40-foot-diameter domes merged into a vaguely clover-shaped hill. Snowy Owl leads them into this building (use the Seshu's Home map, page 45), telling them that this is her Grandmother's home.

The building itself consists of four rooms, each dug 10 feet into the frozen earth and insulated with animal furs. Area C1 is a central living and eating room that contains a small fire pit; a hole in the roof directly above this fire releases the smoke. Area C2 is a storeroom for food and supplies. Area C3 is partially a shrine devoted to Seshu's shamanistic beliefs, but also something of a museum devoted to the legacy of the saumen kar. Area C4 is Seshu's personal quarters and bedroom.

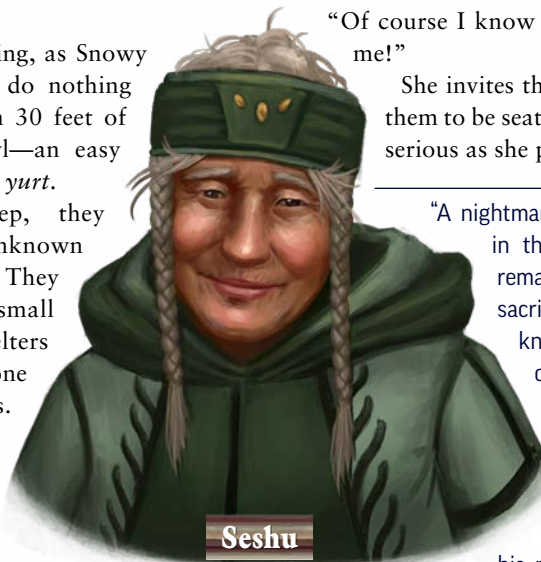
Seshu herself greets her granddaughter with open arms and tears of joy, referring to her as Sakuachi. Snowy Owl gently corrects her with "I'm Snowy Owl now, grandmother," to which Seshu immediately adjusts gracefully with "Of course you are, my Snowy Owl! Now, tell me about your friends!"

Give the player characters time to introduce themselves. Seshu is respectful and curious, and she'll ask each of them a question about their goals or past and use their answers as a chance to offer compliments and accolades as appropriate.

Once introductions are over, Snowy Owl tells Seshu, "We're dreaming. We're close to the Nameless Spires, Grandmother, and it's time for you to tell me what I must do." Seshu smirks playfully in response.

"Of course I know we're dreaming. Come with me!"

She invites the group into area C3, asking them to be seated. Her demeanor turns more serious as she prepares to speak.



"A nightmare not of this world lies frozen in the ice below us, where it has remained imprisoned through the sacrifice and vigilance of a people known as saumen kar. Today, only one yet lives. His name is Ainamuuren, and when he is no more, the nightmare will be freed. He knows this, knows he is the last of the saumen kar, and so he shared with me his people's legacy and showed me what must be done should the nightmare stir

once more.

"And now it does more than stir, it quickens in the ice. It uses portals and promises of power to trick others into engineering its freedom. And now Ainamuuren has been taken, bound to the very temple in the heart of the Nameless Spires his people once built as a tomb over the nightmare's grave. A tomb they bolstered with the sacrifice of their own god.

"This is your destiny, Snowy Owl. The god you carry in your soul must become the new lock to the nightmare's cell once Ainamuuren is no more. Those you travel with can be trusted to escort you to the First and Last Temple of Aqakaru, the Snow Mother of the saumen kar, where the nightmare must once more be contained. They know the route well. They were all there, after all, when Ainamuuren was taken."

At this point, with a sudden rush, all of the player characters' lost memories from the Missing Moment come rushing back. Each PC must attempt a DC 26 Will save. Those who fail become stupefied 1 from the disorienting memories, but no matter the result, they all recall details of how they, in a trance like state under the control of Osoyo, played their part in capturing Ainamuuren and dragging him to the Nameless Spires, where they left him with agents of the Blackfrost Whale. What has become of the last saumen kar, they do not know, yet Seshu notes that the nightmare (whose name she confirms only once to be Osoyo) has not yet fully been set loose on the



world. Thus, some part of Ainamuuren yet survives. If Ruun can be delivered to the temple before it's too late, the nightmare's tomb will become bolstered anew.

When the player characters have recovered from the sudden rush, Seshu offers them her condolences and support at realizing they have been manipulated by Osoyo. She then commends them for all they have done to try to set things right. Use this chance to fill the party in on any missing details they may still have, but the most important thing is that they should now have a clear task: to escort Snowy Owl to the Nameless Spires, whereupon Ruun will reveal to them the final steps they must take to return the Blackfrost Whale to its prison.

Give the characters time to speak with Seshu, but remember she's not all-knowing. She trusts that Ruun will guide them when they reach the spires and the temple at its heart, and she also confirms that the deviant powers they possess are indeed the echoes of gifts granted by Osoyo during the Missing Moment that allowed them to overpower Ainamuuren and drag him to his doom. The shaman cites dreams and visions for much of her knowledge, and also confirms that, while the village surrounding them is a dreamscape, she is very much here. She offers to provide spellcasting services to them to help them recover from any long-term afflictions and wounds she's capable of helping with, a promise she fulfills at once with a wave of her hand, restoring each character to full health and removing any lingering diseases, poisons and the following conditions: clumsy, drained, enfeebled, fatigued, and stupefied.

**Treasure:** Seshu can offer one more benefit to the party—she can infuse a weapon or piece of armor with magical power simply by touching it, drawing upon her own skill and the latent powers within the surrounding dreamscape. As she infuses items, the dreamscape itself shrinks in size—once she's infused a weapon or armor for each PC, the dreamscape encompasses only the interior of her home. If a character chooses to enhance a suit of armor, they can choose one of one of the following runes: *energy-resistant*, *invisibility*, *resilient*, or *greater slick*. If a character chooses to enhance a weapon, they can choose one of the following runes: *corrosive*, *flaming*, *frost*, *shock*, or *thundering*.

**Reward:** For recovering their memories, grant the PCs 80 XP.

## INVADERS FROM BEYOND

## MODERATE 9

Once the characters recover, have their questions answered, and receive their treasures, a strange sound,

almost like the ripping of wet leather combined with grinding stone, tears through the dreamscape. Seshu flickers and fades a moment, and then grows fearful, warning them that they've lingered in the Dreaming long enough—the nightmares they've been having have drawn the attention of predators from beyond the wall of sleep. She manages to warn the party that they must defeat these “dreamscrapers” before they can wake, then vanishes entirely, forced from the dreamscape as another thunderous ripping sound echoes through it.

**Creatures:** The four creatures attracted to the shared dream are supernatural predators known as dreamscrapers. Appearing as floating, maggot-like abominations, the dreamscrapers appear in the room as though ripping through holes in reality. They attack immediately. The holes they create seal right away, and the resulting fight is to the death. If the player characters defeat the four dreamscrapers, they'll wake from their dream back in the *explorer's yurt*, the wounds and resources expended in their dream battle lingering and expended in reality.

## DREAMSCRAPERS (4)

## CREATURE 7

Page 83

**Initiative** Perception +15

**Reward:** As the party awakens, the memories unlocked by their visit to the Dreaming have an additional effect—more of their deviant abilities awaken as well. At this point (or as soon as the PCs reach 10th level, if this encounter wasn't enough to level them up), each PC gains either the level 10 feat associated with their abilities' classification, or the Greater Awakened Power feat (*Pathfinder Dark Archive* 100), whichever is more relevant. At the same time, each PC's nightmare count condition is removed and, just as they are immune to blackfrost affliction, they can no longer be affected by Osoyo's nightmares.

## Concluding the Chapter

This chapter draws to a close once the PCs gain first sight of the Nameless Spires, but the clash with the dreamscrapers can potentially serve better as a narrative climax for the expedition, especially if the characters have accumulated enough Experience Points to reach 10th level. In this case, when the PCs wake from their strange dream, they'll find themselves to have been mystically transported to within a day's travel of the Nameless Spires—one final gift from their ally Seshu to speed them on their way to their ultimate destiny at the north pole.

# DREAMERS OF THE NAMELESS SPIRES

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## CHAPTER 3: WHISPERS FROM THE ICE

The party's first sight of the Nameless Spires signals the imminent end to their expedition north and should evoke feelings of awe and fear. The six monolithic towers surrounding the ruins are visible first, jutting from the horizon like dark gray horns. Once, these towering cones of gray stone stretched 2,000 feet into the sky and tapered to a point; today, three of the six have crumbled down to uneven heights of 1,500, 1,000 and 800 feet, respectively. The size of them belies the distance from which they were first spotted, distorting the perception of how many miles remain before the travelers reach the ruins themselves.

As the party draws closer, it becomes clear that one spire is noticeably darker than the others. At its base, this spire (the closest to the party on their approach) shifts from gray to black. Closer still, the cause of the change becomes clear: great vortices of wind laced with what looks like black ash curl around the spire, painting it darker and darker at a slow but inexorable pace. This is a manifestation of the complex rite Queen Equendia leads as she prepares the spires to transform the entire ruin into an immense portal anchor. If completed, this anchor will allow Osoyo to extend his influence through *aiudara* on every world.



Nestled within the six spires, the city comes into view only as the group draws within a dozen miles of it. Its stone structures are much smaller than the spires themselves but no less strange in appearance. Domes, twisted towers, and angular facades clash and compete for the viewer's attention. These buildings are made of a strange, dark-green stone, and the twisting streets between are paved in massive slabs of gray basalt. At the city's heart, looming 500 feet over the ruined buildings around it, stands a giant hexagonal pyramid, though it's still dwarfed by even the most damaged of the city's spires. This, as Seshu said, is the First and Last Temple of Aqakaru, the Snow Mother.

## The Nameless Spires

When the gatewalkers first spot the ruins, a sense of *déjà vu* washes over them. Those who followed Snowy Owl into the Dreaming should know exactly why, while those who didn't should know based on Ritalson's notes that they've been here before. Though the memories of their previous visit are still vague (as memories from dreams often are), they're distinct enough to know two things—the name of the temple, and that the darkening of the spire is a new development. Whatever's happening, it's recent, and that alone should attract their attention.

### RUUN SPEAKS

When the PCs first spot the Nameless Spires, they recall the name of the central temple, and memories of their previous visit flood their minds. However, before they can begin to unpack those memories, Snowy Owl steps forward and announces that Ruun has something to say. A moment later, she rises a few feet into the air, suspended by ghostly wings and surrounded by wisps of faint energy that evoke the shape of a great owl. When she speaks, it is with a deep, ancient voice—the voice of Ruun himself. (If Snowy Owl has been killed, then a ghostly manifestation of her and Ruun appear to deliver this message.)

"You gaze upon the Nameless Spires, and I gaze upon my future tomb. Know that, long ago, before the sky struck the world, I stood at Aqakaru's side. Her people worshipped her here, called her the Snow Mother, and when they discovered the Blackfrost Whale buried deep below, they built this city above its tomb to keep it in place. Aqakaru died to keep the Blackfrost Whale entombed, but the power of her sacrifice has waned. You must bring me to my mother's temple. There I shall renew her sacrifice with my own—but first, we must ensure that the Blackfrost Whale's whispers are, at least for the time being, silenced."

Snowy Owl then descends back to the ground, tears in her eyes. She confirms what she feared, that her quest has been to bring Ruun here to sacrifice him to keep Osoyo imprisoned. She quickly wipes her tears, though, and is ready to proceed, not worried what Ruun's loss might mean for herself.

### EXPLORING THE NAMELESS SPIRES

When the party reaches the Nameless Spires, two sites should command their attention—the slowly blackening spire at the city outskirts (area **D**) and the hexagonal pyramid (area **E**). Now and then, the PCs spot gusts of wind laced with ash blowing from the temple to the spire, as if directing strange energies to the spire itself; this is a physical manifestation of Osoyo's

## CHAPTER 3 SYNOPSIS

The party reaches the Nameless Spires at the north pole of the world, where they witness the awful ramifications of the Missing Moment on others. Once they make their way through the ruins to the First and Last Temple of Aqakaru, they'll face final battles and trials before they can confront a corrupted Ainamuuren and, with a bit of luck and skill, force Osoyo back into slumber beneath the ice once more.

## PRIMARY OBJECTIVE

Determine Snowy Owl's ultimate fate and return Osoyo to his icy prison.

## PLOT BEATS

The party should learn these details throughout this chapter:

- Their actions during the Missing Moment sealed Ainamuuren's fate; the last of saumen kar is doomed.
- Osoyo can be returned to his prison only through a sacrifice from Ruun.

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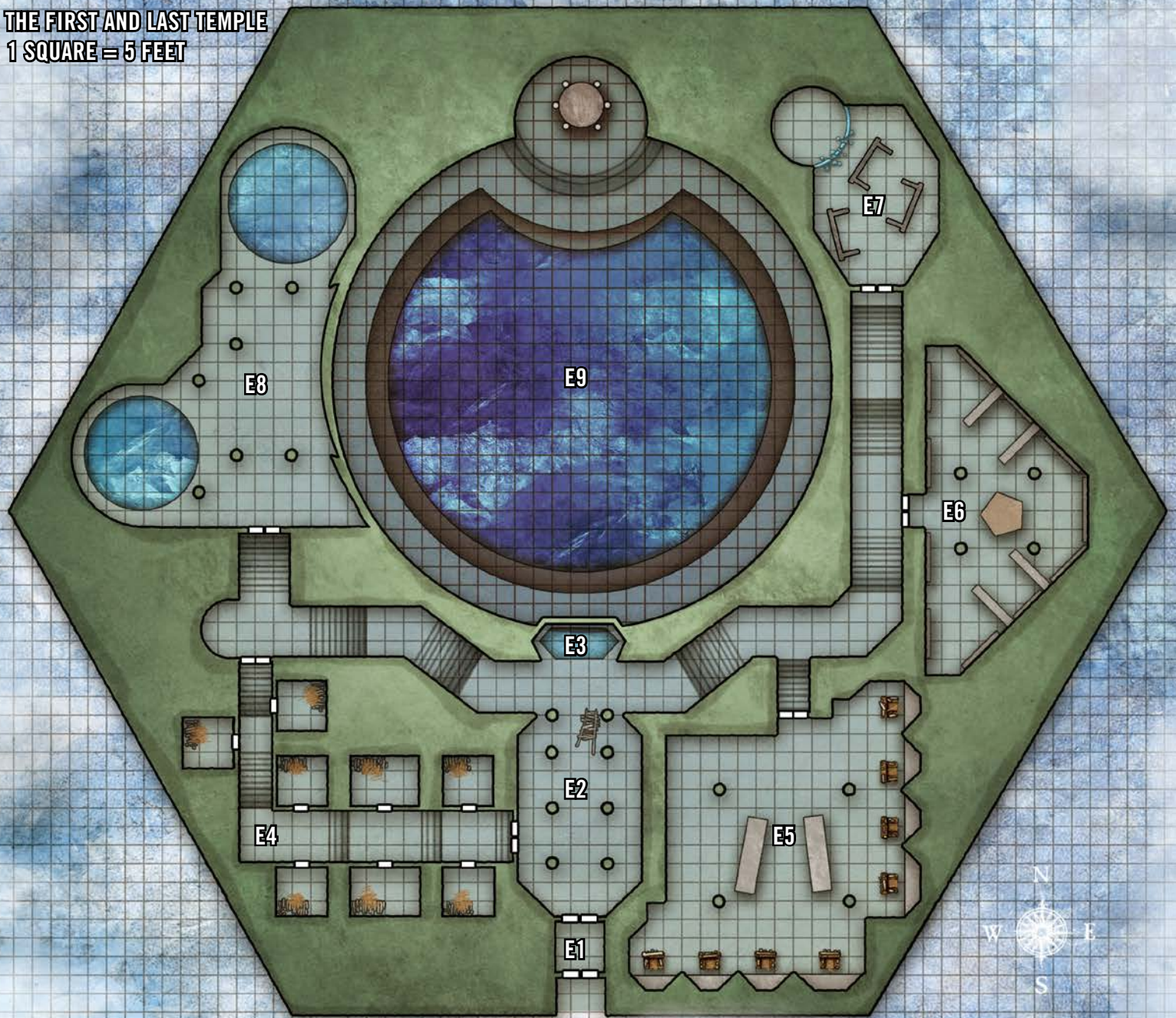
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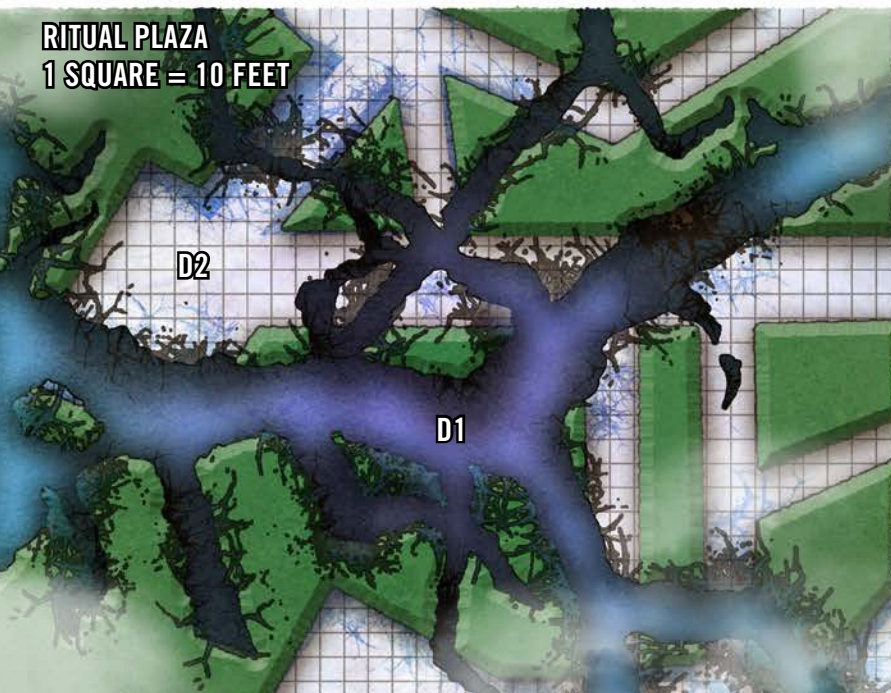
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THE FIRST AND LAST TEMPLE  
1 SQUARE = 5 FEET



RITUAL PLAZA  
1 SQUARE = 10 FEET



THE NAMELESS SPIRES  
200 FEET





dreams, and the raw material Queen Equendia is using to transform the spire. Before the party can safely enter the temple, they must put a stop to the ritual being performed at the spire. However, there is no need to rush. Whether they travel directly to the temple or spire, or take their time to explore, the abandoned city itself has a few revelations and dangers to share.

The buildings that loom over the city's streets have been open to the elements for eons—no doors remain in these structures, and anything that once lived within has long gone. The city itself is largely abandoned, but if the PCs insist on exploring the smaller buildings, this is an excellent opportunity for you to expand this adventure with encounters of your own design.

### Blackfrost Rifts

Three areas of the city have been riven by blackfrost rifts, as indicated on the city map. These fissures formed during Earthfall and are where Osoyo's toxic dreams drifted upward from below. The rents have remained stable in the ten thousand years since they first formed but are also dangerous. An unsettling wordless whispering constantly issues from them, though it can barely be heard at a distance. However, to one standing at a fissure's edge, the whispering sounds like the wind itself is trying to speak. These whispers, the blackfrost caking the fissure edges, and the depths themselves are dangerous. See area **D1** for full details on the dangers posed by the blackfrost rifts.

## The Blackfrost Spire

After abandoning Skywatch during the Missing Moment, the scholar queen Equendia led her people north into the Crown of the World. As they traveled, many succumbed to the elements, starvation, and monstrous predation, but when they did, they rose as blackfrost zombies who continued the march. By the time she reached the Nameless Spires, only Queen Equendia still lived. Osoyo rewarded her tenacity by transforming her into a blackfrost ice mummy, and she now leads a small army of the undead.

Unlike most who were used by Osoyo during the Missing Moment, Equendia and her people were not returned to their homes. In fact, their true purpose in serving the Blackfrost Whale began after the Missing Moment ended. Using occult energies harvested from Osoyo's dreams and augmented with Ainamuuren's legacy as the last of the saumen kar, Equendia has led her undead legion in a constant ritual prayer at the foot of one of the spires. This process of infusing the spire with blackfrost has been ongoing for the entirety of this Adventure Path and is only now, as the PCs arrive, about to completely transform the

spire. Once this spire is done, though, its infection will spread quickly to the other five, and, as Osoyo emerges from his frozen tomb, it won't be long after that the spires will be used as an enormous portal linked to the entire *aiudara* network. Or so Equendia hopes. If the PCs can disrupt this rite, they will not only prevent this doom from coming about but open the way to the Temple for a final confrontation with Osoyo.

### D1. BLACKFROST RIFT

A fissure splits the ground, cleaving streets and structures alike. The edges of the fissure seem infected, crusted with dark ash, and appearing porous compared to the surrounding terrain. Within, the fissure drops away to darkness. Unsettling sounds—almost whispers—drift up from these inky depths on cold blasts of wind.

The most extensive network of blackfrost rifts in the ruins radiate out from here, and those who traverse the area must negotiate the rifts' perils.

**Blackfrost:** The swaths of black on the map show areas where blackfrost radiates out from the fissure. Any character who steps into this area becomes exposed to blackfrost.

