



OATH OF THE OVERWATCHED

By Isabelle Lee



Author • Isabelle Lee
Development Lead • Linda Zayas-Palmer
Contributing Artists • Jesper Ejsing and Teresa Guido
Cartographer • Jason Engle

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developer • Adam Daigle
Development Coordinator • Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Crystal Frasier, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Michael Sayre, Chris Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
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Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Lissa Guillet, Erik Keith, and Andrew White

HOW TO PLAY

Pathfinder Society Scenario #9-17: Oath of the Overwatched is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

Oath of the Overwatched makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Occult Adventures* (OA), and *Pathfinder RPG Ultimate Magic* (UM). All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

OATH OF THE OVERWATCHED

By Isabelle Lee



Long ago, the wizard and astrologer Ralzeros the Overwatched became obsessed with charting the endless expanses beyond Golarion. He was not content simply to rely upon his own observations. In the pursuit of knowledge and power, he formed compacts with several otherworldly beings, including inscrutable entities from the Dark Tapestry. Following information that he gleaned from these emissaries, he built a giant observatory of black basalt around a gateway that led to their distant realms. Ralzeros also created an extradimensional laboratory for his most risky experiments, sealing its entrance with a heavily warded copper gate. As a part of these wards, he constructed a set of beacons designed to warn him if anything went awry inside the laboratory. For all his preparations, as Ralzeros delved deeper into forbidden knowledge, his mind grew increasingly unhinged. One day, he vanished without a trace.

Ralzeros had not disappeared into the Dark Tapestry, as those who knew of his studies suspected. Rather, one of his contacts in the Dark Tapestry overcame his wards and imprisoned him within his own laboratory. This being, Corners of Spheres, maintains an insatiable curiosity about the thoughts, memories, and knowledge of mortal beings. When it grew unsatisfied with the insight that Ralzeros had to offer, it began feeding him knowledge that led him down the path to a horrific transformation. For his part, Ralzeros welcomed the unspeakable beast's techniques for expanding his magical potential. Ralzeros did not understand the true nature of the transformation until it was too late. His consciousness merged with his own demiplane, leaving his mind open for Corners of Spheres to peruse as it pleases. Meanwhile, his soul is trapped within a twisted body that Corners of Spheres created especially for him.

Centuries after Ralzeros's disappearance, the prominent Blakros family purchased Ralzeros's old estate to serve as an imposing family villa. The family eventually converted the villa into the famous Blakros Museum, a landmark of the city of Absalom. The Blakros Museum has seen its share of troubles over the years. Some of these woes arise from the dangerous artifacts that it stores within its halls, while others come from the museum's history and the Blakros family's

WHERE ON GOLARION?

Oath of the Overwatched takes place in Absalom, the City at the Center of the World. The PCs begin in the basement of Absalom's famous Blakros Museum before traveling into a nightmarish demiplane. For more information about Absalom, see *Pathfinder Campaign Setting: Guide to Absalom* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and hobby shops everywhere and online at paizo.com.

Absalom



connections. One of the family's risky allegiances created a permanent connection between the museum and the Shadow Plane. Museum curator Nigel Aldain used this connection in conjunction with an artifact that the Pathfinder Society recovered to reshape the building's architecture. The expanded exhibit space bolstered the museum's popularity, but it also strained the connection between the museum, the warning beacons, and Ralzeros's laboratory, allowing the influence of the Dark Tapestry to escape the extradimensional facility. In the years since Ralzeros's disappearance, the beacons found new homes. Corners of Spheres reached beyond the copper gate, using the connection between the laboratory and the beacons as a corrupted conduit to reach into the Material Plane. Although the Pathfinder Society managed to recover



these beacons and slow the plots of Corners of Spheres, they merely stalled the creature's plans. A few days ago, the copper gate began to melt and warp, and the deeply concerned curator Nigel Aldain sent out a cry for help.

ADVENTURE SUMMARY

Venture-Captain Ambrus Valsin summons the PCs to the basement of Absalom's Blakros Museum, once the observatory of the wizard Ralzeros the Overwatched, where a mysterious copper gate has begun to show signs of being breached from within. Along with museum curator Nigel Aldain and Dark Archive faction leader, Zarta Dralneen, he stands ready to fight anything that spews out of the gate. To put a stop to the threat, someone—that is, the PCs—must venture into the gate to cut off the invasion at its source.