**Deadly Fall:** A character who falls into the rift itself (shown on the map as a dark gray region) plummets 150 feet, taking 75 damage from the fall. It's a DC 25 Reflex save to Grab an Edge to prevent the fall and a DC 25 Athletics check to climb up the fissure's rough walls.

**Whispering Lure:** While the danger and potency of Osoyo's whispers is much less today than it was when Earthfall first created these rifts, it's far from safe. Originally, these whispers offered supernatural psychic power in return for loss of autonomy, similar to what the PCs endured during the Missing Moment. Today, the effect is muted—any character who begins their turn within 10 feet of the blackfrost or a rift must attempt a DC 27 Will save. Player characters within a chasm (such as those unfortunate enough to fall into it) take a –2 penalty to this save. The whispering lure has the emotion, mental, and occult traits.

**Critical Success** The PC is unaffected and is temporarily immune to the whispering lure for 24 hours.

**Success** The PC is unaffected.

**Failure** The PC understands vague promises offered in the words. These distracting whispers cause the PC to become stupefied 1 for 1 minute.

**Critical Failure** As failure, but the stupefied condition persists for 24 hours.

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## D2. RITUAL PLAZA

## SEVERE 10

This large square plaza has crumbled along one edge into a chasm, while ribbons of black ash infuse the remaining street entrances. One of the ruins' immense spires looms high above the plaza just beyond the chasm. Swirls of wind laced with black ash periodically drift through the plaza to gyre up along the sides of the towering monolith, while the stones of the plaza itself are littered with dozens of bodies that appear to be frozen to the ground—bodies that continue to twitch and chant, despite being obviously dead.

**Creatures:** Equendia leads her blackfrost dead in a ritual here. Most of the blackfrost zombies who were once citizens of Skywatch are now little more than the twitching, chanting husks frozen to the ground, transforming the entire plaza into difficult terrain. Of these, only six remain mobile—and by the time Equendia finishes the ritual, even these will be forever frozen to the plaza stones.

Queen Equendia herself stands near the edge of the plaza nearest the spire, leading the chant that infuses it with blackfrost. She and the remaining six zombies are focused on the ritual and take a  $-4$  penalty to Perception checks made for initiative if the player characters strike without giving them time to react. Even if the party calls out to her, Equendia has little interest in speaking. She attacks on sight, ordering her zombies to engage the PCs in melee while she activates her *cloak of the bat* so she can fight from above using her bow or spells. If they refrain from alerting the undead (or after a fight here concludes), a successful DC 25 Occultism check or DC 29 Arcana or Religion check to Recall Knowledge is enough to deduce what Equendia was attempting to do with her ritual.

### EQUENDIA

### CREATURE 11

UNIQUE NE MEDIUM COLD MUMMY UNDEAD

Female blackfrost ice mummy (page 80, *Pathfinder Book of the Dead* 131)

**Perception** +21; darkvision

**Languages** Common, Elven, Dwarven, Hallit, Necril, Skald

**Skills** Arcana +20, Astronomy Lore +20, Athletics +22, Deception +22, Occultism +22, Survival +21

**Str** +7, **Dex** +4, **Con** +5, **Int** +5, **Wis** +4, **Cha** +7

**Snow Vision** Equendia ignores the concealed condition from falling snow.

**Items** *cloak of the bat*, +1 striking composite longbow (20 arrows)

**AC** 31; **Fort** +22, **Ref** +21, **Will** +21

**HP** 175, negative healing; **Immunities** cold, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

**Great Despair** (aura, emotion, enchantment, fear, incapacitation, mental, occult) 30 feet. Living creatures are frightened 1 while in Equendia's great despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave it. When a creature first enters the area, it must succeed at a DC 27 Will save (after taking the penalty from being frightened) or be paralyzed for 1d4 rounds. The creature is then temporarily immune for 24 hours.

**Speed** 20 feet

**Melee** ♦ fist +24 (agile, magical), **Damage** 2d8+13 bludgeoning plus 1d6 cold and blackfrost rot

**Ranged** ♦ composite longbow +22 (deadly d10, propulsive, range 100 feet, volley 30 feet), **Damage** 2d6+13 piercing

**Occult Innate Spells** DC 30; **6th** dominate; **5th** command, subconscious suggestion, tongues; **4th** glibness, suggestion; **3rd** enthrall (at will)

**Blackfrost Rot** (cold, curse, disease, divine, necromancy) As blackfrost (page 76), but DC 30.

**Frozen Breath** ♦♦ (cold, concentrate, divine, evocation) Equendia exhales a 60-foot cone of icy shards that deal 6d6 cold and 6d6 slashing damage (DC 30 basic Reflex save). She can't use Frozen Breath again for 1d4 rounds.

**Hissing Command** ♦ (auditory) Equendia utters a swift command in Necril to strike at adjacent enemies. Any blackfrost zombies within 30 feet can use a reaction to attempt a melee Strike.

**Invasive Blackfrost** If a PC is critically hit by any of Equendia's Strikes, the wound takes on an unnerving blackened appearance, as if from advanced frostbite or charring. For the next 24 hours, the PC is no longer immune to blackfrost.

### BLACKFROST ZOMBIES (6)

### CREATURE 6

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**Initiative** Perception +10

**Development:** Once Equendia is destroyed, the eerie wind infusing the spire fails. All blackfrost zombies in the plaza slump to the ground, reverting to frozen corpses. A moment later, the constant whispering from the nearby blackfrost rift grows thunderous, and all creatures within 200 feet of area **D2** must attempt a DC 27 Will save against the whispering lure (see area **D1**). At the same time, cracks radiate along the spire's towering length. While they look ominous, moments later it becomes obvious that they're layers of blackfrost hardening into flakes that begin falling like black snow. For the next hour, this "black snow" swirls within the Nameless Spires, obscuring vision and making creatures concealed at a distance of more than 60 feet. While this black snow leaves a layer of what looks like ash over the ruins, it lacks the power to inflict blackfrost.



## The First and Last Temple

The goal of the gatewalkers—and the site of this adventure path’s climax—is the hexagonal pyramid known as The First and Last Temple of Aqakaru, but before the PCs can easily explore the site, they’ll need to defeat Equendia at area **D2**. Until the ritual she’s performing is disrupted, the entire temple is sheathed in a shimmering field of what looks like roiling sheets of wind laced with black ashes. Contact with this wind exposes a creature to blackfrost—even those who are normally immune to it, like the PCs—and also functions as a *wall of force* that immediately repairs damage done to it at the end of each round. Even casual observation is enough to note that the shell of wind appears to be welling up around the temple’s base, flowing up its sides to the apex point 500 feet above, and then curling off in an airborne river of wind toward the spire at area **D**. A PC who succeeds at a DC 27 check to Identify Magic figures out the shell is a physical manifestation of Osoyo’s dreams, realizing it can be disrupted at the spire toward which the wind flows.

Once Equendia is destroyed and her ritual ended, this shell fades and the player characters can enter the temple with ease (provided, of course, they can handle the devious trap that wards its only entrance at area **E1**).

### TEMPLE FEATURES

The First and Last Temple of Aqakaru (referred to hereafter simply as “the temple”) is largely a solid mass of stone blocks, stacked high and covered with plates of black basalt. Within, the walls are masonry and often carved with images of saumen kar priests performing rituals devoted to a vaguely humanoid form made of snow and ice—a figure that, on sight, the PCs instinctively recognize as the dead goddess Aqakaru. The carvings on these walls provide a fair number of handholds, so it’s just a DC 15 Athletics check to climb them.

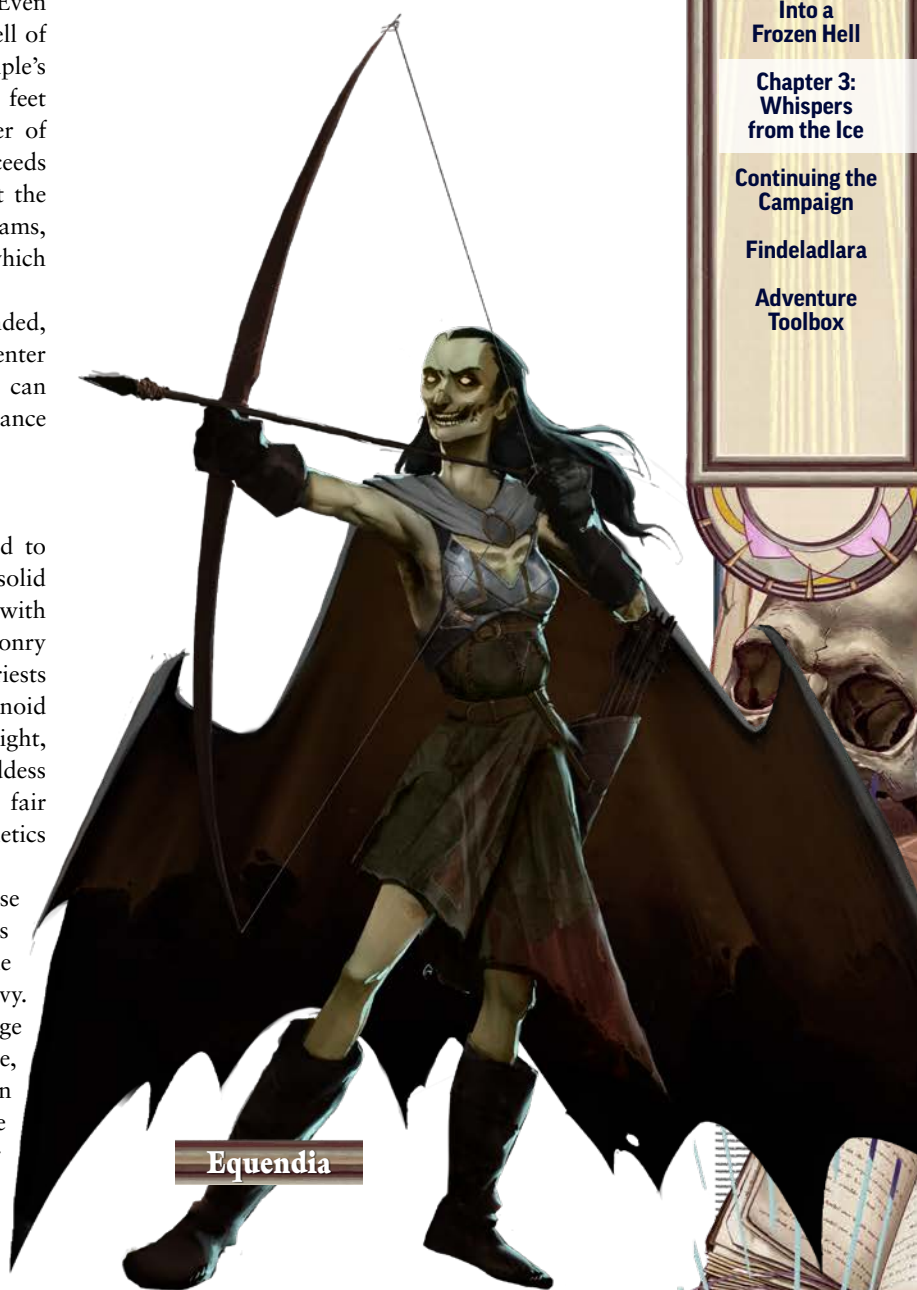
The temple interior is unlit unless otherwise mentioned in the text. Ceiling heights in halls average 25 feet, but rise to 50 feet in most of the rooms. The doors are made of stone and quite heavy. While none are locked, they’re sized for Large humanoids. For a Medium or smaller creature, opening or closing any of these doors is an activity that takes three actions to complete. The temperature inside the temple is much warmer than the surrounding environment and holds at the category of mild cold—never quite rising above freezing but almost balmy compared to the temperatures outside.

As the temple is situated over Golarion’s north pole, north technically points toward the middle of area **E9**. However, a compass rose still appears on the map for ease of use.

### E1. ENTRANCE

**MODERATE 10**

This short hallway at the base of the hexagonal pyramid ends at an immense set of stone double doors. Handles are carved directly into the doors and positioned at a height of six feet, driving home the impression that creatures twice the size of a human built this place.



Equendia

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**Hazard:** Due to their time beneath the shell that protected the temple through Equendia's ritual, these giant double-doors have become poisoned by Osoyo's dreams.

### DREAM-POISONED DOOR

### HAZARD 12

MAGICAL TRAP

**Stealth** DC 35 (master)

**Description** Eerie shapes manifest within the doorway as it's opened, conjuring a group of four animate dreams into being.

**Disable** DC 30 Occultism (expert) to concentrate on the eldritch energies and diffuse them through meditation, DC 35 Thievery (master) to scratch warding runes along the door's hinges and block dreams from manifesting, or *dispel magic* (6th level; counteract DC 30) to counteract the trap

**Manifest Dream Guardians** ⤿ (conjunction, occult) **Trigger**

The door is opened; **Effect** A group of four animate dreams manifest in the area just beyond the door. These four animate dreams each appear as vaguely whale-shaped but human-sized masses of tendrils. They swim through the air and attack the intruders at once, fighting to the death and pursuing any who flee the temple.

### ANIMATE DREAMS (4)

### CREATURE 8

*Pathfinder Bestiary* 2 18

**Initiative** Perception +14

## E2. GRAND HALL

## MODERATE 10

Two rows of stone pillars support the sixty-foot ceiling of this large hall. A stone door is set in the wall to one side, while further down sits a large, abandoned sledge, its top heaped with ropes and canvas sheets. Additional pieces of arctic travel and exploration gear lie in discarded heaps around the sledge.

The sledge looks well-used. An examination of it reveals that whatever it was used to transport was tightly wrapped in canvas and rope and left behind a fair amount of white fur. Of course, this is the same sledge the PCs used to take Ainamuuren across the ice after they captured him with Osoyo's powerful psychic gifts. As soon as the PCs get a chance to look the sledge over, they all realize this.

**Creatures:** Before the party can more thoroughly examine the sledge (and the gear they left behind—see Treasure), a pair of hungry supernatural predators, lured into the region by Osoyo's dreams, attacks them. These two niliths were shifted from the Dreamlands into the Temple by the distant alien entity that

controls them (not Osoyo) after it took note of the curious distortions the Blackfrost Whale's awakening had caused to the boundaries beyond sleep. Once the niliths arrived, however, they found nothing to feed upon, and without a way to return, they've grown quite hungry.

The niliths are invisible and cling to the pillars near the sledge at a height of 20 feet, hoping the materials within will function as a lure. As soon as the player characters come within 10 feet of the sledge, they're in range for the niliths to attack. The niliths roll *Stealth* for initiative and cast *confusion* on different player characters during the first round of combat. On the second round, they cast *invisibility* on themselves to hide and reposition while the (hopefully) confused PCs wreak havoc on one another. On the third round, they cast *blink* and move in close to engage in melee thereafter. A nilith reduced to fewer than 40 Hit Points turns invisible and flees further into the temple, but it won't be long before they ambush the PCs again—this time fighting to the death.

### NILITHS (2)

### CREATURE 10

*Pathfinder Bestiary* 245

**Initiative** Stealth +21

**Treasure:** The sledge isn't the only familiar object the PCs find here. Near it lie several discarded magic items—gifts given by agents of Osoyo who met the player characters at the temple of Findeladlara a day before they set off to capture Ainamuuren. Osoyo had them discard these treasures here before it transported the PCs back to Etward in the south but has done nothing with them since. There should be one treasure for each PC, and each should recognize the item they used during the Missing Moment as theirs. For each character, pick a 10th-level permanent item that would be significantly useful to them but avoid handing out items that would duplicate similar items they already possess». Good choices for spellcasters are any of the greater school-based staves or a *wand of widening* (4th). Good choices for non-spellcasters include worn magic items (particularly something like a *greater ring of cold resistance*).

## E3. ICY DESCENT

A swath of blackfrost cakes this fifteen-foot archway, while strands of what look like black, frozen spiderwebs stretch across the opening, partially obscuring the view of the trapezoidal alcove beyond—an alcove with a clear ice floor.



The blackfrost that cakes this entrance is particularly potent and can affect the PCs even though they're normally immune to it. The "webs" of blackfrost can be cut or burned away with ease, but a creature who does so while adjacent to the entrance must succeed at a DC 25 Reflex save to avoid having any of the potent blackfrost contact them.

At first glance, the chamber beyond seems to hold no other secrets, save for the transparent floor in the alcove. Made of magical ice with the consistency and strength of stone, a character who looks through the floor is treated to a vertiginous sight—a tight shaft dropping thousands of feet into the depths of the icy continent.

This ice "floor" is actually a magical lift which serves as the only physical entrance to area **E9**, located 2,000 feet below the rest of the temple. A DC 25 Perception check made while examining the room is enough to note the scrapes along the wall of the shaft (visible through the clear ice) that suggest that the floor can be made to descend. A successful DC 25 check made to Identify Magic reveals the room's nature as an elevator while also suggesting that clues on how to activate it might be found elsewhere in the temple. A critical success to Identify Magic reveals that a short rite, spoken aloud in Erutaki or Jotun, is required to activate the elevator, but the critical success does not reveal what that rite entails.

The floor in the alcove is 5 feet thick. If the characters can chip a hole through it (Hardness 14, HP 56), they'll gain access to the 2,000-foot shaft below, but climbing the icy smooth walls requires a successful DC 40 Athletics check. Flight and other forms of magic can allow progress to the chamber below, of course. As long as at least half of the squares of the ice floor remain intact, the block remains in place and still functions as an elevator, but once more than half of the squares are destroyed, the whole thing breaks free and plummets all the way down to area **E9**.

If the PCs seem inclined to brute force their way through, consider having Snowy Owl suggest they investigate the rest of the Temple for clues before taking this step. A stubborn party can certainly make their way down to area **E9** if they wish, although the dangers they'll face there may well be beyond their capacity to handle if they don't defeat some of Osoyo's allies in areas **E4** and **E8** first.

In any event, if the player characters do start trying to damage the floor, Osoyo takes note and sends the three blackfrost prophets from area **E4** to stop them.

Once the PCs learn the rite (which can be found in area **E6**), performing it and speaking the commands is a three-action activity. At the start of the speaker's next turn, the ice lift descends at a rate of 20 feet per round. After descending 100 feet, the stone walls of the

elevator shaft give way to ice, and for the remaining descent the elevator passes through ice that grows increasingly and unusually clear. The revelation that awaits them about the true nature of the Nameless Spires is detailed in area **E9**, which the elevator reaches after a 10-minute descent.

**Reward:** Once the PCs make their way down toward area **E9**, grant them 40 XP.

## E4. PRIEST CELLS

**MODERATE 10**

Each of the eight cells that line this hall are identical, containing an ancient looking bed of furs with a frame of immense bones lashed together with sinew.

**Creatures:** Long ago, a core group of eight saumen kar priests stayed in these sparse rooms, but as the years wore on and fewer and fewer of them remained, the numbers of priests here dwindled. In the end, only three saumen kar served here. All three eventually succumbed to the after-effects of a disastrous attempt to magically engineer a method to stave off their peoples' extinction, dying within 24 hours of each other. Their bodies lay in area **E7** for centuries, preserved by the cold.

When Osoyo stirred at the onset of the Missing Moment, his influence took hold of these remains and animated them. Unlike most sapient undead, whose souls are corruptions kept from entering the afterlife, these three were imbued with intelligence by Osoyo himself, since these three saumen kar had long since been judged in the Boneyard.

Each of the three blackfrost prophets can be found waiting patiently in a separate room until they're needed. If Osoyo becomes aware of the PCs' presence (either because they attempt to force their way through the lift at area **E3** or after they defeat Ogmunzorius in area **E8**), he'll dispatch the three prophets to attack—otherwise, when encountered here, they do the same. Once combat begins, the blackfrost prophets fight until destroyed but won't pursue combatants outside of the temple.

## BLACKFROST PROPHETS (3)

**CREATURE 9**

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**Initiative** Perception +21

## E5. CRAFTING ROOM

**LOW 10**

Pillars support the fifty-foot high ceiling of this cavernous chamber. Two large stone tables covered with ancient tools sit in the middle of the room, the two outer walls are filled with large alcoves, each of which contains a hide-and-bone chair and small stone worktable. One corner near the entrance features something that looks almost like a forge, except that it appears to be made entirely of ice.

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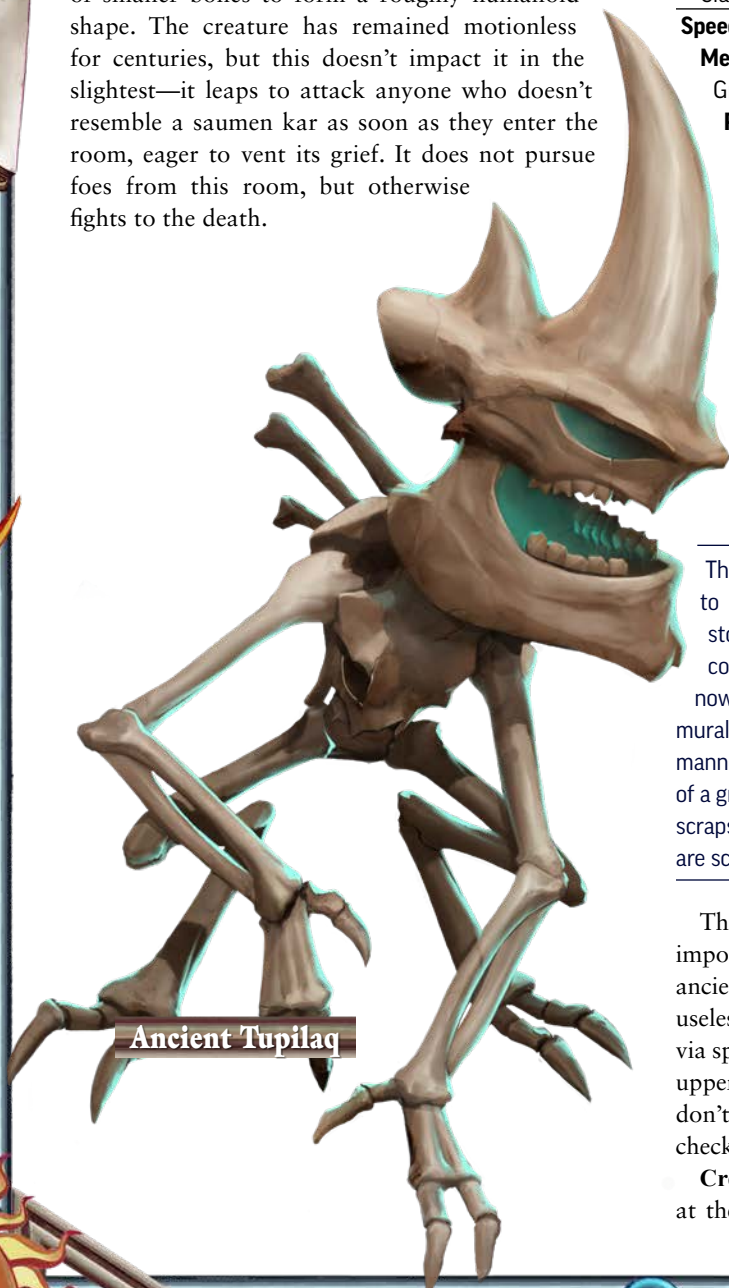
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**Creature:** In the waning days of the saumen kar, desperation manifested in many ways. One attendant, growing ever more obsessed in her efforts to ensure the saumen kar's work would survive even if they did not, went to great lengths to craft a particularly powerful tupilaq from the bones of a long-dead woolly rhino whose carcass she discovered frozen in ice. Ironically, while the ancient tupilaq remains functional to this day, the great works it was created to protect have decayed over the passage of time.

Larger than a typical tupilaq, this creature's head was crafted from the rhino's horn, with fanged jaws set at the horn's base. Complex scrimshaw adorns the horn itself, while the creature's body is composed of smaller bones to form a roughly humanoid shape. The creature has remained motionless for centuries, but this doesn't impact it in the slightest—it leaps to attack anyone who doesn't resemble a saumen kar as soon as they enter the room, eager to vent its grief. It does not pursue foes from this room, but otherwise fights to the death.



Ancient Tupilaq

## ANCIENT TUPILAQ

CREATURE 11

UNIQUE N MEDIUM CONSTRUCT

Variant tupilaq (*Pathfinder Bestiary* 3 278)

**Perception** +22; darkvision

**Skills** Athletics +24

**Str** +7, **Dex** +5, **Con** +5, **Int** -5, **Wis** +5, **Cha** -5

**AC** 32; **Fort** +22, **Ref** +20, **Will** +18

**HP** 145; **Hardness** 11; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** As tupilaq, but once reduced to 72 or fewer Hit Points (or immediately upon being damaged with a critical hit) it loses its hardness and its Armor Class is reduced to 28.

**Speed** 40 feet, swim 40 feet

**Melee** ✎ jaws +24 (agile); **Damage** 2d8+13 slashing plus Grab

**Primal Innate Spells** DC 30; **5th** lightning bolt (×3)

**Carver's Curse** As tupilaq, but a 5th-level primal spell.

**Treasure:** The forge in the corner is an *ice forge* (page 76).

While most of the other tools and supplies kept here crumble if moved, one item remains intact—a *greater crafter's eyepiece*, sitting out in the open on one of the central tables. A creature wearing this *eyepiece* can activate the *ice forge* in this room up to three times per day.

## E6. LIBRARY

MODERATE 10

The ceiling of this wedge-shaped room angles steeply to a height of fifty feet, supported not only by four stone pillars, but four floor-to-ceiling shelves that once contained a vast array of books, scrolls, and tablets, but now contain only fragments. Between the shelves, detailed murals adorn the walls depicting saumen kar performing all manner of religious practices. An odd pentagonal table made of a gray metal sits in the middle of the room. Unusual tools, scraps of leather, bits of parchment, and fragments of paper are scattered across its surface

This chamber was used by the saumen kar to store important religious and historical texts, but today the ancient volumes have deteriorated to a state of near useless decay. The shelves themselves were accessed via spells like *air walk*. If the party wishes to search the upper reaches they'll need to use similar magic if they don't want to Climb the shelves with a DC 5 Athletics check.

**Creatures:** A pair of strange beings busy themselves at the table as they meticulously attempt to rebuild



and repair some of the ancient scrolls and texts. These elder thing (page 84) researchers were sent here from a distant planet to examine the Nameless Spires, the latest in a long line of scientific visitors to have arrived here over the previous thousand or so years. Ages ago, the Nameless Spires attracted the attention of the elder things' remote viewing, which they use to study life on other planets. Intrigued by a city in the ice (as they have built their own much larger cities at the poles of other worlds), a vast flight of these creatures set out for Golarion. Every few years, a new group of them arrives in the region, abandons hibernation, and flies to the Nameless Spires to investigate the ruins. When the next group of elder things arrives to relieve them, the previous group gathers their discoveries and returns back into outer space to deliver their findings at their distant home.

These two elder things entered the temple a few weeks before the player characters' first visit. Osoyo doesn't care about their presence, and the two researchers aren't here to study the Blackfrost Whale, so the elder things have largely ignored events around them while they piece together clues from the tattered remains in the library, eager to find out what the saumen kar were interested in during the final days of their society.

If the PCs attack immediately, the elder thing researchers take it in stride and fight back, arrogantly fighting to the death. But the elder things do not initiate combat—at least, not intentionally. Upon noticing the characters, the two slither forward and hail them in Common with strange piping voices. "Visitors. How interesting. Do you speak?"

If the PCs take the time to speak to the unsettling creatures, the elder things are curious to find out what they're doing here, and ask them all manner of questions about their homes and histories. If these questions carry a hint of "these creatures are asking us about our homes in preparation for an invasion," so much the better. The elder things don't recognize the PCs from their previous visit (as they have spent most of their time in this library) but are intrigued to find out about the Missing Moment and the characters' association with Osoyo.

The elder thing researchers begin with an attitude of indifferent. Allow the characters an opportunity to Make an Impression or Coerce the creatures. If made hostile, the elder things attack, making it clear that the conversation has outlived its use and that further discoveries can only be made through dissection. The elder things come to this decision as well if they remain indifferent or unfriendly when the characters attempt to leave the room.

On their journey here, the player characters may have picked up a star-shaped stone from a frozen elder thing out on the High Ice. If the researchers here notice it, they demand its return, claiming that "it is of us." Giving the stone to the elder things automatically makes them helpful, but refusing to do so makes them hostile.

Only if the party manages to make the elder thing researchers friendly or helpful do the creatures allow them to leave this room without attempting to overpower them for dissection. If made friendly, the elder things offer a word of warning that a being of great power lies imprisoned below this structure. The elder things have little more to say on this topic that the PCs don't already know but can certainly inform them of the rite used to activate the elevator at area E3, which they found among the pages they've managed to reconstruct so far. The elder things also warn that the entity below has "watchers nearby." If the blackfrost prophets (area E4) and Ogmunzorius (area E8) yet live, the researchers casually suggest that these watchers should be disposed of to limit the entity's agency. They'll allow the player characters to study the carved murals here for 1 hour; attempts to linger longer make the elder things rethink their decision and decide that dissection is a better strategy after all.

If made helpful, the elder thing researchers are delighted at how alert and inquisitive their new "research subjects" are and, in addition to all of the information they share after becoming friendly, give the characters a *wand of invoke spirits* and a *wand of spiritual guardian* they discovered on the shelves (see Treasure, page 58), along with an unsettling promise "to return at a point in the future to reclaim our property and put you to an even greater use." They'll also allow the PCs to study the carved murals here as long as they wish.

## ELDER THING RESEARCHERS (2) CREATURE 10

Page 85

Initiative Perception +21

**Carved Murals:** The carved murals on the walls here present great insight into the lives and fates of the saumen kar, but in order to learn from them, a character must spend an hour per mural deciphering them. Once the hour is complete, they must succeed at either a DC 27 Religion or Occultism check to Decipher Writing to correctly interpret the archaic hieroglyphic-like carvings incorporated into each scene. (The *moderate thurible of revelation* found at area B3 on page 32 may be helpful here for a character who chooses to attempt this with a Religion check.) On a success, the PC understands the mural, as summarized on page 58.

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## DECIPHERING THE MURALS

There are eleven murals in all decorating area E6.

**Mural 1:** This mural depicts Aqakaru, the Snow Mother, the goddess of the saumen kar.

**Mural 2:** In this mural, the saumen kar discover the Blackfrost Whale, frozen in the ice at the north pole.

**Mural 3:** The saumen kar build a temple to Aqakaru over the Blackfrost Whale's burial ground and discover evidence of an even more ancient city buried even further below that they fear to enter.

**Mural 4:** Falling stars cascade from the heavens, cracking the ice and damaging the city; the impacts cause the Blackfrost Whale to stir in its frozen slumber.

**Mural 5:** The Blackfrost Whale sends dreams up through the ice, turning the ice black and corrupting those saumen kar who are weak of will.

**Mural 6:** The saumen kar call upon Aqakaru for deliverance as more and more of them become pawns of the Blackfrost Whale. Aqakaru agrees to sacrifice herself to restore the ancient power that kept the entity trapped.

**Mural 7:** Aqakaru sacrifices herself, putting the Blackfrost Whale back to sleep; as she dies, her power brands the saumen kar, marking them with runes and turning them into the spiritual "bars" that will keep the creature entrapped.

**Mural 8:** In the aftermath of the falling stars and the death of their goddess, the saumen kar begin to decline. With each death, the prison holding the Blackfrost Whale grows more fragile.

**Mural 9:** Some saumen kar believe that fragments of Aqakaru might still exist, manifesting in the form of birds or other wild animals that fled far to the south, but expeditions beyond the ice to find them result only in more saumen kar deaths as they face dangers and enemies on their journeys.

**Mural 10:** Now only a few saumen kar remain, and they work feverishly at increasingly risky and dangerous magical solutions to prevent the slow extinction of their kind, including plans to tinker with necromancy to forge fresh new saumen kar souls from raw positive energy.

**Mural 11:** The final mural is not historical, but prophetic—it shows that when the last of the saumen kar dies, the final bars of the cage will burst, and the Blackfrost Whale shall emerge onto Golarion like a beast from an egg to lay claim to the world that once held it prisoner.

**Treasure:** If the party defeats the elder thing researchers, they can learn of the rite to lower the elevator by investigating the reconstructed pages on the shelves. In addition, among these notes lie two wands the elder things found stashed on shelves—a *wand of spiritual guardian* and a *wand of invoke spirits* (*Secrets of Magic* 113). Both of these wands are crafted from bone.

**Reward:** If the party manages to negotiate with the elder things without fighting them, grant them XP as if they had defeated them in combat. Grant them an additional 5 XP for each mural they successfully decipher, for a maximum of 55 XP if they decipher all 11.

## E7. RESEARCH ROOM

LOW 10

Three stone tables lie scattered through this room in various states of disrepair. Opposite the entrance, a curved wall of transparent ice has fractured, and something beyond that crack issues an unpleasant rumbling sound, like the sensation of bone grinding on bone.

**Creature:** In the final days of the saumen kar, its three remaining priests attempted a desperate experiment that bordered on blasphemy—they tried to draw raw positive energy into a specially designed chamber in this room and sculpt it into souls that could spark new life into their declining people. The priests overstepped, and the backlash not only pulled their souls out of their bodies and left them dead (eventually to become the blackfrost prophets now in area E4) but resulted in the spontaneous creation of a seething mass of partially formed souls that remains in this chamber to this day.

Neither creature nor hazard, this protosoul is a variant form of a roiling incant—a powerful magical effect given the semblance of life. Appearing as a spherical mass of light from which an inner bloom of darkness constantly surges forth, like ink bubbling up from a bucket of milk, the protosoul remains in the circular alcove at the far end of this room unless it senses life entering area E7. It slithers through the air to strike at all living intruders immediately and pursues foes throughout the temple, although it's stopped by closed doors and other significant barriers. If presented with such, it returns to its alcove.

### PROTOSOUL

### CREATURE 11

UNIQUE N LARGE DIVINE NECROMANCY MINDLESS

Variant roiling incant (*Pathfinder Bestiary* 3 215)

**Perception** +19, lifesense

**Skills** Acrobatics +22



**Str** +5, **Dex** +5, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

**AC** 31; **Fort** +24, **Ref** +22, **Will** +17

**HP** 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, negative, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Absorb Necromancy** A protosoul is made of necromantic energy. Any time it would be affected by another creature's non-cantrip necromancy spell, after applying its immunity, it also regains 10 Hit Points.

**Speed** fly 40 feet

**Melee** ✦ necromantic tendril +22 (divine, magical, necromancy, reach 10 feet), **Damage** 3d10+11 force

**Ranged** ✦ necromantic bolt +22 (divine, magical, necromancy, range increment 30 feet), **Damage** 2d10+11 force

**Divine Innate Spells** DC 30, attack +22; **5th** *harm* (at will, see *Unstable Magic*); **4th** *enervation* (at will; see *Unstable Magic* and *Advanced Player's Guide* 218); **3rd** *sudden blight* (at will; see *Unstable Magic* and *Advanced Player's Guide* 226); **Cantrips** (**5th**) *chill touch*

**Engulf** ✦✦ DC 30, 2d8 force plus 3d8 negative, Escape DC 30, Rupture 25

**Unstable Magic** The roiling protosoul can't be healed or Repaired, and is destroyed at 0 Hit Points. So long as it is not destroyed, it naturally recovers 77 Hit Points each day. Each time a roiling protosoul casts one of its non-cantrip spells, it drains its own magic to do so, taking 6 force damage.

**Reward:** If the protosoul is destroyed, its raw energies disperse in a flash of necromantic power. As the raw soulstuff fades back to the Positive Energy Plane, it infuses the PCs with an echo of what could have been. This lingering soul energy will bolster their chances significantly when it comes to resolving the encounter in area **E9**, but in the meantime, for the rest of this adventure, the PCs gain a +4 status bonus to all saves against death effects. This protosoul presence is one of the components the PCs can use to save Ainamuuren (see *Osoyo Awakens* on page 62).

## E8. OBSERVATION ROOM

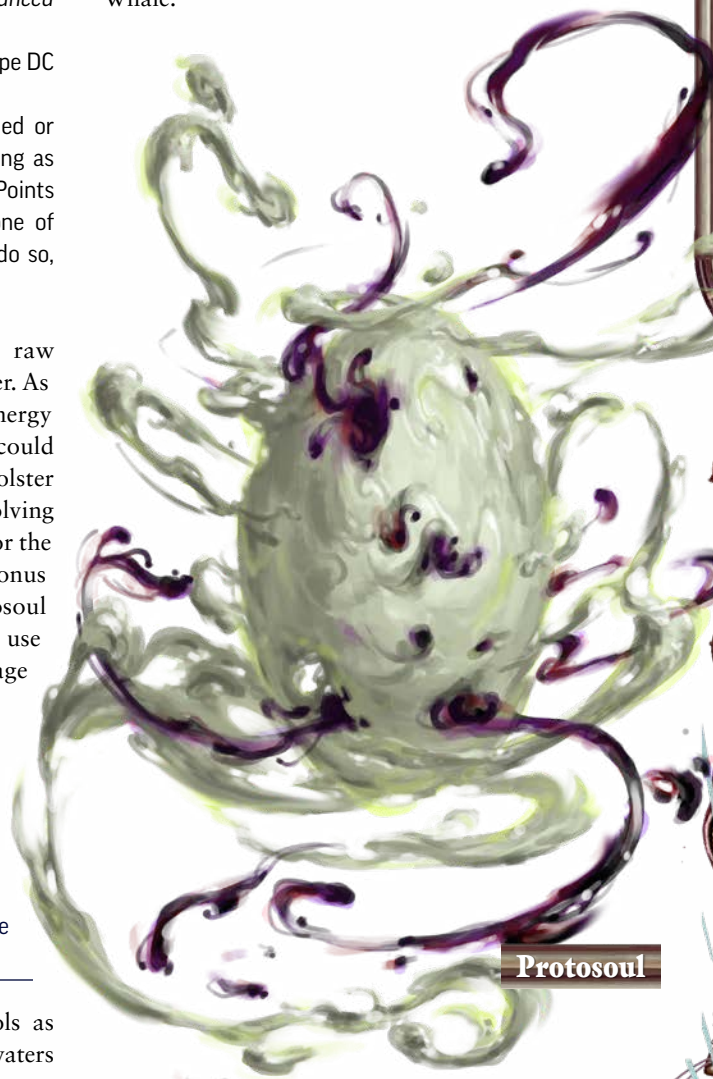
LOW 10

Two immense wings of this room contain circular pools of ice, while the wall opposite them looks curiously different from the stonework found elsewhere in the temple—it's smooth with no visible seams, polished like opaque glass, and gently curved.

Ages ago, the saumen kar used the ice pools as places to rest and relax—in those times, the waters

were liquid and served as baths for creatures immune to the cold. Today, the pools have frozen solid. The curved wall is an immense magical screen that can be commanded at a touch to view area **E9** far below, almost as if it were a window into that room (despite the fact that the room is 2,000 feet below it). A successful DC 27 check to Identify Magic reveals the method to activate the screen with a single Interact action—a character who does so can observe area **E9**.

**Creatures:** The strange and dangerous manifestation of Etward's dreams, Ogmunzorius, relocated to this chamber after abandoning area **A8** in Etward's laboratory, traveling north via repeated *teleport* spells until he arrived here. The animate dream felt Etward's defeat, and seeing the characters here is all the proof it needs to know they've come to prevent Osoyo's return. Ogmunzorius intends to stop them, but rather than attack right away, he waits patiently while basking in the growing emotions of a slowly waking Blackfrost Whale.



Protosoul

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When the PCs arrive, Ogmunzorius does not resemble the strange whale-like shape he previously took. When Etward died, a portion of his soul clung to these corrupted dreams made life—not enough to come revive himself, but enough to reshape the animate dream’s appearance to resemble Ritalson in life. When the PCs enter this room, “Etward” greets them with a smile, as if welcoming valued students back from a dangerous expedition. He tries to convince them that he is the real Etward, having been trapped here since the Missing Moment ended, and that the one they knew was a clever construct created by Osoyo to mislead them. As Etward, Ogmunzorius’s goal is to lure them into area **E9** and convince them to finish the task they started when they captured Ainamuuren. He’ll make the argument that Osoyo was torn from his home world by fearmongering elves and imprisoned here, and that blackfrost is not an intentional infection but a side effect of the imprisoned alien’s trauma. If the PCs travel down to area **E9** with him to sacrifice Ainamuuren, Etward promises that Osoyo will simply return to the “safe cradle of the stars above,” leaving them and Golarion unharmed.

This is all a lie, of course—manipulations by Osoyo through yet another mouthpiece. If the characters fall for the lie, Ogmunzorius leads them to area **E3** and activates the elevator (this provides an alternate method of learning how to activate the elevator without the need to visit area **E6**, and deceptive characters who beat Ogmunzorius at his own game might be able to trick him into doing this only to attack him in area **E3**). If they reach area **E9** with the animate dream, he sighs in disappointment, noting that “you always were such simple things to deceive” before resuming his true form to attack. In this event, the PCs must face Ogmunzorius and the corrupted Ainamuuren simultaneously, which is close to an extreme encounter for 10th-level characters.

If the PCs don’t fall for these lies, Ogmunzorius quickly grows impatient and makes demands, finally assuming his true form to attack. His actual goal, after all, is to prevent them from ever having a chance at undoing what they and Etward helped to set in motion during the Missing Moment. Regardless of where the attack takes place, once a battle begins, Ogmunzorius fights to the death.

## OGMUNZORIUS

## CREATURE 11

Page 16

**Initiative** Perception +21, darkvision

**Development:** If Ogmunzorius didn’t dispel the blackfrost at area **E3**, the barrier dries up and vanishes

within 5 minutes of the animate dream’s destruction.

**Treasure:** When Ogmunzorius is slain, the animate dream appears to dissolve into a oily puddle of sludge, but the stuff continues to bubble and twitch, as if still alive. These oily remains are a physical manifestation of Osoyo itself, and a successful DC 27 Religion or Occultism check to Identify Magic on the ooze reveals it as a solidification of the great alien’s sense of doubt and fear of failure, made manifest with the death of one of its most intimate creations. Curiously, the oily puddle of Osoyo’s doubts can be picked up and carried as if it were a mass of damp fabric (1 Bulk). This is one of the components the characters can use to save Ainamuuren (see Osoyo’s Doubts on page 61 and Osoyo Awakens on page 62).