The demiplane beyond the gate has been distorted and warped by the combined influence of the fractured mind of its creator and the alien entity that holds him prisoner. The PCs must search the disjointed plane and learn about Ralzeros's studies, while taking care not to cause disruptions that could free sealed alien denizens. Eventually, the PCs encounter Daosvaria, a mutated nightmare dragon formed from Ralzeros's regrets and delusions fused with his beloved familiar. Interactions with Daosvaria cause a shift in Ralzeros's psyche, aiding his reformation, but disrupting the demiplane's power balance and thrusting the PCs into its alien depths.

The heart of the demiplane is far more bizarre, a reflection of the creature that has ruled it for centuries. The PCs work their way through the twisted depths, defeat the inhabitants, and gather what secrets they can. At the demiplane's core, they confront the ruler's projection into the demiplane, as well as what remains of Ralzeros the Overwatched's physical form. With the information gleaned along the way, the PCs may be able to convince the wizard to aid them against his unearthly captor. Finally, the PCs decide whether to kill Ralzeros or to return with him to Absalom.

GETTING STARTED

The PCs receive an urgent and hastily scrawled message signed by Venture-Captain Ambrus Valsin instructing them to travel to the Blakros Museum basement immediately. When they arrive, read or paraphrase the following.

Massive taxidermy creatures, replica bridges, and other sizable displays tower over the Blakros Museum's storage hall for oversized exhibits. In the far corner, a flight of broad stone stairs leads up to a circular copper gate. The gate writhes, twists, and buckles, folding in on itself yet somehow remaining intact. Three people linger in front of the gate. One of them, a nervous-looking elven man with wire-frame glasses, paces anxiously while jotting down notes. A pale, dark-haired woman in fine clothes sits inside a complex ritual circle drawn around a trio of glowing golden beacons, holding a copper-covered scroll case covered in intricate

designs. Meanwhile, a broad man with a thick mustache watches the gate closely, weapon in hand. The elven man stops pacing and exclaims, "Good, you're finally here. In case you don't know who I am, I'm Nigel Aldain, Blakros Museum curator. It's not an easy job on the best of days, and today isn't one of them." Gesturing toward the woman in the ritual circle, he continues, "That's why I asked Zarta Dralneen to send assistance. She's proved invaluable in my efforts to catalog and secure the most dangerous items, and we've recently been working together to make sense of this gate. The way it's moving now is a new and unsettling development."

Zarta Dralneen nods to Aldain, "Although Nigel reached out to me directly, given the severity of the situation, I sent word to the Grand Lodge for help. I'm quite pleased to see that Ambrus himself answered my call as well."

Venture-Captain Ambrus Valsin grunts in acknowledgment, keeping his eyes fixed vigilantly on the portal as he speaks. "Zarta's been studying this portal for the last few months, ever since a team of Pathfinders helped resolve an incident connected to the portal and the beacons you see around her now. She's more familiar with the portal's nature, so it's better for you to hear the details from her."

PCs who have played *Pathfinder Society Scenario #3-07: Echoes of the Overwatched* recognize the copper gate, though when they saw it last, it only gave off the unsettling impression that it was slowly moving. Additionally, it was at the end of a long corridor, rather than in a big storage room. If they ask about the change, Aldain explains the modifications he made to the museum's layout, as described in the introduction. He does not know about the connection between these modifications and the current situation. These PCs also recognize the copper scroll case in Zarta's hands. During the course of *Echoes of the Overwatched*, they recovered the item and discovered that it was connected to the copper gate and likely functioned as some sort of key, but it was unclear how it could be used. PCs who have played *Pathfinder Society Scenario #9-05: Call of the Copper Gate* also recognize the portal. Valsin and Zarta thank PCs who played this scenario for their assistance in retrieving and containing the beacons.

Zarta looks up from the ritual circle, frowning, "As you probably could have guessed, the copper gate isn't going to hold for much longer. With these ritual foci and the gate's weakened state, I've been able to reach beyond the gate and interact with the other side. What I found is a demiplane built in complex layers, and the tatters of wards that once protected it from external threats. There is a force within the demiplane that is actively trying to open the door while simultaneously tearing gateways to faraway realms. Based upon the information we've gathered from the group of Pathfinders who recovered these beacons and my analysis of the gateways, what we are most likely facing is a direct connection between the Dark Tapestry and Absalom, and with it the threat of invasion from unspeakable horrors." Zarta pauses for a moment to let her words



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sink in. "We can end this threat now. I've been calibrating these beacons to temporarily open the gate before resealing it securely, allowing a group to enter and stop the threat at its source."