## E9. SANCTUM OF WHISPERS

## SEVERE 10

The domed ceiling of this vast chamber rises eighty feet at its apex. The walls are made of thick sheets of opaque ice, and the clear floor shows into a mind-boggling vastness beneath it. Thousands of feet below glimmer the eerie streets and twisting spires of a vast underground metropolis lit by flickers of pale blue and violet radiance. This mysterious city is many times vaster than the spires above it, yet it has remained hidden below the High Ice for untold eons. Then, with a shuddering shift, a giant shape below the chamber floor blocks the city’s eldritch lights—something vast and dark floating in the air between.

A tiered stone ring creates a walkway around this immense pit, leading to an upraised circular alcove at the far side of the chamber directly across from the elevator. There, beneath six icy spikes that evoke the former skyline of the Nameless Spires, lies a slumped pile of matted, bloody fur.

While the vast central “pit” of this room may seem open at first glance, the bulk of the distance between this room and the alien city below are blocked by over half a mile of ice—ice made supernaturally clear by Osoyo’s presence. Osoyo himself is the vast dark shape, imprisoned still in the ice another thousand feet down (yet still well above the ice-buried city). A successful DC 25 Perception check reveals reflections along the surface of the ice, which the characters may at first take to be a massive sheet of clear glass. Despite its transparency, the ice is stable and can be walked upon without fear, although its slick nature makes it difficult terrain.

A character who attempts to make out what the dark shape is can attempt a DC 20 Perception check. Success allows them to make out a vaguely whale-like shape, much larger than any known whale. A critical



success notes that it looks shockingly similar to the animate dream Ogmunzorius, yet even more horrifying in form. This is Osoyo, twitching and writhing in a prison about to collapse.

**Creature:** The heap of matted fur in the hexagon of spikes at the far end of the room is Ainamuuren—or was, when the PCs first brought the last saumen kar here. Today, after spending so many months imprisoned in the focus of Osoyo's influence, Ainamuuren has become transformed into a sort of "living" blackfrost zombie. If Ogmunzorius escorted the characters here, he'll lead them across the ice to address Ainamuuren before attacking. Otherwise, the corrupted saumen kar stirs soon after they enter the room.

As he rises to his feet, the once-glorious visage of the last saumen kar is revealed to be stained with blood and blackfrost, infested with oily tentacles that protrude from his abdomen, sides, and throat, and "infected" with a dozen vile pustules on his face, which burst open to reveal glaring alien eyes. Upon spying the characters, Ainamuuren confronts them as follows. His mouth does not move when he speaks—as with Ilakni, he just opens wide and an unsettling voice issues from his maw.

"And so my captors return. Come to take me away again? You are too late. I am of Osoyo now, and when I die, he shall live. I should have liked to continue my transformation into death on my own time, yet should you kill me now, know that your world will still drown in the dreams of the Blackfrost Whale!"

With this proclamation, Ainamuuren roars and attacks, pursuing tactics as detailed in his entry on page 88. As he steps forward, masses of shadow and smoke seem to step out from behind him, forming flickering, saumen kar-shaped duplicates—these are animate dreams, manifestations of Ainamuuren's corruption. While these animate dreams will pursue fleeing foes relentlessly, Ainamuuren does not. In such an event, he instead retreats to his icy cradle to await their return or his final apotheosis, whichever comes first—otherwise, he fights to the death.

If Ainamuuren is reduced to 0 Hit Points, he is not slain. Instead, he is knocked out and gains the dying condition, as though he were a PC. In this event, any animate dreams that are still alive vanish immediately—proceed with Osoyo Awakens (page 62).

## AINAMUUREN

CREATURE 12

Page 88

**Initiative** Perception +23

## ANIMATE DREAMS (2)

CREATURE 8

*Pathfinder Bestiary 2* 18

**Initiative** Perception +14

### Osoyo's Doubt

**Osoyo's Doubts:** If they gathered up Osoyo's doubts from area E8, the character carrying the doubts feels a mental "tremor" from the dark shape buried below. The animate dreams will never attack a PC carrying Osoyo's doubts and, as the battle begins, that character instinctively knows

they can brandish the doubts toward an animate dream to attempt to force it to turn against Ainamuuren.

## BRANDISH OSOYO'S DOUBTS

CONCENTRATE MANIPULATE

You forcefully present Osoyo's doubts to an animate dream that can see you and is within 30 feet. This causes the animate dream to realize that if its source has doubts, what chance does it really have to resist? The animate dream must attempt a DC 30 Will save.

**Critical Success** The animate dream is unaffected and temporarily immune to this action for 24 hours.

**Success** The animate dream is confused for 1 round.

**Failure** The animate dream focuses its attacks on Ainamuuren for 1 round.

**Critical Failure** As failure, but without a duration; the animate dream turns on Ainamuuren until it is destroyed or he falls.

**Snowy Owl:** One final advantage the PCs have in this fight is Snowy Owl, assuming she still lives. (If she's dead, her presence manifests only after Ainamuuren is defeated—see Osoyo Awakens on page 62.) While Snowy Owl is not nearly as powerful as the PCs in combat, her presence here is a significant distraction to Ainamuuren, who can sense Ruun from deep beneath his corruption and recognizes him as a fragment of his long dead god Aqakaru within her soul. Neither Ainamuuren nor the animate dreams attack Snowy Owl unless she's the only one left standing (in which case they attack with a fury to finish her off), and as long as Snowy Owl remains in area E9, Ainamuuren must attempt a DC 35 Will save at the start of his turn or become frightened 1 (frightened 2 on a critical failure).

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## OSOYO AWAKENS

When Ainamuuren is knocked out, any surviving animate dreams vanish but combat does not stop. Instead, a tremor wracks the north pole as Osoyo thrashes in its prison below, causing cracks to radiate outward through the ice. One such crack reaches all the way to the icy floor of area E9—not enough to open a fissure, but enough to create a network of fine fractures like in a pane of glass dangerously close to shattering. If Ainamuuren dies before his blackfrost corruption is complete, Osoyo won't be fully freed, but he will be able to more directly influence the world around him—starting with area E9 and the PCs. See Continuing the Campaign on page 64 for more details.

Allow the PCs to play out the remainder of the round after Ainamuuren's fall, but when the next round begins, roll a flat check to determine Osoyo's initiative. On his first turn, Osoyo widens the fissure between his body and this room to a few inches. On his next four turns, the Blackfrost Whale exhales a blast of mind-numbing, potent blackfrost into the chamber. All creatures other than Ainamuuren in area E9 are exposed to blackfrost (even the PCs, who up until now have been immune) and take 4d6 cold and 4d6 mental damage (DC 27 basic Fortitude save). Each time he does so, the cracks in the ice below grow wider and deeper. On the turn following his fourth exhalation, Osoyo's body flexes violently in the prison below, causing the floor of area E9 to shatter and crumble. Creatures near the edge of the room can attempt a DC 27 Reflex save to Grab an Edge and avoid falling into the churning, icy sinkhole, but even then, the danger is not over. Over the next several hours, Osoyo's thrashings cause the entirety of the Nameless Spires to collapse into an immense sinkhole. By the time the Blackfrost Whale finally relaxes, Golarion's north pole has a new feature—a mile-wide, 2,000-foot-deep crater of churned ice.

Fortunately, there are things the characters can do to stall or even stop this disaster.

**Heal Ainamuuren:** Each round, Ainamuuren can attempt a recovery check, increasing or decreasing the value of his dying condition as normal. If

he loses the dying condition by succeeding at a recovery check, or if any character heals him back to at least 1 Hit Point, the last saumen kar remains unconscious (see Concluding the Adventure on page 63), but Osoyo's thrashings abate somewhat. At this time, on each of Osoyo's turns, attempt a DC 6 flat check—on a success, he takes no action that round, delaying the devastation to the region by one more round.

**Ruun's Sacrifice:** As soon as Ainamuuren falls, Snowy Owl begs the PCs to help her focus on Ruun, saying that she must guide the god's essence out of her soul and into the fallen saumen kar's body (whether he lives or not) to restore the ancient wards that keep Osoyo imprisoned. If Snowy Owl is dead, her ghostly form manifests at this point to serve in the same way.

When this act begins, Ruun manifests as a great, ghostly snow owl that rises from his host's body. Snowy Owl can take no actions other than to focus on guiding the god out from her and into Ainamuuren's body, but on her own, she has no chance to complete this complex transition before Osoyo brings the north pole down on her head. The PCs must step in to help.

In order to assist her, a player character must focus the same energy that fuels their deviant powers into guiding the soul transition by taking the Bolster Ruun activity.

## BOLSTER RUUN ◆◆◆

### CONCENTRATE

You focus your mental powers on Snowy Owl to help her guide Ruun's soul out of her body and into Ainamuuren's. Attempt a DC 27 Arcana, Diplomacy, Intimidation, Nature, Occultism, or Religion check.

**Critical Success** The party gains 2 Soul Points.

**Success** The party gains 1 Soul Point.

**Failure** The party gains no Soul Points, but you gain a +2 circumstance bonus on your skill check if you attempt to Bolster Ruun on the next round.

**Critical Failure** The party loses 1 Soul Point.

Characters infused with the protosoul's energies (page 59) gain a +4 status bonus to their checks made to Bolster Ruun.





If they possess Osoyo's doubt, the mass melts away into nothingness during the first round its carrier attempts to Bolster Ruun. This immediately grants the party 4 Soul Points.

**PC Sacrifice:** If Ruun's Sacrifice isn't completed, a PC can volunteer to use their own soul to shore up the prison—this plays out the same as for Ruun's Sacrifice, and the character making the sacrifice can still attempt checks to guide their soul. If successful, that character dies and Osoyo's prison is bolstered—but only for a year, as the soul of a PC is less weighty than that of a god. In theory, this sacrifice should give the heroes time to engineer a longer-term solution.

**Success:** If the party can accumulate at least 8 Soul Points before Osoyo collapses the Nameless Spires, Ruun's soul is guided out of Snowy Owl's body and into Ainamuuren, which immediately expunges all trace of the Blackfrost Whale's influence from the saumen kar. Among other things (see Concluding the Adventure), this pushes Osoyo back into hibernation in his prison and prevents his waking along with the resulting devastation to the Nameless Spires.

**Reward:** If the PCs prevent the destruction of the Nameless Spires and keep Osoyo from fully awakening, grant them 120 XP.

## Concluding the Adventure

If the party fails to put Osoyo back to sleep by guiding a soul into Ainamuuren's body and the Blackfrost Whale wakens, it's likely they perish unless they can quickly escape the Nameless Spires before the city collapses into the ice. See Continuing the Campaign on page 64 for advice on what comes next for Golarion in this event.

Hopefully though, the PCs succeed in guiding Ruun's soul into Ainamuuren's body. Doing so puts Osoyo back into suspended animation within his prison and cuts him off from the outside world once more. At the same time, Snowy Owl collapses to the ground, unconscious. A few moments later, shimmering white energy similar to windblown snow begins swirling through the air, engulfing the player characters, Snowy Owl, and Ainamuuren.

The PCs feel a presence in their minds, and instinctively recognize this as, in part, the presence of Ruun, the lingering presence of dead Aqakaru's divine soul, and, in part, a final few whispers from Osoyo. At this point, they have a choice to make: should they cling to the deviant powers Osoyo granted them and allow Ainamuuren to die, or should they release their powers and allow this "gift" to drift back down through the ice to its source, to

rejoin Osoyo while also allowing Ainamuuren to survive?

**Keep their Deviant Powers:** If the characters choose to keep their powers, Osoyo's presence isn't fully expunged from the First and Last Temple of Aqakaru. The prison remains strong, but the threat of his escape does as well, for Ainamuuren's soul cannot bear this choice and the last saumen kar passes away. Snowy Owl returns to her previous persona of Sakuachi, but she is now morose and withdrawn, and wants only to return to her village to work with her people to discover a way to keep Osoyo imprisoned forever—without the player characters' aid. The PCs retain their deviant powers and, as they continue to adventure and gain levels, will continue to develop those powers. Yet now and then, when they dream, it will be of Osoyo, and those dreams will not feel like nightmares so much as temptations.

**Abandon their Deviant Powers:** If the PCs relinquish their deviant powers, they lose these abilities and feel as if a great weight has been lifted from their souls. The strange marks they've carried on their flesh painlessly fade away as well, reappearing on Ainamuuren's body to further bolster the wards that hold Osoyo in stasis. Assuming he was stabilized and survives, the saumen kar awakens as if from a particularly long slumber, stretches, and then somberly thanks the PCs for all they have done. He bears them no ill will for the role they played in his capture, for he knows more than anyone that once Osoyo gets in your head, you are not yourself. Instead, he reminds them that it was their actions as themselves they should be proud of, not those of their enemy. Snowy Owl returns to her previous persona of Sakuachi, and is back to her old, bright-eyed and playful self, and swiftly becomes fast friends with Ainamuuren. She informs the group she wishes to remain at the temple for now, to aid Ainamuuren in bolstering Osoyo's prison further and then assisting him in his search for survivors of his people.

**The Choice Made:** Regardless of the choice the party makes, they have, at least for the time being, put Osoyo back to sleep and made the world a safer place. Their fates are now their own to pursue, provided they can make their way south from the north pole, of course! See Continuing the Campaign on page 64 for advice on where to go from here, but in any event, the player characters have accomplished something astounding. When next they sleep, their dreams will, for the first time since their fateful step into the Missing Moment, belong to them and them alone.

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# CONTINUING THE CAMPAIGN

With the prison of the Blackfrost Whale restored and the last saumen kar Ainamuuren (hopefully) saved, the story of the Gatewalkers Adventure Path comes to a close. The player characters should now be 11th level. If you and your players want to continue their adventures, several potential plots to continue your campaign with are presented on the following pages.

But first, the player characters remain in one of the most remote locations in the world—the north pole. Upon reaching 11th level, spellcasters might gain access to spells like *teleport* that can make long overland journeys trivial, but you can just as easily hand-wave the trip back south to *Icegate*. After all, they made the journey once—doing it again, while higher level, should be even easier! Of course, if you and your players want to play out the return trip, or alternately, just explore other regions of the High Ice, there are many more locations in the Crown of the World that will challenge high-level players.

## Seeking Saumen Kar

Ainamuuren fully believes that he is the last of the saumen kar, and has lived with the knowledge that his death would release the great evil his people gave up so much to contain. This has been his truth for so long that he's never had the chance to ponder these convictions. With Ruun's sacrifice, Osoyo's prison is rebuilt and Ainamuuren can turn his attention to this conundrum. He may recruit the player characters to help search for clues, as he intends to track down rumors of isolated settlements of saumen kar in remote glaciers or mountain valleys. This bond with the characters should give them access to the Pactbound Initiate archetype (*Lost Omens Monsters of Myth* 10–11).

A tantalizing clue lies in rumors that a clan of saumen kar long ago retreated into hiding in Irrisen, the domain of the white witches. Ainamuuren asks the PCs to travel there as they return south, sharing with them his memories of an old confession his grandmother told him not long before she died: that she had engineered the banishment of several saumen kar to the south, under the belief that they had turned to worship of Kostchtchie, demon lord of cold and

giants. Over the years, she began to believe that her suspicions were mislaid, yet her attempts to track down the banished saumen kar came to a dead end once their trail entered Irrisen. Is there any truth to the rumor, and do the exiles still live in a hidden location among the perpetual winter? Or were his grandmother's initial instincts correct—and if so, how much more powerful have the demon-worshipping saumen kar grown?

## Cult of the Evermind

Osoyo is an immensely powerful entity, on par with many demigods despite the fact that he does not seek worship or grant clerical powers to those who devote themselves to him. Osoyo prefers to inflict powers, in return for compulsive servitude, much as he did with the gatewalkers. Yet the fact that they and the other gatewalkers retained shadows of their alien-granted gifts after he cut them loose is something new and, in the aftermath of this campaign, some gatewalkers who survived or refused Etward's attempt to gather them have come together to form something akin to a cult. Led by a charismatic oracle named **Avamendus** (NE male human oracle), this so-called “Cult of the Evermind” operates in a land far removed from Osoyo's prison—the baking sands of Thuvia.

Here, Avamendus's eleven cult agents have infiltrated several cities, each tasked with fostering their own cell of recruits. The cult members target those who harbor latent psychic powers with promises of guidance and support in developing their skills in comfort. Each cell's end goal, however, is to lead their followers in a ritual designed to decouple their minds from their bodies so the leaders can absorb their powers and transcend into something greater. Avamendus promises that once his eleven disciples complete their ascension, they themselves shall join in a group mind with him, allowing them all to become one mind powerful enough to do no other power could—the “Evermind.” Bolstered by this potent hivemind, Avamendus plans to enter the Dreamlands and seek a “back door” into Osoyo's prison through Leng, where he can drink from the Blackfrost Whale's dreams without rousing the alien from its slumber.

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Osoyo

His ultimate goal: to use Osoyo's dreams to ascend further into a force that can drain minds from all who dream throughout reality.

How the player characters learn about the Cult of the Evermind is left to you, but in keeping with the themes of *Gatewalkers*, consider having them experience vivid dreams of being recruited by one of the eleven in a distant city, then being brought out into the desert to be sacrificed. The dream ends with what appears to be the Blackfrost Whale rising from the sands, only for the characters to realize their harvested minds are being used by something else feeding on Osoyo's power. When they wake, the player characters not only discover they shared the dream, but find their beds filled with sand. Make sure at least one character recognizes the city as being one located in Thuvia, so that they'll have a place to start their investigations!

## The Blackfrost Whale

Of course, the greatest threat present in *Gatewalkers* has been Osoyo himself. The Blackfrost Whale is an overwhelmingly powerful foe and, as a level 27 creature, is not the sort of thing that even the most

powerful heroes could reasonably hope to face directly in combat. Nevertheless, the most obvious continuation for *Gatewalkers* is for the player characters to take up arms against the alien itself.

A logical first step would begin with a return to Castrovel (which could be an adventure in itself!) The PCs can reunite with allies they may have left behind, but their goal during this visit should be to research and investigate how Osoyo was captured and transported to Golarion. Unfortunately, no living elf on Castrovel knows much about how their ancestors managed such a feat. The story has largely taken on mythic proportions and many discount the tale

as nothing more than a parable or a rousing bit of fiction. Confronted with proof of the tale's veracity, the elves of Castrovel are at once intrigued and ashamed that their ancestors would treat the world of Golarion as a "dumping ground" for such a dangerous entity. In order to make amends, they agree to work with the player characters to track down locations on Castrovel that may hold more clues about the High Families who managed such an impossible task.

When the PCs do track down an ancient ruin that holds the clues they seek, they'll learn that Osoyo was not native to Castrovel—the Blackfrost Whale arrived here from the realm known as the Dark Tapestry, the deepest parts of outer space. They'll also discover something that partially exonerates the High Family's choice: imprisonment on Golarion was not their first or even second plan. Initially, they had theorized on methods by which the Blackfrost Whale could be weakened enough for mortals to stand a chance of defeating him, but as Osoyo's influence on Castrovel grew, they were forced to admit they had no time. Instead, they used what they'd learned to temporarily incapacitate Osoyo, then began to undertake the staggering project of transporting the alien back to the depths of the Dark Tapestry.

Records from those who took part in this attempt note that Osoyo began to rouse from its torpor much more swiftly than anticipated. Thus, it seemed the lesser of two evils to imprison him in a remote corner of a



world that, at the time, had little sapient life dwelling upon it; after all, the elves couldn't just let Osoyo go free. Many perished during the imprisoning process and, while it was ultimately a success, those few elves who returned to Castrovel afterward didn't live long. They all died of mysterious circumstances that necessitated their burial in asteroid tombs.

The player characters must therefore travel to space to investigate those tombs, for therein they can find the tools they need to reconstruct and complete the work the ancient elves began: creating a weapon capable of weakening Osoyo. Yet within those remote, airless tombs, the elves have changed into awful new spawn of Osoyo. By defeating them, the player characters can gather the tools and ingredients they need to defeat Osoyo back below the Nameless Spires.

## The Frozen City

Perhaps the most enigmatic discovery the heroes make during their gatewalker adventure has nothing to do with Osoyo other than proximity: sight of the strange Frozen City below the First and Last Temple of Aqakaru. The mysterious nature of this city and its unknown builders is perplexing, but should the player characters begin to research it, not unsolvable. The first thing that they should learn is that some component of the Frozen City, be it its architecture, an element used in its construction or even something that yet lives within, made it the most viable spot to imprison something like the Blackfrost Whale.

Ultimately, the solutions to the questions posed by the Frozen City can only be solved by a visit. No physical access to the city is possible from above, for the High Ice is over a mile thick at the north pole. Similarly, teleportation attempts to enter the Frozen City, as well as attempts to enter from other planes, prove unusually difficult for unknown reasons. Yet as the PCs research, they may learn that entrance might be possible from below.

At a depth of over a mile below the surface of the High Ice, the Frozen City stands upon what was, eons ago, the surface of the Crown of the World. Today, the region is more akin to Sekamina, the middle realm of the Darklands. Thus, tunnels extending north through the Darklands offer the simplest (yet still quite dangerous) route possible to reach the Frozen City. As they make a second expedition to the north pole, this one subterranean, they'll increasingly encounter strange societies and dangerous monsters who themselves fear what lies within the Frozen City itself. What lies within, what causes the strange effects that bolster psychic prisons and teleportation, and who could have built it is left to you to decide.