"That's where you come in," Venture-Captain Valsin adds. "I've called you here to be the group that finally sees what's beyond that gate."

Zarta continues, "While you are there, do what you can to study your surroundings and learn about the threats you face, but be careful. The demiplane is the creation of Ralzeros the Overwatched, a famous wizard whose studies of the stars and what lies beyond them led him down dark paths." She holds out a small glowing orb, a miniature replica of the beacons before her. "When you are ready to leave, use this orb to signal to me. It will take me about an hour to recharge these beacons, but after that, I can quickly open another gateway. Don't send the signal until you are finished with your work. I may be able to send you in a second time, but there is a significant chance I wouldn't be able to bring you back, and that is not a risk I'm willing to take."

"It is almost certain," Zarta adds, "that while you are inside, creatures from the Dark Tapestry will escape into this room. Nigel, Ambrus, and I will handle those. The more you can avoid destabilizing the demiplane while you are there, and the more you can repair it if you find an opportunity, the better. Any questions?"

The PCs might have questions, which the NPCs answer to the best of their ability.

What is the Dark Tapestry? Nigel replies, "It is a void where eldritch horrors dwell. Nothing good comes to those who gaze too deeply into it."

What else can we expect to find beyond the portal? Zarta replies, "If I knew more about what to expect, I would have already told you. Keep your wits about you, and prepare to face the unknown."

What is the nature of the demiplane? Zarta replies, "It is based upon the principles of sacred geometry, a branch of magical and mathematical study that is known best for its complexity. It can produce powerful effects, but it is also more sensitive than most magical disciplines to slight disruptions in structure."

What are those beacons? Zarta says, "Pathfinders recovered these beacons recently from across Absalom. They were originally intended to send signals from within the demiplane to the outside world, but the force that is now trying to break down the gate used them to reach into Absalom and cause havoc. Containing the beacons bought us time, but that time has run out."

What's that scroll case? Nigel says, "Pathfinders found this case a few years ago. It's a key of sorts to the copper gate, though it's taken the gate almost breaking open to give us enough insight to know how to use it."

How much time do we have? Zarta says, "Based upon the state of the wards, you have about a day to disrupt this situation at its source. Make it count."

Exploring Ralzeros's Library

Ralzeros's library is a chaotic place, and the PCs have quite a few options for how to proceed. To summarize, time within the library is broken into 20-minute phases, and the PCs have six of these phases before the library's stability fails. During a phase, a PC can either search for a book (see Ralzeros's Tomes on page 6) or perform a ritual with a book that the PCs have already found (see Ralzeros's Rituals on page 8). After most phases, some sort of event occurs, which is usually a manifestation of Ralzeros's distress and condition (see Library Events on page 8).

Why don't you come with us? Ambrus replies, "Zarta needs to make sure that you can return safely. As for me, I don't want to leave Nigel by himself to fight whatever comes out." His expression turns grim. "If the worst happens, I'll be here to buy Nigel time to warn the city."

Development: The PCs have time to make quick purchases in Absalom before venturing into Ralzeros's laboratory. When the PCs step through the portal, they see layers of space spinning and churning before reassembling into a corridor.

THE IMMACULATE GEOMETRIES

In addition to his astrological studies, Ralzeros the Overwatched was deeply learned in sacred geometry, the art of using specific angles and numerological guidance to enhance magical effects. He made much use of this art when constructing his black basalt observatory and his laboratory demiplane to ward against hostile forces. Ralzeros took particular pride in his demiplane's construction, giving it the grandiose title of the Immaculate Geometries.

Unless otherwise noted, the light levels within the demiplane are dim, and the ceilings are 60 feet high.

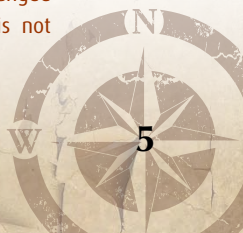
CONTAINMENT BREACHES

The Immaculate Geometries contain layers upon layers of folded space, all infested by the spawn of Corners of Spheres. While the remaining wards hold these creatures in check, any destabilization of the plane releases spawn into the museum.

Certain actions that the PCs take can cause one or more containment breaches. When a breach occurs, entities from the Dark Tapestry emerge from the copper gate, where Nigel, Zarta, and Ambrus fight them back. Track the number of containment breaches the PCs cause, as the final count affects their secondary success conditions for the scenario.

LIBRARY OF THE SCATTERED MIND

This chamber is lined with bookshelves, with chaotically arranged stairs and platforms offering access. The room's shape is not



Scaling Ralzeros's Tomes

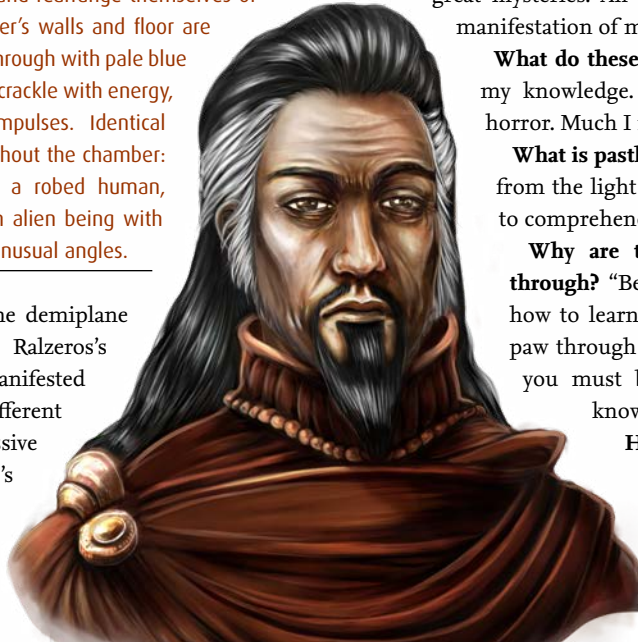
To accommodate a group of four PCs, reduce all skill check DCs in this section by 3.

constant; platforms shift and stretch to their own rhythms, while bookshelves' contents shuffle and rearrange themselves of their own volition. The chamber's walls and floor are formed from black stone shot through with pale blue veins; these veins occasionally crackle with energy, as if transmitting strange impulses. Identical statues stand in alcoves throughout the chamber: the left half of each depicts a robed human, while the right half depicts an alien being with numerous arms protruding at unusual angles.

The foremost layers of the demiplane became a major focus for Ralzeros's splintered mind, which manifested libraries reflecting different aspects of the wizard's obsessive studies. Echoes of Ralzeros's mind wander these layers, endlessly reflecting upon his accumulated lore in a stagnant cycle. A final set of internal wards originally protected these layers; Zarta's ritual reinvigorated the wards, causing the layer to seal off the realm's deeper, more corrupted spaces.

The PCs are not alone in the library; several echoes of the wizard's mind wander from section to section, utterly at ease with the Library's inconstant physics. Each of these mindshards appears as Ralzeros appeared before his corruption: a tall, bronze-skinned man with an elegantly trimmed beard. A PC who succeeds at a DC 20 Knowledge (arcana or history) check identifies him as the secretive scholar of old, while a PC who succeeds at a DC 15 Perception check or DC 20 Sense Motive check identifies the mindshards as alter egos of the real person.

The mindshards do not engage in violence at this time, even if provoked or directly assaulted. While they do not welcome the PCs, seeing them as intruders into the demiplane's privacy, the mindshards subconsciously know that the PCs might be the key to Ralzeros's release. As such, their initial attitude is indifferent. If the PCs approach a mindshard, he irritably waves them away, engaging in conversation only if the PCs succeed at a DC 16 Diplomacy check (DC 19 in Subtier 8–9). Some of the PCs' likely questions, and the mindshards' answers, are included below.



**MINDSHARD OF
RALZEROS**

What is this place? "The Immaculate Geometries, space within spaces, a most carefully sequestered laboratory. Like my observatory, this place is built according to the principles of sacred geometry; so much space, angled into itself, that the unlearned may have difficulty comprehending its intricacies."

Who/what are you? "I am a reflection of Ralzeros the Overwatched, wizard, scholar, and student of the universe's great mysteries. An echo of this library, itself the manifestation of my true mind."

What do these books contain? "Knowledge—my knowledge. Rituals and angles, lore and horror. Much I no longer consciously recall."

What is pastlight? "A power one might draw from the light of distant, ancient stars. I seek to comprehend and master this force."

Why are the sections so hard to sort through? "Because you do not understand how to learn. Any fool can scale a shelf or paw through an index. If you seek to learn, you must build upon what you already know of the subject."