## Stolen Fate

Finally, you could segue directly into the Stolen Fate Adventure Path, which begins with the next volume of the Pathfinder Adventure Path series. In this campaign, the PCs discover unusual Harrow cards in their possessions, through which they are granted mysterious visions. Following these visions begins a journey across both planet and planes to stop a nefarious plot to seal the fate of all. While Stolen Fate has no strong thematic ties to the plot of Gatewalkers, it gives your players an immediate new campaign to pursue—once they discover those strange Harrow cards in their belongings. Perhaps they show up in the *explorer's yurt* with no explanation the next time they use it to rest?

## What if the PCs Lose?

If your group doesn't make it to the end alive, these characters' story may be over, but a new tale begins.

If they fail and Ainamuuren lives, the last saumen kar waits for his corruption to complete—the amount of time this takes is left to you, so a new group of characters could potentially make it in time to try to stop Osoyo again. Otherwise, this final change is complete within a few months. Osoyo absorbs all that remains of Ainamuuren and the final wardings placed by the goddess Aqakaru are no more. Osoyo erupts from the north pole, destroying the Nameless Spires, and over the course of the months and years to come, spreads his mental contagion across the globe. Many sapient creatures succumb and become puppets whose only purpose is to track down those who resist, ensuring they fall as well. And all along, Osoyo absorbs the memories, thoughts and dreams of all who dwell on Golarion, until at last the world is left entirely bereft of sapience. The Blackfrost Whale slithers back into the depths of space—likely toward Castrovel to continue the feeding of that planet he began so many eons ago.

If Ainamuuren dies but the characters fail to contain Osoyo and the Nameless Spires collapse, things aren't quite as bleak for Golarion. In this case, Osoyo's influence is limited to the Crown of the World, and he cannot physically leave the planet, but he can send his pawns and puppets south to harvest thought and life. In the long run, left unopposed, a similar fate looms for Golarion, but in this event there's plenty of time for a new band of heroes to step in to save the day.

Alternatively, if you don't want your Golarion to crumble into a dream-haunted apocalypse, Osoyo could simply leave the world behind, abandoning what he's come to view as a prison to seek new feeding grounds elsewhere in the vastness of the universe... perhaps, someday, to come upon a distant blue planet we all know quite well.

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# FINDELADLARA

Countless mortals died during and immediately after Earthfall, the world-shaking apocalypse that rained down from the stars. Along with their lives, these people also lost legacies in the form of leveled homes, shattered monuments, and ruined works of art. Findeladlara, the elven goddess of art and architecture, felt these losses acutely. Even though her people built to last, and many pre-Earthfall works did indeed survive the cataclysm and the Age of Darkness that followed, the goddess never fully recovered from the loss of so much beauty. In the centuries that followed, she took on patronage of twilight in honor of the losses and darkness that enveloped Golarion in those years after Earthfall. Today she encourages her faithful to not only produce works of great art and architecture, but to preserve and protect them against the next twilight.

While she maintained strong congregations among the elves who fled to Sovyrian, in the centuries succeeding Earthfall Findeladlara took a special liking to those elves who remained on Golarion and sought to persevere and endure. The elves who remained in the Mwangi expanse took to worshiping her more as a goddess of the skies, and those who fled below into the Darklands abandoned her faith entirely, but the Ilverani, who retreated further north and, thanks to their familiarity with arctic environments, were well-suited to endure the period of chilling darkness that followed Earthfall, were those who kept the faith focused strongest on art and architecture.

Many millennia have passed since Earthfall, but even after the elven return from Sovyrian, Findeladlara's faith remained relatively minor south of the Crown of the World. Still nursing the pain of loss from Earthfall, Findeladlara remains a deity focused on preserving what remains of her faith's traditions rather than seeking expansion, but this minor role in the grander scheme of all things divine suits the Guiding Hand well enough.

## Personification and Realm

Findeladlara is depicted as an elven woman, though the specifics vary among worshippers as is common for deities. The Ilverani typically envision her similar to their own appearance, with the pale white or blue skin and hair the shades of the frozen north. Her eyes are the vibrant colors of a sunset, fading from purple to orange. Outside the Ilverani, Findeladlara's image is even more drenched in the colors of

twilight—in the Mwangi Expanse, she's portrayed with dusky skin, with hair of bright sunset hues. Regardless of her appearance, she always wears beautiful elven garb in classic fashion. Artwork frequently shows her framed in an elaborate archway of mithral or living branches, and illuminated in the ruddy glow of the sun just below the horizon.

Findeladlara is often shown wielding a long staff, though its purpose varies by depiction. Often etched with measurements, it allows her perfect precision in her craft. Ilverani frequently illustrate her leading a line of elves north, using her staff to point the way to safe ground, a depiction so common that the scene has become almost as ubiquitous as the 36 images that make up her holy text. Of course, in times of need, her staff becomes a weapon against evil and those who would bring harm to the world.

Findeladlara dwells in Horizon Heart, a place of perpetual twilight where the sky and land meet in Elysium. The realm moves through the plane at the goddess' will, and is impossible to reach without her guidance—those who are uninvited simply never reach the horizon. It is often found near Noctacula's realm, the Midnight Palette, for a burgeoning relationship between the ancient elven deity and Golarion's newest goddess of art has been growing in recent years. Those who find their way to Horizon Heart discover a place of stunning beauty. Brilliant oranges, yellows and reds transform the already magnificent crystalline

**"THE DOOR OPENS AS DAWN BREAKS.  
BUT THEN CLOSSES AS NIGHT WAKES.  
YET FEAR NOTHING AND STAND FAST.  
FOR THIS LONG NIGHT SHALL NOT LAST."  
—THE MODEL ILLUMINA**

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palace that Findeladlara calls home into an impossibly exquisite masterpiece. Every building in the realm perfectly exemplifies Findeladlara's teachings, as does every perfectly placed piece of artwork. A permanent azata court dedicated to Findeladlara's teachings, the Azure Criterion, has existed here for millennia, though its membership changes from time to time as individuals journey to other planes in Findeladlara's service. Those who remain often serve as teachers for elves who arrive to study with their goddess.

## Dogma and Worshippers

Findeladlara's teachings are often misunderstood by those who don't follow her, particularly in regards her apparent apathy toward expansion of the faith or the creation of significant new works of art and architecture. Where some critics see her stance as a failure to innovate or even abject laziness, Findeladlarans understand her—and thus their—efforts are to preserve what art and architecture exists. When new art and structures are created, her faith teaches that a focus on traditions perpetuates the most important aspects of a civilization. By perfecting those classic forms, an artist can convey any message while knowing that culture and other important values can be passed on to future generations, even in the face of catastrophe. So it is with architecture, the most functional of art forms in Findeladlaran teaching. Mastering the classic techniques allows the builder to work in any medium and any location—whether it be snow and ice, wood and leaf, or repurposed ruins: from the Crown of the World to the Mwangi Expanse, Kyonin to Sovyrian—to create structures that can stand against an apocalypse. To her faithful, this adherence to tradition is known as “the Guiding Hand.”

Just as Findeladlara led the elves who became the Ilverani, so she teaches her followers to be the guiding hand to others. Since the days when the elves created shelters in the wake of Earthfall, they continue to welcome the stranger at their door, offering them sanctuary from the dark and cold. Still, Findeladlara teaches hospitality, not surrender to the dangers in the dark—Ilverani are well aware they needn't let the storm enter if it would freeze the family inside. Just as she reacts with force against threats to her people, so to does Findeladlara teach her people to preserve themselves and their loved ones.

Despite its relative obscurity, Findeladlara's faith is common among elven communities in Kyonin or Sovyrian. In such communities, one often finds small icons to the Guiding Hand tucked into the corners of inns, or a room set aside for those who can't pay and have nowhere else to turn. All who look to her guidance spend their long lives mastering one or more of the six true forms of art she espouses—architecture, craft, drawing, fashion, painting, and sculpture. They recognize the artistry in other pursuits, such as cooking, poetry, theater, and song, but such pastimes do not fall under Findeladlara's purview.

**Findeladlara Priest**



Today, the goddess' most fervent worshippers remain the Ilverani people from the Crown of the World. Entire elven communities there are dedicated to the Guiding Hand, who they believe personally led them north during the Age of Darkness. Their steadfast devotion has given rise to the long tradition of twilight speakers, religious envoys who journey throughout the world to learn as much as they can of other peoples and represent Ilverani culture and interests to the outside world. More importantly, twilight speakers see their sojourns as part of a two-fold mission in service of their goddess. First, they watch constantly for further signs of another cataclysm like Earthfall. Though they may turn a blind eye to smaller crises, they react quickly to dangers that could threaten the entire world, working both directly and indirectly to prevent them from coming to fruition. Just as importantly, they also bring word of other ancestries back to their goddess, hoping to find a way to restore her connection to the wider world.

## Temples and Shrines

Few things in the material plane can rival the beauty of a Findeladlarian temple. Each is a marriage of functional art and elegant shelter, rising from the environment in keeping with elven traditions of living in harmony with the natural world. In the north, Ilverani craftsmen shape ice and snow into glittering gems that offer shelter from the elements, while in other parts of the world, her followers coax living trees, stone, or even crystals into the proper positions.

Serving as much as museums as houses of worship, even the smallest temples of Findeladlara hold precious artwork. Visitors, no matter their faith, are welcomed to view the pieces, to learn and be inspired from their example. The grandest of Findeladlara's temples, her stunning cathedrals, are perfect embodiments of classical architecture filled with artistic masterpieces, which each art form celebrated in its own chamber. Despite the value of the temples' contents, their curators often have little concern for thieves. If their divine defenses don't keep a piece safe, they believe, the goddess must want the stolen artwork to be taken, so that it may impart its lessons on those who fail realize its value extends far beyond the material.

## A Priest's Role

Findeladlarian priests tend to be called curators, who serve as teachers and guides. They educate their communities in the traditions of their faith and people, guiding them through the ages with a firm but gentle hand so they can

find their way. Many are artists, enhancing the beauty of their surroundings, and architects, literally building their communities from the ground up.

Curators each operate more or less independently, as the faith has no organized hierarchy. Still, as a priest gains acclaim for their teachings, art, and design, they often attract students, who come to study at their feet. These students eventually go off to their own congregations, creating a school of connection with their teacher. Such schools often approach the goddess' teachings the same way, subscribing to specific interpretations of her holy text.

In general, curators are equally likely to be cloistered clerics as they are to be warpriests, though both place equal weight on their ability to create. However, among Ilverani in particular, a far greater percentage of clerics are warpriests, as they must contend with the harsh conditions and dangers of the Crown of the World. Regardless of their doctrine, curators carry their badge of office: a staff, modeled after the goddess' and created with their own hands. Typically capped with silver on each end and decorated along the length with precious gems and crystals, this staff serves as a tool, a guide, or a weapon as needed. Though champions of Findeladlara exist, they are rare. Among Ilverani, those who might otherwise choose this path are more likely to become twilight speakers.

## Holidays

Findeladlara encourages her followers to take joy in their artwork, and what it can inspire. They mark the end of each month with a Hearthfeast, a celebration in which the people present works of art to be shared among the community. On months when construction of a new house has been finished, the Hearthfeast takes place there, filling it with functional and decorative pieces to make it a home. Elves who focus more on the goddess' art and architecture portfolios, particularly in Kyonin and Sovyrian, mark the start of each year with the Drafting. Devout Findeladlarans spend this weeklong holiday praying and designing a piece of artwork or building to complete in the upcoming year. Some believe those who don't finish these projects risk the goddess' wrath, but others say they in fact earn her sympathy, and will be blessed with insight and skill to achieve their project, should they continue to persevere.

Some worshippers undertake a "painted walk" in the middle of their lives, or if they feel the need for guidance. Traveling with nothing but their clothes and a few art supplies, these pilgrims wander with only the Guiding Hand's lessons to lead their way. Such painted walks can last a few days, or take weeks, months, or

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even years, culminating in the creation of an artistic masterwork that isn't brought home, but rather given to the land as a tribute to Findeladlara. Some walkers never return at all. Though some undoubtedly find misfortune on their path, many believe these missing elves in fact make their way to Horizon Heart, where they remain at the goddess' side.

Among Ilverani, additional holidays revolve around the seasons in the Crown of the World, which spends much of each year in a perpetual twilight—the holiest of times to Findeladlara. The most holy of these celebrations is Ebblight, at the autumnal equinox, when the sun sinks below the horizon for the winter. As the light fades, a community leader, often a curator or twilight speaker, enter the village with a single burning oil lamp. Residents emerge as they pass each home, lighting their own lamps, creating a beautiful candlelight procession through the community. The ensuing solemn prayer ceremony, recalling the Ilverani ancestors who lived through the Age of Darkness, culminates in each resident's return home with their lamp. They use it to light a lantern that remains lit for the next six months.

The vernal equinox sees a similar ceremony known as Dawnmarch, in which the faithful relight the oil lamps from their personal lanterns and carry them to a central bonfire. The blaze illuminates a celebratory feast in which worshippers recount the hardships they have survived over the last six months, symbolically giving them to the fire along with thanks to Findeladlara for seeing them through it. Superstition holds that any who don't give true thanks risk causing some spiritual catastrophe, though details differ between villages.

The Day of the Midnight Sun, when the sun shines at midnight at the summer solstice, is a time to give thanks to the goddess for her light. Entire Ilverani villages empty as worshippers use the day for a painted walk. Even those with small children participate, though they may only spend a few hours beyond their village's borders. For some, this painted walk leads to assuming the mantle of a twilight speaker, who see their travels beyond the Crown of the World as an extension of this pilgrimage.

## Aphorisms

Findeladlara is known as the Guiding Hand, and her followers have many sayings they use to guide each other through life and challenges. These common phrases are passed down from priests to worshippers, and parents to children, sprinkled into everyday conversation almost without thought.

**From dawn to dusk to dawn:** This simple phrase means forever, but carries the weight of a vow. Among the elves, where a single day can pass in a blink of an eye, using this phrasing emphasizes the importance of each moment in that day and every day that follows.

**A weak foundation wastes the work:** This common adage serves many roles. It can be an entreaty to properly teach a child, advice to make sure a project begins with a strong base, or a criticism for why a plan did not turn out the way it was intended.

**Cling to the hand when the blizzard blinds:** Used principally by Ilverani, this extremely common saying refers to trusting in one's kin or Findeladlara's guidance when the future is uncertain.

## Sacred Text

Where many religions have a written text, Findeladlara's faith instead offers a series of perfect designs that offer guidance to her followers. These 36 renderings, collectively known as the *Pattern Essential*, depict buildings and types of art, and each is a small masterpiece in its own right. The images are displayed in the heart of many of Findeladlara's temples, allowing the faithful to gaze on perfection and be inspired. Creating a new copy of a *Pattern Essential* is a laborious task, albeit one of love, that requires absolute precision. Even a single misplaced line could eventually cascade down to other copies or artwork and buildings based on it. Any such marred copy is immediately destroyed, and the work on that rendering begun again. A curator who fails consecutive efforts to duplicate a *Pattern Essential* often begins a long painted walk to re-establish their connection to the goddess.

While the *Pattern Essential* remains ever unchanging in its perfection, it is paired with the *Model Illumina*, a living collection of priests' interpretations and commentaries. Where a buttress may on one hand be the obvious means of supporting a wall in one of the images, priests enjoy long, sometimes heated debates over the meaning of its location and design—and how it instructs a follower to buttress their community. Leaving these lessons for others to discover is an important aspect of the faith. In cities such as Iadara or El, they are added to an ever-growing folio of teachings. In the Crown of the World, where such resources may not exist, Findeladlaran curators inscribe them at the spot of inspiration, etching them in ice and stone around small temples. The *Model Illumina* often highlights the important role the number six plays in the Findeladlaran faith—not only is it the number of art forms the goddess claims, it's the number of sides on a snowflake, and



a significant architectural shape in the hexagon. The *Pattern Essential* itself is made up of six sixes. Many Ilverani also focus on the number 12—six and six—pointing to the rare 12-sided snowflake as evidence of its significance.

Finally, many Findeladlarans carry their own *Enchiridion Vital*, a sketchbook in which they practice their art, keep track of their favorite teachings, and record their own interpretations. Collectively, the *Pattern Essential*, *Model Illumina*, and *Enchiridion Vital* form what Findeladlarans call the Grand Canvas—the totality of the goddess' sacred text.

## Relations with Other Religions

Ilverani Findeladlarans generally don't go out of their way to make friends with people of other cultures and religions. They interact most often with adherents of the other members of the elven pantheon.

Mirroring their goddess' relationships with other deities, those who worship Findeladlara find themselves closest with the followers of Ketephys and Yuelral. Some Findeladlarans have a complicated relationship with Desnans, Alsetans, and Nocticulans, seeing an overlap in their teachings and responsibilities, while others note the vastness in the number of stars in the cosmos. Many believe their goddess's guiding hand should help lead these others' travels and certainly influence the artwork created by the Song of Sphere's bards.

Findeladlarans outside the Crown of the World—particularly those in Kyonin—are more likely to encounter other faiths. Like Ilverani, they work most closely with those who worship the other elven deities. Despite their shared interest in art, Findeladlarans have a tense relationship with Shelynites. Where Shelyn teaches that even crude artistic efforts deserve praise, Findeladlara seeks perfection; her combined portfolio with architecture puts great import on a solid foundation in all artistic endeavors and precision is key.

Similarly, Findeladlarans often consider many of Sarenrae's followers to be hotheaded and too inflexible to see the importance of the twilight moments right after dusk and before the dawn.

Among the Alijae and Ekujae elves of the Mwangi Expanse, Findeladlarans aware of the struggles in Mzali have great sympathy for the Bright Lions. They believe that Findeladlara was close with the Old Sun Gods Luhar, the Setting Sun, and Tlehar, the Rising Sun. A few of Findeladlara's faithful have

made this sympathy (secretly) known to some agents among the Bright Lions and stand ready to support the rebel group when needed. Findeladlarans also often give respect to followers of Mazludeh, the Holomog goddess whom they see as a close ally of their goddess.

And in the eastern reaches of New Thassilon, among lands as rugged, inhospitable, and freezing as many found in the Crown of the World, an increasing number of Findeladlarans are forming tenuous alliances with worshipers of Noctacula—relationships resulting in the first significant “new” works of art from worshipers of the Guiding Hand. Some of Findeladlara's more traditional followers have been a bit too quick to brand this new development as heresy.



## Findeladlara (CG)

Findeladlara is the ancient elven goddess of art and architecture, who teaches the value of preservation, art, buildings and, most importantly, life. She assumed the twilight portfolio to guide her most fervent worshippers to safety in the wake of Earthfall, after they remained on Golarion to build shelters in her name for the survivors of the cataclysm.

**Edicts** Preserve art and architecture, bless and secure households, inspire and aid others with your works

**Anathema** Break laws of hospitality, knowingly allow a guest to bring harm to your family

**Follower Alignments** NG, N, CG, CN

## Devotee Benefits

**Divine Font** *heal*

**Divine Skill** Crafting

**Favored Weapon** staff

**Domains** cities, creation, family, star (*Pathfinder Lost Omens: Gods & Magic* 117)

**Cleric Spells** 1st: *illusory object*, 4th: *creation*, 7th: *magnificent mansion*

## Avatar Form

When casting the avatar spell (*Pathfinder Core Rulebook* 318), a worshiper of Findeladlara transforms into a towering and beautiful elven woman armed with a staff. They gain the following additional abilities

- **Findeladlara** Speed 70 feet, *air walk*; **Melee** ♦ staff (two hand d8), **Damage** 6d4+6 bludgeoning; **Ranged** ♦ whirling snowflakes (range 120 feet), **Damage** 6d6+3 cold

## DREAMERS OF THE NAMELESS SPIRES

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# ADVENTURE TOOLBOX

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The following new rules appear throughout “Dreamers of the Nameless Spires.” Within this toolbox, you’ll find strange magic of the mind, items from the distant north, and an archetype for an Ilverani diplomat.

## Artifacts of Paranormal Study

The study of the paranormal requires unique tools and paraphernalia, many of which are either unpalatable to regular society or downright illegal.

### AETHER MARBLES

ITEM 4+

UNCOMMON BOMB CONSUMABLE FORCE SPLASH

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Strike

Aether marbles create violent, lingering eddies of force that extend partially into unseen planes. When the bomb explodes, it deals the listed force damage and force splash damage. Many aether marbles grant an item bonus to attack rolls.

Surfaces in the splash area are filled with twisting eddies of force, which are difficult terrain for incorporeal creatures but not for corporeal ones. The force eddies in a square disperse after an incorporeal creature enters the square.

**Type** lesser; **Level** 4; **Price** 19 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 force damage and 2 force splash damage.

**Type** moderate; **Level** 12; **Price** 360 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 force damage and 3 force splash damage.

**Type** greater; **Level** 18; **Price** 3,400 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 force damage and 4 force splash damage.

### TELEKINETIC CONVERTERS

ITEM 12

RARE INVESTED MAGICAL TRANSMUTATION

**Price** 1,950 gp

**Usage** worn gloves; **Bulk** L

Copper cables run from these thick leather gloves to nodes that attach to the wearer’s temples, allowing a spellcaster to convert the magic they normally cast to pure psychic intention. When you Cast a Spell using the *telekinetic converters*, you substitute any verbal spellcasting

components for mental components of simple thought, granting the concentrate trait to the spell you’re casting.

**Activate** ♦♦ Interact; **Prerequisites** You have a spellcasting class feature and you can cast cantrips; **Effect** You cast *telekinetic projectile* as an occult cantrip, heightened to a spell level equal to half your level rounded up.