How can we prevent dangerous beings from escaping this demiplane? The mindshard gestures to the bookshelves. "My library holds the instructions to perform great rituals. Some can reactivate the Geometries' broken wards, which once held such beings fast, while others can weaken their influence over mortal minds. Though I dare not recall it,

there even exists a ritual that will cleave the demiplane from its Material moorings, leaving it to drift forever away from the universe we know."

RALZEROS'S TOMES

Unfortunately for the PCs, finding useful books is easier said than done. Ralzeros's fractured mental state, combined with the demiplane's distorted physics, makes it difficult to locate anything within the shifting shelves. The library is divided into six sections that the PCs can explore. By drawing upon the types of knowledge that exemplify each section of the library, the PCs can plumb that section's secrets. Each PC can investigate one section at a time, and any number of PCs may simultaneously investigate a section. Investigating a section takes roughly 20 minutes.

At the end of every twenty minutes of investigation, each PC can attempt a check using one of the skills listed for that section, with a DC of 20 (DC 24 in Subtier 8–9). PCs traveling in a group can aid one another's skill checks, but doing this limits the number of chances the PCs have to acquire books,



since multiple PCs searching together can still only find one book per 20 minutes. If the result is a success, the PCs locate the section's useful book (presented as **Handouts #1–6**). On a failure, the PCs can retry their checks to find a particular book by spending another 20 minutes; however, a failure by 5 or more causes a containment breach as Ralzeros's frustration at their failures destabilizes the demiplane. If the PCs fail to find a particular book more than once, they do not create additional containment breaches.

The positive aspects of Ralzeros's mind, sensing the PCs' potential as saviors, aid the PCs by charging certain especially useful books with psychic energy. This energy "pulses" under a PC's touch, empathically indicating its useful nature. In addition, when a PC attempts to read from such a book, the energy transmits the book's knowledge rapidly into the PC's mind, eliminating the need to spend time studying the contents. Finally, psychically sensitive characters can instinctively perceive this energy; PCs who can cast psychic spells or who have the Psychic Sensitivity^{OA} feat receive a +4 bonus on their skill checks to investigate a section.

Each section contains a particularly noteworthy tome that the PCs can find. When the PCs find this book, Ralzeros experiences a powerful emotion, which the PCs can detect with a DC 15 Sense Motive check. Meanwhile, the PCs receive a visualization of a physical feature. This feature represents the way that Corners of Spheres processes Ralzeros's emotions. Corners of Spheres grafts some of these features on to his minions (see area **B2**). Make a note of the first four books the PCs find to use in modifying that encounter.

The six sections of the library are summarized below.

Section 1: This section's books deal largely with Ralzeros's personal theories, realizations, and uncovered lore; unfortunately, the section also hosts numerous ramblings about the wizard's feuds, grudges, paranoia, and other matters of concern to Ralzeros alone. Sifting through the mess requires a keen mind for history, noble drama, and an understanding of human nature.

Useful Skills: Knowledge (history or nobility) or Sense Motive

Tome: *Secrets of Pastlight* (**Handout #1**)

Emotion: Curiosity

Feature: Pincers

Section 2: This section holds Ralzeros's knowledge of several of his great passions; numerology, sacred geometry, architecture, and related disciplines, as well as their connections to ancient Osirion. While the knowledge itself is notably better organized and free of misinformation, it represents particularly obscure fields of study. Complicating matters, the knowledge itself twists space around according to its principles; nimbleness and flexibility are of great use when weaving through the section's gnarled geometry.

Useful Skills: Acrobatics, Escape Artist, Knowledge (engineering), or Profession (architect)

Tome: *Sacred Geometry* (**Handout #2**)

Emotion: Excitement

Feature: Legs

Section 3: The books in this section detail the wizard's deepening obsession with the light of distant stars and its magical potential. Astrology, Ralzeros's theory of pastlight, and study of the outsiders known as shining children are among the numerous obscure subjects discussed at length in these books. Knowledge of magical disciplines is useful here, as is an understanding of the night sky and its mysteries.

Useful Skills: Knowledge (arcana or planes), Survival; worshipers of Desna, Pulura, or Black Butterfly gain a +4 bonus on these checks.

Tome: *Starry Revelations* (**Handout #3**)

Emotion: Confidence

Feature: Puffing Chest

Section 4: As he began his studies into the Dark Tapestry, Ralzeros grew increasingly paranoid that either his mortal enemies or beings from the Dark Tapestry would subject him to a terrible fate. As such, the section is badly scrambled, while the shelves stretch and warp to keep useful books out of reach. Sorting through the books for cohesive thought requires an intimate understanding of the written word or a good eye for cataloguing, while more athletic researchers or those skilled at passing unnoticed can stymie the shelves' attempts to deny them research material.