**Activate** ♦♦ Interact; **Prerequisites** You have a spellcasting class feature and have an unexpended spell slot of 5th level or higher; **Effect** You cast your choice of *telekinetic haul* or *telekinetic maneuver* as a 5th-level occult spell, consuming one of your unexpended spell slots of the same level as if you had used it to cast the spell.

### PSYCHIC COLORS ELIXIR

ITEM 8

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

**Price** 100 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

This orange liquid lets you visibly detect the psychic energies that enable telekinesis and telepathy. For the next minute, you can sense if a creature you can see is using a telepathic or telekinetic ability, such as the telepathy monster ability, spells like *telekinetic projectile* or *telepathic bond*, or similar abilities. You also can sense if an object or creature you can see is being manipulated or contacted by such an ability. Both the user and the target of the ability are outlined in faint shimmers of matching color.

### VAT-GROWN BRAIN

ITEM 10

RARE ALCHEMICAL CONSUMABLE

**Price** 190 gp

**Usage** held in 2 hands; **Bulk** 1

**Activate** ♦♦♦ Interact

A malformed, artificial brain pulses with alchemical life inside a nutrient-rich vat. When the vat-grown brain is activated, it attempts to counteract one condition of your choice that was gained from an ability with the mental trait, which it does by drawing the negative mental impressions into itself. However, the artificial brain is not robust, and the strain of the transfer quickly destroys it. The vat-grown brain has a counteract level of 5 and a +17 modifier on the roll.



## Blackfrost

When elves from Castrovel transported an alien entity called Osoyo to Golarion's north pole thousands of years ago, the strange, devastating ash Osoyo steadily exhaled came with it. Anyone exposed to this dark, mucky powder suffered terrible surface wounds similar to frostbite, and their flesh became hypersensitive to cold. The ash's true danger, though, became known only after afflicted individuals died. Such victims would lie frozen, blackening from supernatural cold burns, for a single day before rising as undead monstrosities. In time, people would come to call this terrible umbral powder blackfrost, and the undead who bore its curse blackfrost dead.

The site worst afflicted with blackfrost was a massive temple built by saumen kar native to the Crown of the World. From the blackfrost that poisoned the saumen kar's holy site emanated whispers that echoed in the minds of any who went near the haunted temple. Though the honeyed words differed according to the listener, they always promised the same thing: the power to obtain one's darkest desires. Without exception, every saumen kar succumbed to the lure of the malignant susurrations. Ainamuuren, "the last saumen kar," managed to reject Osoyo's pull for many years, but even he fell victim to the terrible curse of the Blackfrost Whale.

To this day, blackfrost permeates the old saumen kar temple—haunted ruins now known as the Nameless Spires. Those who succumb to the temptations of blackfrost and perish by its touch become yet more blackfrost dead, filling out Osoyo's ever-growing legions of shambling thralls.

### BLACKFROST ILLNESS

Undead stricken with blackfrost are the primary vector of exposure. However, as one gets closer to the Nameless Spires, other hazards capable of inflicting blackfrost become increasingly common.

### BLACKFROST

### CURSE 10

UNCOMMON COLD CURSE DISEASE NECROMANCY OCCULT

This affliction can't be reduced below stage 1, nor the damage from it healed, until successfully treated with *remove curse* or a similar effect; the affliction can then be removed as a normal disease. A creature that dies from cold damage while cursed with blackfrost rises as a blackfrost dead (page 80) after 24 hours.

**Saving Throw** DC 27 Fortitude; **Stage 1** 4d6 cold damage (1 minute); **Stage 2** weakness to cold 5 and drained 1 (1 day); **Stage 3** weakness to cold 10 and drained 2 (1 day)

## Boreal Magic Items

Many of the cultures found in the Crown of the World have developed items to help them thrive in the cold boreal north.

### ICE FORGE

### ITEM 11

RARE CONJURATION MAGICAL STRUCTURE

**Price** 1,300 gp

**Bulk** L (when not activated)

While many of the magical wonders created by saumen kar have been destroyed, *ice forges*, while rare, still see use today among the few individuals who manage to discover and keep one of these portable treasures. When an *ice forge* isn't activated, it appears to be a small anvil carved from a lump of ice no larger than an apple. While in this state,

the *ice forge* remains cold to the touch but doesn't melt in the presence of high temperatures. It can be used to chill a beverage in a small container, although those who venerate and respect these items' legacy would doubtless find this use to be insulting at best.

**Activate** ♦♦♦ command, Interact; **Effect** You toss the *ice forge* onto the ground, and it immediately expands in size, transforming into a fully functional forge that appears to be made of solid ice. Expanded, the *ice forge* is 10 feet square and 10 feet high. While the forge itself is cold to the touch, it won't melt in higher temperatures, nor will it cause harm to someone who remains in contact with the chill surface for an extended period of time. The forge can be used to work metal as a normal forge (although fuel must be provided)—the heat created by its use does no harm to the *ice forge*, nor does it transmit to the surface it sits upon, making an *ice forge* an ideal solution for those who seek to use forges in areas where open flames or smoke would be dangerous.

You can return an *ice forge* to its handheld anvil form by spending a single action to issue a verbal command, which has the auditory trait. Doing so immediately snuffs out any fire within the forge and leaves behind unused material or ashes. Once deactivated, the forge can't be activated again for 4 hours.

**Activate** 1 minute (envision, Interact); **Requirement** The *ice forge* is in forge form; **Frequency** once per day; **Effect** The *ice forge* casts *creation* (heightened to 5th level) to your specifications.



Blackfrost



## OIL OF CORPSE RESTORATION

ITEM 9

UNCOMMON CONSUMABLE MAGICAL NECROMANCY OIL

Price 150 gp

Usage held in 2 hands; Bulk L

Activate 1 minute (Interact)

Adlet spiritual leaders create this thick purple gel so that the dead can temporarily assume their appearance in life during ancestral worship ceremonies. Spreading it over the bones of an undead creature or a lifeless corpse causes the gel to congeal, forming a cosmetic layer that covers or restores any missing or compromised flesh until the body mimics its appearance in life. The dead creature's flesh looks healthy and whole. It gains a +2 circumstance bonus on Deception checks to look like a living creature. The gel does not restore life or Hit Points and the flesh quickly rots away 8 hours after application.

## RIME JAR

ITEM 10

UNCOMMON EVOCATION MAGICAL

Price 175 gp

Usage held in 2 hands; Bulk 1

Magical reagents slosh inside this rime-frosted pottery jar the size of a human head. Despite appearing to be rimed in hoarfrost, the jar is warm to the touch. Ilverani wizards create *rime jars* to sustain themselves during the coldest winter nights.

**Activate** ♦♦♦ Interact; **Effect** The jar draws off the cold and warms your body. If you have the fatigued condition caused by exposure to environmental cold, it removes the condition. For 8 hours after applying the rime, you treat extreme cold as severe cold.

## STAR OF CYNOSURE

ITEM 10

UNCOMMON ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 175 gp

Usage affix to armor; Bulk –

**Activate** ♦ envision; **Trigger** You attempt a Will save against a mental enchantment spell, but you haven't rolled yet; **Requirements** You have master proficiency in Will saves.

Found throughout Golarion, these star-shaped talismans of whalebone scrimshaw are carved by Erutaki from the Crown of the World. They are popular with adherents to the cult of Desna, who believe the talismans protect their dreams.

When you activate this talisman, you gain a +2 status bonus to saves against enchantment magic with the mental trait for 1 minute. On the triggering save, if the outcome of the roll is a failure, you get a success instead, or if the outcome is a critical failure, you get a failure instead.

## Sinister Magic

In his pursuit of his memories, Etward Ritalson made numerous discoveries about the nature of memories, dreams, and the relationship between the two. One of the most insidious and awful results of his research is the following unique magic item—the *mindsponge*. At your discretion, this item could instead be a rare item used by creatures like deros, hags, and others prone to experimenting with such esoterica—even agents of the Dominion of the Black.

## MINDSPONGE

ITEM 9

UNIQUE MENTAL NECROMANCY OCCULT

Price 700 gp

Usage held in 1 hand; Bulk L

A *mindsponge* appears as a misshapen gray sponge that unsettlingly resembles a malformed human brain. Though pliable in all the same ways as a damp sponge, a *mindsponge* has no ability to absorb water and, in fact, doesn't seem terribly porous at all. Instead, a *mindsponge* is used to

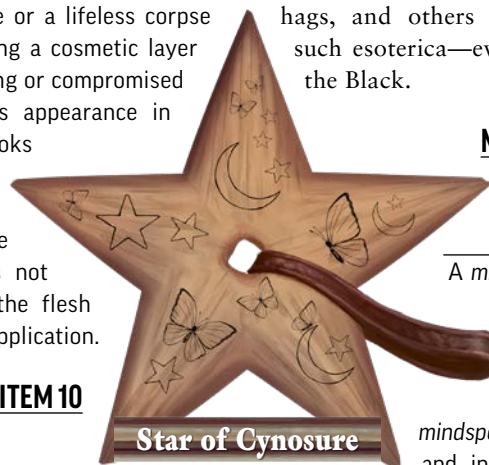
absorb thoughts and memories from living creatures.

**Activate** ♦♦ envision, Interact; **Effect** The *mindsponge* casts *modify memory*, but only to erase a memory—a *mindsponge* can't enhance memory clarity, alter memories, or add false memories.

**Activate** 1 minute (envision, Interact); **Effect** You use the *mindsponge* to harvest the memories and mental energy of a specially prepared target as it dies. To prepare the target (who must be willing or helpless), you must perform a 10-minute surgery to expose a portion of the target's brain without killing them. This requires a successful DC 28 Medicine (master) check; if you fail this check, the target dies before you can use the *mindsponge*.

Memories and psychic energy absorbed aren't taken from the target's soul but from energies temporarily infused within the body, so that a creature slain in this way who is later brought back to life retains their harvested memories and energy. The corpse of someone who has had their memories harvested is difficult to communicate with via *talking corpse*—treat the saving throw result against that spell as one degree of success lower than the actual result.

A *mindsponge* can store the memories and energy of up to four creatures at a time. Once full, it cannot be activated at all, other than to squeeze it as an Interact action with the envision trait, which causes all of the memories within to drip out as cold ectoplasm, which swiftly evaporates if not used or contained.



Star of Cynosure

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## Twilight Speaker

As a religious and diplomatic representative of Findeladlara—and all Ilverani of the north—you see it as your duty to befriend shorter-lived peoples you encounter on your travels. Unlike other Ilverani, also called “snowcaster elves” by outsiders, you find outsiders interesting and believe there is much to learn from having conversations and relationships with others. Whether to watch them, teach them, or to keep would-be enemies close, you believe a broad smile, ageless learning, and a watchful eye are key. Some see this watchful and outwardly friendly nature as condescending, but they don’t understand



the reason why worshipers of Findeladlara feel a duty to uphold this tradition. When Earthfall struck and most of the other elves on Golarion fled to Sovyrian or delved deep into the earth, the elves that would one day come to be known as Ilverani remained and sought to shelter others from catastrophe. They built refuges to protect others and helped guide people to safety during the Age of Darkness. While Twilight Seekers today don’t build safe structures, they do work to build bonds among people so that society can be protected against other catastrophic events should they come to pass.

This calling brings you in contact with many different cultures, yet you seek to preserve the ways of your people. To this end, you are ever on your guard against the lure of “modern fads.” Unfortunately, some twilight speakers have succumbed to the allure of other ways of life and, for them, there is only one outcome: exile.

### TWILIGHT SPEAKER DEDICATION

### FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** trained in Society, you are an Ilverani elf

You have carefully studied the histories, customs, and etiquette of many of the younger peoples of Golarion. You become an expert in Society. At 7th level, you become a master in Society, and at 15th level, you become legendary in Society. You can use the Society skill instead of the Diplomacy skill when you attempt to Make an Impression on a non-elfen intelligent humanoid creature.

**Special** You can’t select another dedication feat until you’ve gained two other feats from the twilight speaker archetype.

### EMPATHETIC ENVOY

### FEAT 4

ARCHETYPE

**Prerequisites** Twilight Speaker Dedication

You believe that treating others with respect is the fastest way into their hearts, and in turn others are more likely to believe in your good intentions and write off bad first impressions as flukes. If a creature’s attitude towards you becomes lower over the course of a social interaction (for example, from friendly to indifferent, or from indifferent to unfriendly), their impression of you returns to its starting level an hour after the social interaction ends. This ability has no effect if the creature you are interacting with becomes hostile.

### DISARMING SMILE

### FEAT 6

ARCHETYPE CONCENTRATE EMOTION MENTAL VISUAL

**Prerequisites** Twilight Speaker Dedication



**Trigger** You are the target of a melee attack and the attacker has not rolled yet.

**Requirements** You are aware of the attacker, the attacker is an intelligent humanoid creature, and you have not attempted to harm the attacker.

With a wide, sincere smile, you give your attacker pause. You attempt a Diplomacy check against the triggering attacker's Will DC. After you use Disarming Smile, all creatures who witnessed you use it are temporarily immune to your Disarming Smile for the next 24 hours.

**Critical Success** Your enemy ceases their attack. The attack fails and the triggering target can't attempt hostile actions against you until the beginning of its next turn or until you (or your allies) take hostile actions against the enemy (or its allies). You can begin talking to the creature on your next turn to attempt another Diplomacy check; on a success, you sustain the effect until the beginning of your next turn, to a maximum of 1 minute. Talking on subsequent rounds requires that you be able to communicate with the target creature and imparts the auditory and linguistic traits to the action.

**Success** Your foe pauses momentarily. Their attack fails, but they can attempt further attacks against you.

**Failure** The target's attack is unaffected.

## BETRAYING SHANK ◆

FEAT 6

ARCHETYPE

**Prerequisites** Twilight Speaker Dedication

**Requirements** You are within melee reach of a target, but it is not in combat with you.

While your usual diplomacy is well intentioned, you know that sometimes those same skills will need to be turned to deception. In a flash, you draw a sheathed or concealed agile or finesse weapon and make a melee Strike. The target is flat-footed against your Strike. You then roll Deception for initiative.

## ILVERANI PURIST

FEAT 8

ARCHETYPE SKILL

**Prerequisites** Twilight Speaker Dedication

All twilight speakers are trained to resist the alluring customs of younger peoples, but you have made it your mandate to keep the Ilverani way unchanged. Such dedication has given you a trained eye for subtlety and deception. When you attempt to Sense the Motive of a non-elf humanoid creature and you roll a critical failure, you fail instead.

## WORLD-WISE VIGILANCE

FEAT 8

ARCHETYPE

**Prerequisites** Twilight Speaker Dedication

Your keen study of other cultures gives you insights into

## ILVERANI AND THE STARS

Twilight speakers hold the stars as an enduring reminder of their god's quest for artistic perfection. Although few Ilverani believe that Findeladlara had any hand in the creation of the stars, these astral bodies form an important part of snowcaster beliefs.

Twilight speakers returning home look to Cynosure, the North Star of Golarion, to guide them. While the short polar summers in the Crown of the World can rob the sky of many stars, Cynosure shines bright and clear more often than not. It is for this reason that the envoys of the Ilverani gave themselves the name of "twilight speakers": to remember their place as spiritual and diplomatic guides.

Also in summer, the Aurora lobara colors the sky in shifting tones. The "great painting," as it is called in the Ilverani language, is contemplated by fortune tellers and prophets alike. Many Ilverani have noticed changes in the Aurora lobara that they fear might point to the onset of another great cataclysm like Earthfall. The twilight speakers venture far and wide in search of information to support or dissuade such fears.

During the long, cold nights of winter, when the stars are clearest, Ilverani hold their night vigils. While the stars turn in the sky above, they act out plays of their histories, tales that remember betrayal and great disasters. The stars are both backdrop and the personification of their ancestors, played by beautiful actresses with magical starlight in their hair.

the ways those cultures fight. When you use Perception to roll initiative and none of your enemies have the elf trait, you can choose to roll Society instead.

## EMPHATIC EMISSARY ◆

FEAT 10

ARCHETYPE

**Prerequisites** Disarming Smile

**Trigger** You roll initiative.

You can tell when diplomacy has failed and a meeting is close to unraveling or falling to blows. You gain a +2 circumstance bonus on your initiative roll. During your first turn in combat, you can use your Disarming Smile, targeting every hostile intelligent humanoid creature that can see you but has yet to act. If you choose to sustain your Disarming Smile, you sustain the effect for only one creature, as normal.

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## CREATING BLACKFROST DEAD

The simplest way to create a blackfrost dead is to use an existing undead, such as a zombie or a mummy, as your base creature. Replace the creature's abilities with abilities from the list on this page.

All blackfrost dead gain the cold trait and have at least one way to inflict blackfrost, often using one of their Strikes.

# Blackfrost Dead

These shambling arctic horrors are dead in name alone. Creatures who succumb to the frigid elements while cursed by blackfrost don't become mere corpses entombed in ice but rather vicious undead capable of spreading the curse of blackfrost even further. Cracked, frostbitten flesh that emits a freezing vapor like steam; inexorable, unhindered strides through feet of ash-blackened snow; a vacant, icy-blue gaze devoid of humanity—the descriptions of blackfrost dead vary by the teller, but none can deny the supernatural dread these monsters evoke.

Blackfrost dead take a variety of forms. Most are mindless, lumbering brutes, largely indiscernible from mundane zombies except for the curse they can inflict. Others not only maintain their presence of mind but wield powers of psychic corruption not unlike those of blackfrost's originator, Osoyo, the Blackfrost Whale. What form a blackfrost dead takes depends primarily on the victim's psychic fortitude and its aptitude for occult magic.

Further details on blackfrost appear on page 76.

## BLACKFROST DEAD ABILITIES

You can modify an existing undead creature to become blackfrost dead using the following abilities. All blackfrost dead bear the curse of blackfrost (page 76) and have some way to inflict it, usually using one of their existing Strikes. Most blackfrost dead have one other ability from this list as well. As blackfrost dead stem from blackfrost itself, all blackfrost dead have the rare trait.

**Blackfrost Breath** ♦♦ (conjunction, occult) The blackfrost dead gasps sharply, then exhales a mist of dark-blue blackfrost particles in a 5-foot emanation. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. The mist persists for 1 minute. A creature that ends its turn in the mist is exposed to blackfrost. The blackfrost dead can't use Blackfrost Breath again for 1d4 rounds.

**Ice Climb** The blackfrost dead can climb on ice as though it had the listed climb Speed. It ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

**Mindburning Gaze** ♦♦ (emotion, fear, necromancy, occult, visual) The blackfrost dead fixes its terrifying gaze on a creature within 60 feet. The creature takes 1d4 mental damage per level of the blackfrost dead (minimum 2d4), with a basic Will save. On a critical failure, the creature is frightened 1.

**Shattering Death** (cold) When the blackfrost dead is destroyed, its body shatters like brittle ice, filling the air around it with a cloud of frigid, razor-sharp ice shards. Creatures in a 10-foot emanation take 1d8 cold damage per level of the blackfrost dead (minimum 3d8), with a basic Reflex save. Creatures that critically fail this save also take 1d6 persistent bleed damage.

## BLACKFROST ZOMBIE

Most creatures who perish from the cold while cursed with blackfrost rise as zombies. Though mindless, blackfrost zombies are driven by the invisible will of blackfrost to spread their foul curse.

## BLACKFROST ZOMBIE

CREATURE 6

RARE NE MEDIUM COLD MINDLESS UNDEAD ZOMBIE

Perception +10; darkvision



**Skills** Athletics +15

**Str** +5, **Dex** +2, **Con** +4, **Int** -5, **Wis** +0, **Cha** +0

**AC** 23; **Fort** +16, **Ref** +12, **Will** +8

**HP** 120, negative healing; **Immunities** cold, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** fire 5

**Opportune Bite** ➤ **Trigger** A creature critically fails a Strike within 10 feet of the blackfrost zombie; **Effect** The blackfrost zombie Steps toward the triggering creature, then makes a jaws Strike against that creature.

**Speed** 20 feet; ice climb 20 feet

**Melee** ♦ fist +15, **Damage** 2d6+5 bludgeoning plus 1d6 cold

**Melee** ♦ jaws +15, **Damage** 2d4+5 piercing plus 1d6 cold and blackfrost

**Blackfrost Breath** ♦♦ As above.

## BLACKFROST PROPHET

With their hulking physiques and the potent connection to the Crown of the World, saumen kar who succumb to blackfrost become especially dangerous blackfrost dead. Those who guarded the Temple of Aqakaru in life continue to do so in undeath, albeit even more vigilantly and much more violently. Blackfrost prophets, as these wardens are sometimes known, maintain their formidable intellect and innate connection to their boreal environment, though the curse of blackfrost has stripped them of their memories and filled their hearts with evil.