Useful Skills: Climb, Profession (librarian), or Stealth

Tome: *Precautions* (**Handout #4**)

Emotion: Fear

Feature: Poison

Section 5: When other avenues of research into pastlight failed, and fueled by his interest in Ancient Osirion and the need for esoteric components found only in the Dark Tapestry, Ralzeros delved deeply into the lore of the Dominion of the Black. It was at this time that he set aside his former caution and forged an alliance with Corners of Spheres.

Useful Skills: Heal or Knowledge (dungeoneering or history)

Tome: *The Emissary* (**Handout #5**)

Emotion: Confusion

Feature: Eyestalks

Section 6: As he fell further into the clutches of Corners of Spheres, Ralzeros became unhinged from reality, losing his ability to comprehend mortal life. Instead of continuing his research into pastlight, he took up Corners of Spheres's interest in studying mortalkind.

Useful Skills: Knowledge (local), Linguistics, or Perception

Tome: *Unquiet Meditations* (**Handout #6**)

Emotion: Disgust

Feature: Spines

Treasure: As the PCs familiarize themselves with the structure of the library, it becomes easier for them to find what they seek. Whichever book they find third has an unusual bookmark, a *dreamcatcher* that Ralzeros once used to help ward off misfortune (*Pathfinder RPG Occult Adventures*



Scaling Library Events

To accommodate a group of four PCs, lower the DCs of all skill checks by 2 and the DCs of all saving throws by 1.

Scaling Ralzeros's Rituals

To accommodate a group of four PCs, reduce the number of PCs who must participate in the ritual to two. Ralzeros can still be one of the participants.

257). The carrier of the *dreamcatcher* benefits from its effects while within the Immaculate Geometries as if he were asleep. The fifth book the PCs find is in poor condition. It is stuck to the back cover of one of Ralzeros's spare spellbooks, and it seems that the fifth book's cover and first few dozen pages have been absorbed into the spellbook. In Subtier 5–6, this functions as a *Journeyman Book of Rul Thaven* with the preparation ritual (*Pathfinder RPG Ultimate Magic* 123). In Subtier 8–9, it is instead *Quest Eternal* with the preparation ritual (*Ultimate Magic* 124). In either case, its cover depicts a starry void, whose stars seem to move when unobserved. The spellbook's cover is slightly sticky, and anyone holding it for a long period of time finds that it is increasingly difficult to remove his fingers from its cover.

Rewards: If the PCs locate 2 or fewer useful books, reduce each PC's gold earned by the following amount. If they locate exactly 3 or 4 books, reduce each PC's gold by the amount listed in parentheses.

Subtier 5–6: Reduce each PC's gold earned by 510 gp (255 gp).

Out of Subtier: Reduce each PC's gold earned by 721 gp (360 gp).

Subtier 8–9: Reduce each PC's gold earned by 932 gp (466 gp).

Development: After the PCs find the fifth book, a doorway appears in the library, allowing them to proceed to area A. If they do not find five books, a rift in the library automatically shunts them to area A after two hours (see below).

LIBRARY EVENTS

Ralzeros's demiplane is a dynamic place. During their search in the library, the PCs experience the events listed below. Some of these events require PCs to attempt skill checks or saving throws. The DC of all skill checks is 20 (24 in Subtier 8–9), and the DC of all saving throws is 15 (18 in Subtier 8–9). The time listed in parentheses is the amount of in-game time that passes before each event occurs. Events occur after the listed amount of time has passed and after the PCs resolve all ongoing skill checks to find and study books or to perform rituals.

Curious Watcher (40 minutes): Each PC who succeeds at a Perception check notices a malformed shadow moving through the room before diffusing into the structure. This

shadow is Daosvaria, observing the PCs from a nearby layer of the Geometries. The reinvigorated wards prevent her from entering the Library at this time, and she briefly attempts to disable the wards before giving up.

Unwelcome Intruders (60 minutes): The monstrous half of every statue in the Library animates, pointing accusingly at each PC. The wizard's warped telepathic voice echoes throughout the chamber, demanding to know why the PCs have entered his domain. Each PC can attempt a Bluff, Diplomacy, or Stealth check to pacify Ralzeros, either by justifying or hiding his presence. If half or more of the PCs succeed at the check, Ralzeros is satisfied with their response and the PCs experience no ill effects. Otherwise, a containment breach occurs. Additionally, each PC who failed or did not attempt a check must succeed at a Will save or take 2 points of Intelligence, Wisdom, and Charisma damage (4 points in Subtier 8–9).