## BLACKFROST PROPHET

## CREATURE 9

RARE NE LARGE COLD UNDEAD

**Perception** +21; darkvision, scent (imprecise) 30 feet

**Languages** Erutaki, Jotun; telepathy 100 feet

**Skills** Athletics +21, Intimidation +18, Stealth +17 (+21 in forests and snow)

**Str** +6, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +1

**Items** +1 striking halberd

**AC** 28; **Fort** +20, **Ref** +18, **Will** +18

**HP** 180, negative healing; **Immunities** cold, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** fire 10

**Speed** 30 feet; ice climb 30 feet

**Melee** ♦ halberd +21 (magical, reach 10 feet, versatile S), **Damage** 2d10+10 piercing

**Melee** ♦ horns +21 (agile), **Damage** 2d6+6 bludgeoning plus 2d6 cold and blackfrost

**Imprison Mind** ♦♦ (mental, necromancy, occult) The blackfrost prophet concentrates on a creature within 60 feet, filling the target's mind with befuddling susurrations. The creature must succeed at a DC 28 Will save or take 4d8+8 mental damage and become stupefied 1 for 1 minute (stupefied 2 on a critical failure). The creature is slowed 1 as long as it's stupefied.

**Raise Blackfrost** ♦♦ (cold, conjuration, occult) The blackfrost prophet selects a point within 60 feet, then calls upon shards of blackfrost to stab up through the crust in a 30-foot burst. Creatures in the area take 2d8 piercing damage plus 2d8 cold damage (DC 28 basic Reflex save). A creature that takes cold damage from this ability is exposed to blackfrost. Until the next time the blackfrost prophet uses Raise Blackfrost, the affected area is difficult terrain.



## CURSE OF THE CROWN

Blackfrost dead are found only around the Nameless Spires, under which a massive alien being named Osoyo remains imprisoned. Only recently has this ancient being stirred from its slumber, causing blackfrost to foam out of fissures in the ice and afflict unfortunate explorers. The spread of the blackfrost curse has been mercifully slow thus far, but with each creature afflicted, Osoyo's reach expands ever outward.

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## AN EON'S LONG MEMORY

Crownbound constellations have not forgotten Lamashtu's deception, or the commission set for them by Desna. Crownbound constellations frequently attack those they assume to be in league with the Mother of Monsters, and their hatred for her has severed their connection to Desna, just as Lamashtu planned.



# Crownbound Constellation

Crownbound constellations are the essence of stars granted sentience by the goddess Desna, who created them to survey the vastness of space and help her craft the galaxy. Their intergalactic travels once took them far, but Lamashtu sought to ensnare Desna's creation. The Mother of Beasts lured them to Golarion and then, exploiting the power of Golarion's sun, corrupted their ability to star travel. Stranded on the planet and unable to bear sunlight, these creatures traveled to the Crown of the World, where they have settled ever since.

## CROWNBOUND CONSTELLATION

CREATURE 8

UNCOMMON LN HUGE ASTRAL

Perception +19; darkvision

Languages Aklo

Skills Acrobatics +16, Athletics +21, Lamashtu Lore +14, Star Lore +16, Stealth +16

Str +7, Dex +4, Con +6, Int +4, Wis +3, Cha +3

AC 30, all-around vision; Fort +19, Ref +16, Will +13

HP 98; Immunities electricity, good, precision, swarm mind;

Weaknesses area damage 8, splash damage 8; Resistances bludgeoning 5, piercing 8, slashing 8

**Solar Instability** The crownbound constellation is fatigued and invisible when in direct contact with the rays of the sun.

**Starlight** (aura, light) 15 feet. The glow of the crownbound constellation creates dim light. It can suppress or resume this ability as a free action.

**Attack of Opportunity** ☞

Speed 40 feet

**Melee** ♦ *star greatsword* +21 (magical, versatile P), Damage 2d12+10 slashing and starburst

**Ranged** ♦ *star composite longbow* +18 (deadly d10, magical, reload 0, volley 30 feet), Damage 2d8+7 piercing and starburst

**Dazzling Assault** (visual) ♦ Each enemy in the crownbound constellation's space takes 7d4 bludgeoning damage (DC 23 basic Reflex save). Creatures that fail this save are also dazzled until the end of their next turn.

**Starburst** (visual) A creature that takes damage from a crownbound constellation's attack must succeed at a DC 23 Fortitude save or be dazzled for 1 minute.

**Star Weapons** ♦ The crownbound constellation reforms its two weapons as +1 striking common or uncommon simple or martial weapons. These star weapons can't be disarmed, broken, dropped, destroyed, or stolen. Ranged star weapons don't require ammunition and those with a reload of 2 have a reload of 0 instead. When the crownbound constellation dies or uses its swarm shape its star weapons disappear.

**Swarm Shape** ♦ (concentrate) The crownbound constellation disperses into a shapeless swarm of Small stars. It drops all held, worn, and carried items. While disincorporated, the crownbound constellation can't use attack actions, but it has a fly Speed of 40 feet and can move through areas small enough for its individual stars to fit without having to Squeeze. It can use Swarm Shape again to coalesce back into its normal form, at which point its star weapons reappear.



# Dreamscrapper

Dreamscrapers invade the dreams of sleeping mortals to scrape away at their minds and steal their dreams, leaving them raw and tired upon waking. Maggot-like, with many eyes surrounded by a circular, toothy mouth, dreamscrapers use sharp barbs attached to ethereal tendrils to trawl for dreams. After returning to the Dimension of Dreams with their prizes, they store them in their dark, spire-like cocoons, trade them, or offer them up to their heinous masters as some obscure tax.

Although many dreamscrapers act as servants for more powerful creatures, some act independently. Unable to dream themselves, their fascination leads them to experiment with their collections. They attempt to either synthesize dreams of their own or implant collected dreams within themselves.

## DREAMSCRAPER

## CREATURE 7

UNCOMMON NE LARGE ABERRATION DREAM

**Perception** +15; darkvision

**Languages** Aklo; telepathy 100 feet

**Skills** Acrobatics +17, Athletics +13, Deception +13, Stealth +17 (+19 against sleeping creatures), Thievery +15

**Str** +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

**Tireless** Dreamscrapers never sleep or dream themselves. They gain the benefits of an 8-hour rest after 1 hour of minimal activity.

**AC** 24; **Fort** +12, **Ref** +18, **Will** +15; +1 status to all saves vs. magic

**HP** 115; **Immunities** cold, fatigued, sleep; **Weaknesses** electricity 5

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 22

**Speed** 20 feet, fly 40 feet; *freedom of movement*

**Melee** ♦ claws +17 (agile, finesse, magical, reach 5 feet), **Damage** 2d8+8 negative and stolen dreams

**Ranged** ♦ dream barb +16 (incorporeal, magical, range 60 feet), **Effect** stolen dreams

**Occult Innate Spells** DC 25, attack +17; **4th** sleep (×3); **2nd** darkness; **Constant (4th)** *freedom of movement*

**Dream Step** ♦ The dreamscrapper shifts to either the Dimension of Dreams or the Material Plane. While in the Dimension of Dreams, it can see clearly onto the Material Plane with a range of 60 feet. On its first round in an encounter, the dreamscrapper can use this ability once as a free action.

**Stolen Dreams** (mental, occult) **Effect** The dreamscrapper catches hold of the target creature's dreams and tries to rip them away. The target must attempt a DC 22 Will save.

**Success** The creature is unaffected.

**Failure** The dreamscrapper manages to only scrape at the target creature's dreams. The target becomes fatigued.

**Critical Failure** The dreamscrapper rips the target's dreams away and captures them. The target creature becomes fatigued. Furthermore, the target can never dream, can't be affected by spells that cause or affect dreams, can't detect or be detected by creatures with the dream trait, and can't enter the Dimension of Dreams. This effect ends if the target creature's dreams are restored through powerful magic.



## DREAM COLLECTIONS

Dreams are fascinating creations of the imagination that many powerful entities seek to collect. Liches, for example, are intrigued by the dreams of mortals. Night hags and denizens of Leng see dreams as a valuable commodity, and their bartering draws many beings to the shadowy markets of Leng.

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# Elder Thing

Known by various names on various worlds, but most often as “elder things” or “old ones,” these alien creatures are interested in creating lasting works of art, architecture, and even life (such as the legendary and dreaded shoggoth). Matched with their boundless capacity for egotism and enormous life spans, elder things often see themselves as the most learned and advanced species on any planet they visit, and tend to treat most other forms of life like a scientist might treat experimental stock. While not generally inimical or violent, their nature often puts them at odds against other societies they encounter, and war is a time-honored solution. The elder things rarely shy away from using violence to secure their own territory and their perceived right to experiment and explore.

A typical elder thing is 6 feet tall from head to foot, with a 7-foot wingspan. Their bodies are radial in nature, with five wings, five tentacle-like arms that each end in a writhing nest of tendrils, and five eyestalks. At one end of their barrel-shaped bodies are several larger tentacles they use for combat and locomotion, while at the other, at the center of their five eyes in their starfish-shaped heads, sits a single mouth surrounded by multicolored cilia. An elder thing’s language is a mix of piping and whistling sounds, but they can vocalize a wide range of other languages as well—albeit with a strange, high-pitched accent.

## ELDER THING

The typical elder thing is a scientist first and anything else second, but they don’t hesitate to use force to achieve their needs or defend their laboratories. When one does deign to speak to a non-elder thing, it’s either out of fear (for a creature they know vastly outstrips their own power) or with an insufferable sense of narcissistic superiority and impatience, like how an arrogant professor might speak to a student struggling with what they perceive to be a simple concept.

## ELDER THING

## CREATURE 5

**RARE** **LN** **MEDIUM** **ABERRATION** **AMPHIBIOUS**

**Perception** +14, darkvision

**Languages** Aklo, Common, Elder Thing, Mi-Go, Yithian

**Skills** Acrobatics +11, Astronomy Lore +14, Arcana +14, Athletics +13, Crafting +12, Medicine +12, Occultism +14, Survival +12, Thievery +11 (+13 to Disable a Device)

**Str** +4, **Dex** +2, **Con** +4, **Int** +5, **Wis** +3, **Cha** +3

**AC** 21, all-around vision; **Fort** +15, **Ref** +9, **Will** +12

**HP** 90; **Immunities** cold; **Resistances** fire 5

**No Breath** The elder thing doesn’t breathe and is immune to effects that require breathing (such as inhaled poison).

**Speed** 25 feet, fly 20 feet, swim 30 feet

**Melee** ♦ tentacle +13 (agile), **Damage** 2d6+6 bludgeoning plus Grab



**Constrict** ♦ 2d6+6 bludgeoning, DC 22

**Hibernate** The elder thing enters a state of hibernation after focusing its thoughts for 1 minute. While hibernating, an elder thing is unconscious. The elder thing can remain in hibernation as long as it wishes—while hibernating, it doesn't need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. Any effect that would normally rouse an unconscious creature can end an elder thing's hibernation, but the elder thing must attempt a DC 25 Will save. On a success, the elder thing awakens in 2d4 rounds; otherwise it takes 1d4 days to wake from hibernation. The elder thing can set the length of its hibernation when it enters this state, so that it can awaken after a set amount of time has passed. When awakening in this way, the elder thing does so in only 1d4 rounds, with no Will save necessary.

**Unnatural Flight** The elder thing's wings allow it to fly in regions where flight is normally impossible, such as outer space. It gains a +2 circumstance bonus to checks made to Maneuver in Flight, and on saving throws against effects that impede flight.

## ELDER THING RESEARCHER

As one would expect from a species capable of living for thousands of years, many elder things grow more powerful than the standard specimen. Elder thing researchers are among the more frequently encountered of these incredibly rare beings, for their nature and interests often see them traveling to distant worlds to explore and lay the foundations for later conquest and colonization. Elder thing researchers often carry strange weapons or tools that merge technology with magic.

## ELDER THING RESEARCHER

## CREATURE 10

RARE LN MEDIUM ABERRATION AMPHIBIOUS

**Perception** +21; darkvision

**Languages** Aklo, Common, Elder Thing, Mi-Go, Yithian

**Skills** Acrobatics +17, Arcana +21, Athletics +19, Crafting +21, Medicine +21, Occultism +23, Survival +19, Thievery +19 (+21 to Disable a Device), plus Eldritch Insight

**Str** +5, **Dex** +3, **Con** +5, **Int** +7, **Wis** +5, **Cha** +3

**AC** 29, all-around vision; **Fort** +19, **Ref** +17, **Will** +21

**HP** 218; **Immunities** cold; **Resistances** fire 10

**No Breath** As elder thing.

**Speed** 25 feet, fly 20 feet, swim 30 feet

**Melee** ♦ tentacle +20 (agile), **Damage** 2d8+11 bludgeoning plus Grab

**Occult Innate Spells** DC 29, attack +21; **5th** *black tentacles*, *mind probe*, *summon entity*; **4th** *modify memory*, *phantom pain*; **3rd** *hypercognition*, *mind reading*;

**Cantrips (5th)** *daze*, *mage hand*, *read aura*, *sigil*, *telekinetic projectile*

**Constrict** ♦ 2d8+11 bludgeoning, DC 29

**Eldritch Insight** ♦♦♦ (divination, occult) **Frequency** once per day; **Effect** By focusing its senses and thoughts on a single concept, an elder thing researcher can draw upon the thousands of years of deep memories. It then selects one of the following skills: Arcana, any Lore, Nature, Religion, or Society. Once the skill is chosen, the elder thing researcher can attempt checks for the selected skill using its Occultism modifier. This effect lasts until the elder thing researcher uses Eldritch Insight again to change its focus. If no focus is predetermined, assume an elder thing researcher has chosen to focus on Library Lore.

**Hibernate** As elder thing.

**Unnatural Flight** As elder thing.



## SPACE TRAVELERS

An elder thing can travel through outer space via flight, but it doesn't do so at a greater speed than its normal fly Speed. When an elder thing wishes to travel through the void of space, it typically aims itself in the direction it wishes to go, then enters a timed hibernation so that it wakes at a point where it nears its destination.

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## SCAVENGED SHELL

Being amorphous, mindmoppets are resilient, but they still cling to their shells for protection. You can represent a shell of different material by replacing the Hardness, Hit Points, and Broken Threshold of the porcelain shell listed here with those listed in the Materials section of the *Pathfinder Core Rulebook*.



# Mindmoppet

Mindmoppets are the result of laboratory experimentation that sought to harness telepathic energy within a liquid alchemical concoction. Mindmoppets feed on the latent telepathic energy of creatures. Even those with no apparent gift but with an active mind can sustain a mindmoppet for days. Such feeding is not invasive, and mindmoppets continually “graze” even while inactive.

Mindmoppets are willing servants to anyone who concerns themselves with strenuous mental exercise. Their creator is usually an obvious first choice, and they serve them dutifully. However, they have only an academic understanding of good and evil, of ethics, or mortal limitations. They see service to their master’s science as the ultimate standard by which they judge their actions or those of others. This can lead to conflict between them and their creator, especially if the master appears lax in their efforts to further their studies. To a mindmoppet, continuous learning is imperative.

Mindmoppets appear to have some ability to see a short distance into the future, though this might only be that their innate interest for thought and cognition gives them a knack for anticipating the actions of others.

## MINDMOPPET

## CREATURE 5

UNCOMMON LN TINY OOZE

**Perception** +12; mindsense (precise) 120 feet, no vision

**Languages** Common, one other language; telepathy 100 feet

**Skills** Acrobatics +13, Crafting +14, Deception +11, Intimidation +11, Medicine +10, Occultism +14, Society +14, Stealth +13, Thievery +13

**Str** +2, **Dex** +4, **Con** +2, **Int** +5, **Wis** +3, **Cha** +2

**Items** shell (porcelain doll)

**Mindsense** The mindmoppet senses the thoughts of intelligent creatures and builds a perception of reality from this information, allowing the mindmoppet to “see” as a precise sense. Invisible intelligent creatures are visible to it.

**AC** 21; **Fort** +9, **Ref** +12, **Will** +15; +1 status to all saves vs. magic

**HP** 75; **Immunities** acid, critical hits, piercing, precision, unconscious, visual;

**Weaknesses** electricity 5; **Resistances** slashing 5

**Prognosticate** When the mindmoppet uses a reaction, it can Step before or after taking the reaction.

**Synapse Glow** (aura, light) 5 feet. The firing of the mindmoppet’s synapses create dim light. The range increases to 10 feet if its shell is destroyed.

**Shell** The mindmoppet believes its shell is an important part of itself. Breaking the mindmoppet’s shell (AC 25, Hardness 1, HP 6, BT 3) causes it to become fascinated with its shell. This condition ends when its shell is repaired.

**Redirect Attack** ⤴ (mental) **Trigger** The mindmoppet is targeted by a melee or ranged Strike; **Effect** The mindmoppet attempts a Dexterity saving throw, using the attack roll as the DC for the check. On a success, it redirects the attack at another target within the attacker’s range. On a failure, the attack resolves as normal.

**Speed** fly 40 feet

**Ranged** ♦ telekinetic slam +15 (evocation, force occult, range increment 20 feet), **Damage** 2d12 force plus Improved Push

**Occult Innate Spells** DC 22, attack +14; **2nd** telekinetic maneuver (×2); **1st** command, mending (×3); **Cantrips** (2nd) mage hand, telekinetic projectile; **Constant** (1st) mindlink

**Anticipate** ♦ The mindmoppet attempts to anticipate its opponent’s actions. Until the end of its next turn, the mindmoppet gains one reaction.



# Yaiafineti

Yaiafinetis grow only during periods of extended twilight, thriving across the cold tundra of the Crown of the World exclusively in the winter months. To survive in such harsh conditions, the yaiafineti, or dusk poppy, sprouts independent polyps that detach and then creep across the tundra in search of food for their matriarch.

Dusk poppies sprout from spores that attach to carcasses, but they only blossom during the long twilight unique to the Crown of the World. The perfect conditions for their development are so rare that yaiafineti have developed a vigorous appetite. They feed unceasingly. Much of their energy goes to developing more polyps, and one plant can easily spawn a small infestation of these deadly bulbs.

The plants send out runner shoots that quickly develop purple bulbs. These bulbs, the plant's polyps, sprout many long, hooked vines before detaching from the mother plant. Polyps are short lived but active, foraging for a week or so before they shrivel and die. These polyps aren't dangerous unless handled. They secrete a fine dust that acts as a paralyzing poison that seizes the nervous system of creatures who come in contact with them.

**Paralyzing Poison** (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** flat-footed and clumsy 1 (1 round); **Stage 2** flat-footed and clumsy 2 (1 round); **Stage 3** paralyzed (1 round)

## YAIAFINETI

## CREATURE 8

UNCOMMON N LARGE MINDLESS PLANT

**Perception** +16; pheromones (precise) 20 feet, tremorsense (imprecise) 120 feet, no vision

**Languages** pheromones

**Skills** Athletics +18, Stealth +7 (+9 in tundra)

**Str** +6, **Dex** -5, **Con** +6, **Int** -5, **Wis** +3, **Cha** +0

**AC** 24; **Fort** +19, **Ref** +11, **Will** +13

**HP** 170; **Immunities** mental, visual; **Weaknesses** fire 5, slashing 5; **Resistances** cold 10

**Pheromones** (aura) 5 miles. Yaiafinetis communicate with others of their kind via airborne pheromones. They can use this form of communication to determine their relative distance to each other, call for help if they are under attack or need sustenance, announce that they've detected prey, and convey similar basic concepts. Pheromones coat everything within the aura and allow all dusk poppies to perceive with their pheromone sense.

**Speed** 10 feet, climb 10 feet

**Melee** ♦ bite +18 (reach 10 feet), **Damage** 2d12+8 piercing plus Improved Grab

**Ranged** ♦ spore sap +7 (30 feet), **Effect** alluring spores

**Alluring Spores** (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** fascinated by the yaiafineti (1 round); **Stage 2** controlled by the yaiafineti (1 round)

**Feed** ♦♦♦ The yaiafineti draws nutrients from a living creature it has swallowed, regaining 3d8+24 HP. The swallowed creature takes 2d12+8 bludgeoning damage.

**Swallow Whole** ♦ Medium, 2d12+8 bludgeoning, Rupture 18



## VIOLET DUSK POPPY DYE

Some natives of the Crown of the World hunt yaiafineti matriarchs and harvest their petals, which are used to create an expensive, glimmering violet dye. Although the polyps are far less useful for this purpose, skilled trackers follow their vine tracks back to their matriarch.

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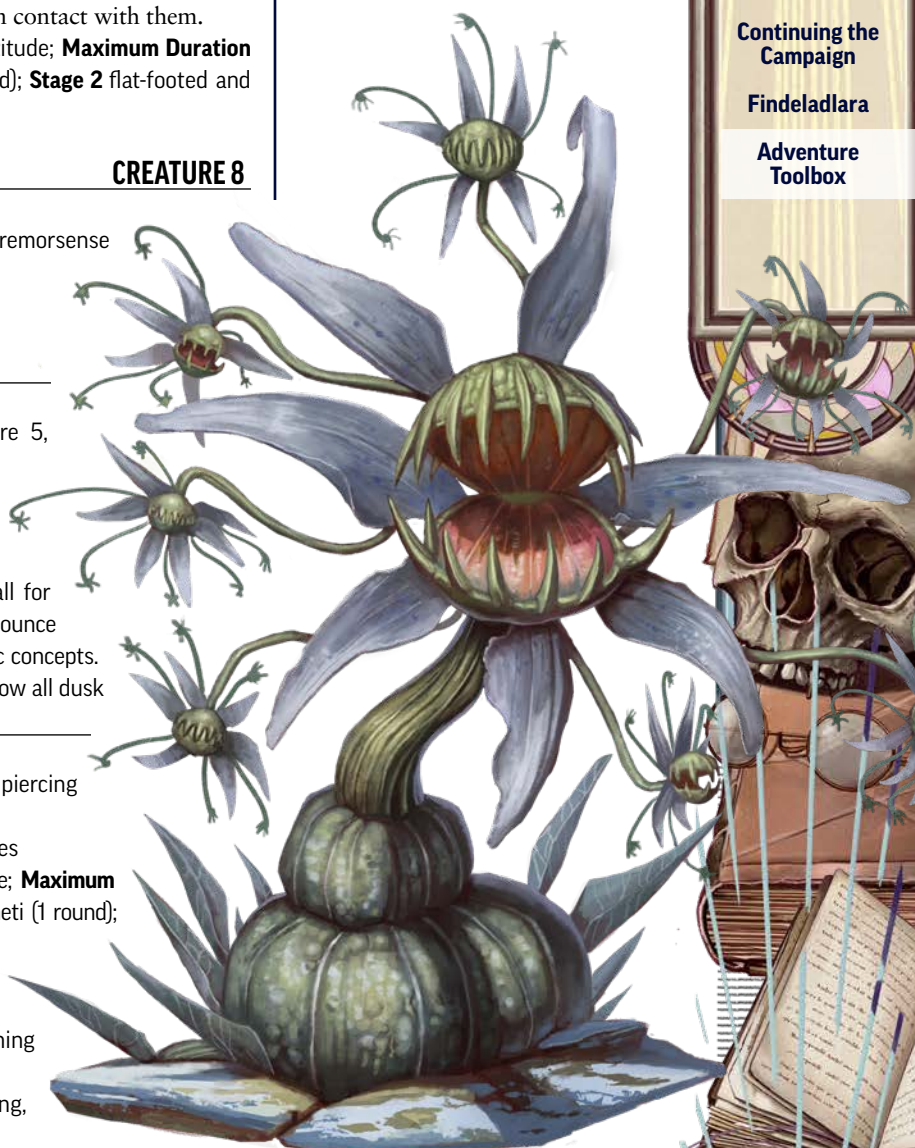
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# AINAMUUREN

## *Corrupted Victim of Osoyo*

Osoyo is alien to Golarion, and while it was first encountered by the elves of Sovyrian, the Blackfrost Whale was alien there as well. At that time, in the earliest years of what is known on Golarion as the Age of Legends, Osoyo held only a small fraction of the potential power it represents today, and yet was still dangerous enough that Sovyrian's High Families wanted it far from their home. They lured the entity from Sovyrian, perhaps intending to escort it out into deep space, but their magic began to falter and they were forced to choose Golarion as the site of its prison. They chose the north pole, figuring that as life spread on their sister planet, this remote location would ensure Osoyo's prison would never be discovered.

But the Castrovelian elves underestimated the people known as saumen kar. When they discovered the Blackfrost Whale, the saumen kar took it upon themselves to build a vast city and temple above Osoyo's prison to ensure it remained locked away. Earthfall disrupted these goals, and now, thousands of years later, only one saumen kar remains alive, remembering the ancient ways of his nearly extinct people—Ainamuuren. Then, during the Missing Moment, Ainamuuren was captured by agents of the Blackfrost Whale. He now languishes near Osoyo's prison, slowly being corrupted into something alien. Once he completes this corruption, Osoyo will be fully free from its prison.

Ainamuuren currently lies in state, not quite dead, but much changed. Blood and blackfrost mat his fur, and writhing tentacles of oily black flesh have grown from his belly, sides, and throat. Pustules on his face bloat and burst, revealing pale, glaring eyes. If this corruption is allowed to run its full course, Ainamuuren's body will transform completely and then burst, turning inside out and serving as a point of entry back into the world for the Blackfrost Whale.

A detailed exploration of Ainamuuren, including more details about his peoples' history and stats for him in his uncorrupted state, appear on pages 6–11 of *Pathfinder Lost Omens Monsters of Myth*. You can consult these pages for more background about the last saumen kar, but within the context of this Adventure Path, his current status as a corrupted victim of the Blackfrost Whale is the version of him the gatewalkers will encounter.

### CAMPAIGN ROLE

The corrupted Ainamuuren isn't as powerful as his natural form, yet he remains a challenge for the characters. He's the final threat they face in the Gatewalkers Adventure Path. If victorious, they'll be able to restore him to his original body as presented in *Monsters of Myth*. The corrupted incarnation of Ainamuuren has little role beyond the final battle against the characters deep below the First and Last Temple of Aqakaru.

### AINAMUUREN

### CREATURE 12

UNIQUE NE LARGE COLD HUMANOID

Male saumen kar last scion

**Perception** +23; darkvision, scent (imprecise) 30 feet

**Languages** Aklo, Common, Elven, Erutaki, Jotun

**Skills** Athletics +25, Stealth +22

**Str** +7, **Dex** +4, **Con** +5, **Int** +0, **Wis** +5, **Cha** +0

**AC** 32; **Fort** +23, **Dex** +22, **Wis** +23; +1 status bonus to saves against good and necromancy spells and effects

**HP** 215; **Immunities** cold, controlled, disease; **Resistances** fire 10, mental 10

**Reactive Tentacles** At the start of his turn, when Ainamuuren regains his actions, he gains an additional reaction that can be used only to make an Attack of Opportunity.

**Attack of Opportunity** Tentacle only.

**Blackfrost Evasion** **Trigger** Ainamuuren takes at least 35 physical damage from a single attack, and he isn't currently discorporated; **Effect** Ainamuuren discorporates into a whirling blizzard of blackfrost for 3 rounds. During this time, he gains resistance 10 to physical damage and weakness 10 to force damage. He gains a fly Speed of 40 feet, but the only action he can take is to Fly. While discorporated, the first time each round that Ainamuuren enters another creature's space or a creature enters Ainamuuren's space, that creature takes 4d8 cold damage and is exposed to blackfrost. At the start of his turn, Ainamuuren can end this effect as a free action.

**Speed** 35 feet

**Melee** tentacle +26 (reach 10 feet), **Damage** 3d6+10 bludgeoning plus invasive blackfrost

**Melee** horns +26 (agile, cold), **Damage** 3d8+10 bludgeoning plus 1d6 cold and Knockdown

**Occult Innate Spells** DC 32, attack +24; **6th** *feeblemind*, *phantasmal calamity*; **5th** *black tentacles*, *synaptic pulse*; **Cantrips (6th)** *daze*



**Dreams of the Blackfrost Whale** ♦♦ (enchantment, incapacitation, mental) **Frequency** once per day; **Effect** Ainamuuren fixes his many-eyed gaze upon a single target he can see within 60 feet, then opens wide his maw to release a torrent of whispers channeled from Osoyo's slumbering mind. The targeted creature must attempt a DC 32 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature endures a brief moment where they believe they are imprisoned in the ice, as Osoyo has been for thousands of years, and is slowed 1 for 1 round.

**Failure** The vision of being imprisoned in ice is more profound, and in the span of a few seconds, the creature endures what seems like a thousand years of imprisonment. The creature is paralyzed until the end of its next turn, after which it emerges from its paralysis stupefied 1.

**Critical Failure** As failure, but the creature doesn't automatically recover from paralysis at the end of its turn. Instead, it can attempt a new DC 32 save. On a success, the paralysis ends and they are stupefied 1, but on a failure, the paralysis continues for another round.

**Invasive Blackfrost** Gatewalker characters are not immune to blackfrost effects inflicted by Ainamuuren, and it's

a DC 32 save to resist this affliction. See page 76 for details on this affliction.

**Twist Deviance** ♦♦ (enchantment, mental, occult) Ainamuuren reaches out, then clutches his fingers into a fist and twists his arm, as if he were wrenching and tugging. At the same moment, all gatewalkers in a 60-foot cone that Ainamuuren can see feel the signs they've worn on their bodies since they emerged from their Missing Moment spike with pain, as if Ainamuuren had grabbed that flesh and was twisting and tearing it. The targets must attempt a DC 32 Will save. Ainamuuren can't use Twist Deviance again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature endures a brief moment of horrific pain and takes 4d8 mental damage.

**Failure** The pain is much greater, and for a moment the creature is convinced that the portion of their flesh that was adorned with the sign of the gatewalker has been torn free. They take 8d8 mental damage and can't use their deviant abilities for 1 round.

**Critical Failure** As failure, but 16d8 mental damage and they can't use their deviant abilities for 1 minute.

## DREAMERS OF THE NAMELESS SPIRES

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# ETWARD RITALSON

## *Sinister Paranormalist*

Until a few years ago, the Ritalsons of Lepidstadt were among that city's more well-liked aristocrats. With a legacy of supporting the local university with generous donations and for throwing exclusive, must-attend river-borne galas on the family's riverboat *Mossmaid*, they were often the toast of the town. Yet to young Etward Ritalson, they were distractions and fools.

Etward wanted to be left alone to pursue his increasingly outre and unsettling experiments. Distractions from his family duties fomented a deep sense of bitterness. This was only enhanced by the fact that to fund his experiments, he needed to stay in his family's good graces so as to not lose access to the allowance he was afforded for what his parents assumed was "his education."

A chance to solve all of these problems came to Etward in a particularly vivid dream. The very next night, he watched from the river shore as the *Mossmaid* burned to the waterline, claiming the lives of two dozen party-going aristocrats alongside Etward's entire family. He played the part of a grieving son, and in time the shock of the tragedy passed from Lepidstadt's social spheres, finally leaving Etward the peace and access to family funds he had so long desired.

He grew increasingly obsessed with dreams over the next few months, becoming convinced that the one which compelled him toward his secret maritime arson was less a dream of his own and more a message from an interested patron from beyond. In his research, he read legends of another dimension beyond the wall of sleep and ached to go there, to visit these Dreamlands, and to learn from the mysterious source of his dream in person. He grew to suspect that elven portals—*aiudaras*—might be one way for him to travel physically to the land of dreams, if only he could figure out the proper key needed to awaken this power. He spent more and more time at the closest *aiudara*, *Lichgate*, and was there the night of the Missing Moment.

What happened to Etward during the Missing Moment is detailed earlier in this volume, but suffice to say upon his return, his obsessions only increased. His ability to enter the dreams of other gatewalkers was all the evidence he needed that the others were destined to be his tools, and in time, raw materials to enhance his own power. Many of his notes and

observations are presented on the inside front covers of these three Gatewalkers volumes—while none of these documents hold any specific clues to help aid the PCs, they all serve to illustrate Etward's voice. Feel free to give the players copies of these journal entries after they explore his laboratory, or perhaps after defeating him in combat, for these fragments of text can give the players one final and perhaps crucial insight into the fractured mindset of the man they once thought of as their ally, patron, and perhaps even friend.

### CAMPAIGN ROLE

Etward Ritalson serves as the mysterious patron for the player characters for the bulk of the Gatewalkers Adventure Path, but aside from their first farewell in The Seventh Gate, they won't get a chance to interact with him directly until this adventure. Here, the "good doctor" attempts to harvest their psychic energy to prepare for his return to the Crown of the World and his ultimate goal to free Osoyo from its icy prison. As such, this long-awaited meeting with the PCs is also likely to be the last.

Should Etward somehow manage to escape before the player characters can defeat him, though, you can continue to have him threaten and endanger the party for the remainder of this adventure. As the PCs gain levels, the threat posed by a battle with Etward is lessened, so if they do end up facing him later in the adventure, consider having him fight alongside allies of some form.

Alternatively, if Etward perishes during the first chapter of this adventure, you can have him rise from death as a powerful revenant—perhaps even a blackfrost revenant—who then pursues the player characters as they travel to the north. In this case, the adventure plays out as presented, but as they continue on their expedition, characters should start to have strange dreams yet again as the undead Etward uses nightmares to plague their slumbers. Glimpses of his shape relentlessly pursuing them on the frozen horizon can further add to the unsettling situation. Whether he manages to catch up to the party on the High Ice or they decide to create an ambush to finish him off once and for all, Etward's story in this campaign need not end with his death.



## ETWARD RITALSON

## CREATURE 9

UNIQUE NE MEDIUM HUMAN HUMANOID

Male human alchemist

**Perception** +18

**Languages** Aklo, Common, Elven, Erutaki, Hallit, Varisian; telepathy 30 feet

**Skills** Academia Lore +19, Arcana +17, Crafting +19, Deception +18, Medicine +20, Occultism +21, Society +19, Survival +18

**Str** +1, **Dex** +3, **Con** +1, **Int** +4, **Wis** +3, **Cha** +2

**Items** +1 striking dagger, formula book, +1 leather armor, manor keys, greater pendant of the occult, scroll of black tentacles, scroll of confusion, scrolls of fly (2)

**Infused Items** Etward carries the following infused items, which last for 24 hours or until the next time he makes his daily preparations: moderate alchemist's fire (8), moderate cognitive mutagen, greater comprehension elixirs (2), moderate elixirs of life (6), psychic colors elixirs (page 75; 5), vat-grown brain (page 75), winter wolf elixirs (2)

**AC** 28; **Fort** +16, **Ref** +18, **Will** +20

**HP** 140

**Speed** 25 feet

**Melee** ♦ *dagger* +19 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+4 piercing

**Ranged** ♦ moderate alchemist's fire +19 (range increment 30 feet), **Damage** 2d8 fire plus 2 persistent fire and 2 fire splash damage

**Occult Innate Spells** DC 28, attack +20;

**5th** phantasmal killer, telekinetic haul; **4th** dream message, nightmare; **2nd** telekinetic maneuver (×3); **Cantrips (5th)** daze, detect magic, read aura, telekinetic projectile

**Rituals** DC 28; *inveigle*

**Dream Invasion** (enchantment, mental, occult) When Etward casts *dream message* and targets a gatewalker (like one of the PCs), he manifests inside the character's dream, appearing as he does when he cast the spell. (Typically, Etward disguises himself as a saumen kar when he does this, to further unnerve the target.) Rather than send a message to the target of a dream invasion, Etward can instead sift through the target's recent memories to gain a vague idea of what they did and where they were in the past 24 hours. This leaves the target feeling somewhat unsettled when they wake but causes no lasting harm.

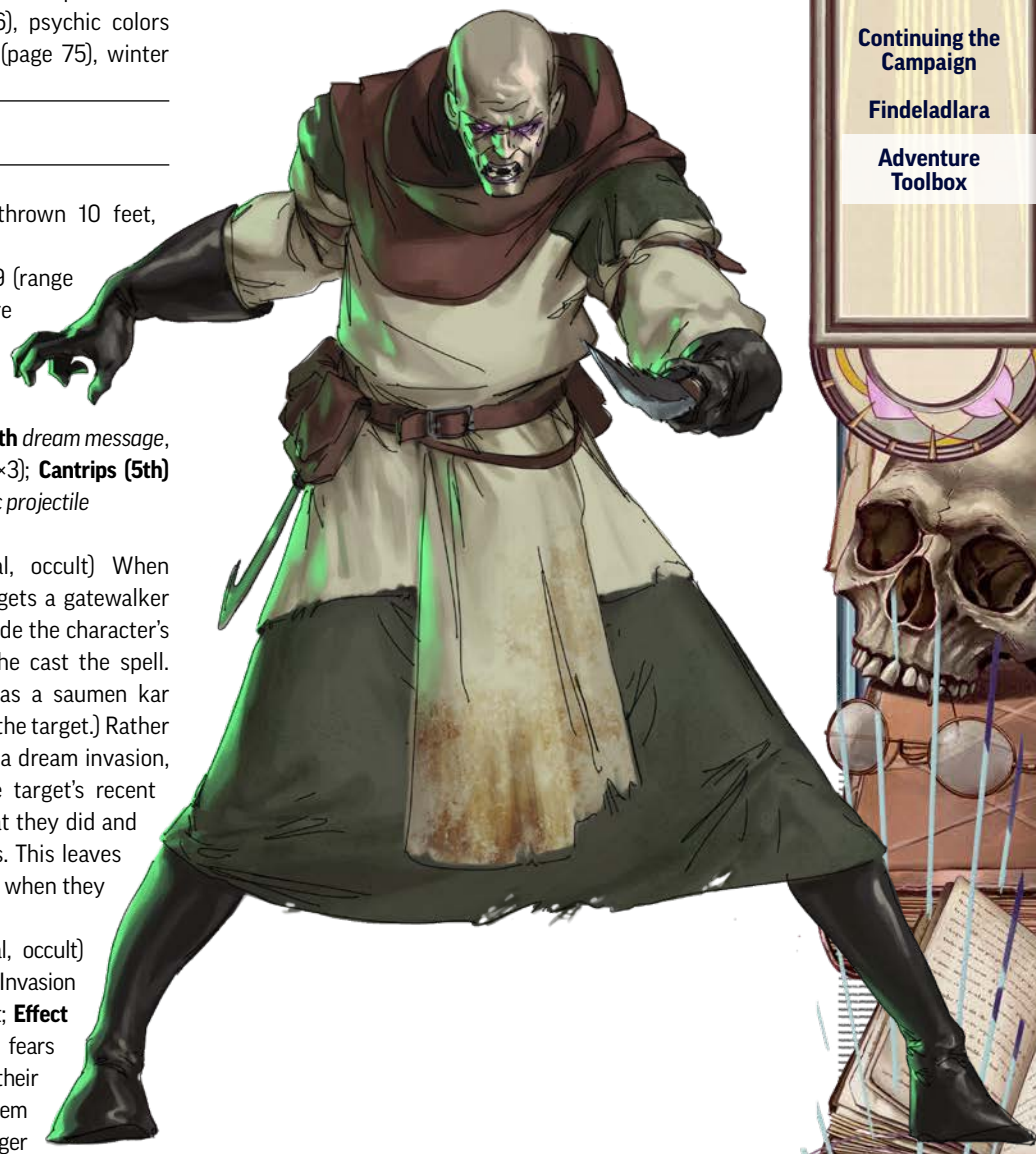
**Nightmarish Attack** ♦♦ (illusion, mental, occult)

**Requirements** Etward has used Dream Invasion on the target at some point in the past; **Effect** Etward draws upon a target's deepest fears and capitalizes upon the nature of their nightmares in an attempt to do them grievous harm. He attempts a melee dagger

Strike against a target, and as he does so, that target briefly sees Etward's appearance change to reflect their deepest fear. Someone who's afraid of fire might see Etward and his dagger catch aflame. A person who fears darkness might see Etward transform into a rolling wave of enveloping darkness. A character who's afraid of snakes might witness Etward's dagger and entire arm turn into a serpent. Use your knowledge of the character's past and the specific dream invasions they may have endured during this campaign to make each Nightmarish Attack feel unique and frightening. Etward inflicts an additional 5d6 mental damage if he hits with the dagger Strike, and his dagger strike gains the following additional failure effect.

**Failure** The target takes 2d6 mental damage.

**Use Occult Scrolls** Etward can Cast a Spell from scrolls, as long as it's an occult spell of 5th level or lower.



## DREAMERS OF THE NAMELESS SPIRES

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# Confession

## From the Desk of Dr. Etward Ritalson

**Patient Record:** 4 (name redacted)

**Entry Dated:** 13 Calistril, 4723 AR

**Exhibit:** Delusion of Epidermai Feralus?

The following is the record given to us by the local city watch for an inmate (and possible gatewalker) who turned himself in. I will not burden this record with the nature of their supposed crimes, but will instead merely put down the inmate's own words.

The record begins as follows.

....those people in my house aren't my family. If you would let me tell you the things I have seen you would understand why you must put me in your deepest cell and throw away the key. All I know is my body—this countenance that is gifted to each of us by Pharasma herself—is no longer my ally and has plans of its own. No, do not laugh at me; I will tell you exactly what I saw and your tune will change. I am told I went through that door but I have no memory of that, nor of exiting it after, though my wife swears she saw it happen. All I know is I awoke in my bed one night afterward and my skin was slipping off from my body.

I lay in that state of paralysis that so often happens upon awakening and then a pain unlike any other hit me. I felt as if my mouth was being wrenched from my teeth and gums. The sound of tearing echoed in my ear. Looking down my nose from my position on my back I could make out that my mouth—or rather the skin of my mouth and lips—was pulling itself up from my body like a pale writhing serpent of my own skin. If it was not for the pain that wracked me to my core I would have written it off as a vision of night terrors (of which I was often afflicted in my youth). I tried to roll over to my wife to cry for help but I was held still even as the separation of my skin continued apace. I managed a glance from the corner of my eye, but a thing of red glistening meat and pale yellow fat lay next to me in the shape of my beloved wife. At first, all I could see was a veil of crimson but as the blood drained from my eyes to pool in their corners, I could see before me my skin twisting like a wraith at the foot of my bed. Beyond it through the doorway, I saw the shapes of my wife's skin, her beautiful auburn hair plastered in gory chunks to her scalp as a flesh drapery of an arm beckoned to my own skin, and beside her my two daughters' own human pelts intertwining in a fleshy knot as a sound of eager keening arose from them—

**Examiner's Note:** The rest of the inmate's confession is not of particular interest to our studies so I will omit it from this record. Instead, I would like to further draw parallels from this account to that of Patient 87-a3 and will continue to do so in their respective case file.





# A DREAM IS NEVER JUST A DREAM!

**T**he gatewalkers' quest for answers reaches its exciting conclusion when the characters reunite with Dr. Ritalson, but the occasion turns sour when they discover sinister dealings at home. The final leg of the party's quest to unravel their memory gaps and fulfill Sakuachi's destiny takes them to the Crown of the World, where ice-rimed temples and ancient alien evils await. The Gatewalkers Adventure Path concludes in "Dreamers of the Nameless Spires," a complete adventure for 8th- to 10th-level characters.



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