Wizard's Woe (80 minutes): Ralzeros's mind grapples with hope and despair. Each of the mindshards abruptly ceases its activities, throwing its hands to the sky in despair as Ralzeros telepathically cries out. PCs might provide magical guidance, whether traditional or creative, or empathize with the wizard's plight. If half or more of the PCs succeed at a Sense Motive, Spellcraft, or Use Magic Device check, he calms down. Otherwise, he lets forth a wave of psychic energy that deals 15 points of damage to each PC who failed or did not attempt a skill check (25 points of damage in Subtier 8–9). A PC who succeeds at a Will save halves this damage. If the PCs do not calm Ralzeros, a containment breach occurs.

Time Running Out (100 minutes): Sparks begin to fly from the veins of blue energy. Ralzeros calls out, "You're not supposed to be here. Hurry and finish your work before it finds you!"

Out of Time (2 hours): This event happens if the PCs have not yet progressed beyond the library. The Library splinters and cracks along the veins of blue energy, revealing a kaleidoscope of layers crawling with aberrant creatures, before shattering completely. This causes three containment breaches and shunts the PCs into Daosvaria's lair (area A).

RALZEROS'S RITUALS

By collecting the lore in Ralzeros's library, the PCs can learn various rituals. Performing a ritual requires twenty minutes of time and the participation of three PCs, each of whom must succeed at a DC 16 (DC 20 in Subtier 8–9) skill check using one of the ritual's required skills. If the PCs can't provide enough trained ritualists, they can call upon Ralzeros's mind to provide an automatic success as a third participant, but doing so destabilizes his mind further; for each ritual performed this way, the PCs take a cumulative –2 penalty on skill checks to resist the effects of Ralzeros's fractured mind (see Library Events above). If one or more PCs fail their skill checks, then the ritual's effect still occurs, but each failed check causes a



containment breach. The PCs can learn the following rituals.

Attune Geometric Warding: This ritual reactivates the demiplane's powerful wards, which Corners of Spheres disrupted long ago. This ritual makes traversing area **B** safer (see page 13). In addition, reduce the final containment breach count by 1.

Required Skills: Craft (any), Knowledge (arcana, engineering, or planes), Profession (architect)

Required Document: *Sacred Geometry*

Rebuke the Starry Void: This ritual weakens the influence of the Dark Tapestry, reducing its denizens' effects on mortal life. If the PCs perform this ritual, encounter **B1** becomes easier (see page 13). In addition, reduce the final containment breach count by 1.

Required Skills: Knowledge (arcana, nature, religion), or Survival

Required Document: *Starry Revelations*

Sever from the Real: This ritual disrupts the connection between the Immaculate Geometries and the copper gate, causing the tainted demiplane to irreversibly vanish into the Ethereal Plane within a few days' time. While it has no effect on the encounters ahead, quarantining the demiplane has some immediate effects, reducing the final containment breach count by 2.

Required Skills: Knowledge (geography or planes), Spellcraft, or Use Magic Device

Required Document: *Secrets of Pastlight*

A. DAOSVARIA'S LAIR (CR 8 OR CR 11)

Arcane binding circles, containment fields for strange materials, glowing orbs pulsing with magical energy, orreries, telescopes, and furniture are scattered haphazardly through this abandoned laboratory. Blue mist flickers in and out of existence, creating superficial barriers that organize the space into disjointed suggestions of rooms.

The blue mist provides partial concealment (20%) for all attacks against creatures who are not in the same "room".

Ralzeros once used these rooms for his experiments. However, most active discoveries in this location have long since been lost to the manipulations of Corners of Spheres. Only two salient experiments remain. One is a sample of pastlight, contained within a protective field at the top of the stairs in the center of the map. The sample shows a dizzying array of scenes from Golarion's past. If a PC touches the

Scaling Encounter A

Make the following adjustments to accommodate a group of 4 PCs. Reduce the DC of the skill check to make a positive impression on Daosvaria by 4. In combat, Daosvaria does not make attacks with her wings, as they are weak from disuse. Reduce the DC of both her spells and her special attacks by 2.



protective field surrounding the light, the scenes change, revealing instead moments from the PC's own past.

The other remaining experiment pertains to Ralzeros's largest telescope, which is currently pointing toward features that Ralzeros was studying at the time that Corners of Spheres tore his mind apart. A PC who peers through the telescope must succeed at a DC 18 Will save (DC 22 in Subtier 8–9) or become confused for 1d4 rounds. The PC also experiences the unsettling sensation that something is staring back at her.

Creatures: In his time as a mortal wizard of Absalom, the reclusive and paranoid

Ralzeros had few associates and even fewer confidants. The exception was his beloved familiar. When Corners of Spheres infected the Geometries, this familiar was among those slain by the alien force, and Ralzeros's grief contributed heavily to his defeat and corruption. That broken bond festered over centuries, feeding on Ralzeros's grief, solitude-fueled madness, and regret at choosing dangerous research over mortal connections. In time, it manifested as a quasi real psychic illusion, able to navigate the demiplane's layers or sequester herself in her master's mind. Taking the form of a dragon, the projection named herself Daosvaria.

Though she inherited much of Ralzeros's knowledge, Daosvaria has never known existence outside the Geometries, and burns with curiosity for the outside world. For his part, Ralzeros considers the dragon a surrogate daughter, if a monstrous and chaotic one.

Daosvaria takes the form of an uncanny but mostly human-looking girl with rust red hair. She sits among a collection of dolls, playing with two of them while using *ghost sound* to create murmuring conversation. The dolls she holds are of a faceless, many-limbed reddish humanoid, which represents Ralzeros, and a shapeless plush covered with cloth tendrils



A. Daosvaria's Lair



and button eyes, which represents Corners of Spheres. These dolls are manifestations of Ralzeros's mind as well; where the Library's books represent his knowledge, the dolls represent his desire for human contact and reunification. As the PCs enter, Daosvaria squeals in delight and excitedly beckons them over. Read or paraphrase the following text.

The young woman gives a lopsided grin, speaking eagerly in a breathy voice. "You must be the ones I saw through the Library walls! Looking through my Master's mind, you were. Reading all his silly studies. I'm Daosvaria! Are you here to play with me? I've never met anyone from the big world—the outside, past the gate. I want to go there someday, see every corner of it, but I can't, not without my Master, and I'm so lonely in here!" She slumps down, pouting, then just as quickly regains her energy.

Daosvaria is bright eyed, playful, and endlessly curious, especially about seemingly mundane objects and experiences. At the same time, she is fueled by chaotic negative emotions, and her playful nature often manifests violently. She has little concept of death or loss—she can't be permanently killed, Ralzeros's mind repairs the dolls she frequently breaks, and Corners of Spheres regrows the spawn she tears apart. She might occasionally change topics without warning or shift her attention to another PC mid-conversation. Daosvaria knows a great deal about the demiplane and its inhabitants, but she makes no secret of her utter disinterest in discussing such things, refusing to answer questions on the topic.

PCs can attempt a DC 15 Bluff, Diplomacy, Intimidate, Perform, or Sense Motive check (DC 19 in Subtier 8–9) to make a positive impression on Daosvaria. Take the highest result among the PCs, granting a +2 bonus for each other PC who succeeded at the check. The PCs gain a +2 bonus on their skill checks if one or more of the PCs has a familiar (or a +4 bonus if that familiar is Nira from *Pathfinder Society Scenario #7–12: The Twisted Circle*). They also gain a +2 bonus if they successfully calmed Ralzeros in one of the library events Unwelcome Intruders or Wizards Woe, or a +4 bonus if they calmed him in both cases. Finally, the PCs can receive a circumstance bonus of up to +4 for roleplaying.

It is almost certain that the PCs will succeed at this check, but the degree of success matters. If they fail the check, Daosvaria attacks them relentlessly. If they succeed, she still attacks, but she fights them for 10 rounds, minus one round for every two by which they exceeded the DC. If the PCs get a result of 35 or higher (39 or higher in Subtier 8–9), they avoid combat entirely. See Daosvaria's morale for more information.

Creature: After the conversation, Daosvaria's mood turns to more violent forms of play. She resumes her normal form in a disturbing display, her human form melting into liquid and revealing the dragon within. Daosvaria's true form reveals her

attunement to the Geometries; her scales melt and flow like liquid, her limbs twist at odd angles, and portions of her form occasionally vanish and reappear. Daosvaria gives the PCs a lopsided grin and asks them to play a different game, flexing her claws meaningfully to indicate her violent desires. As long as the PCs succeeded at the baseline check DC, PCs who succeed at a DC 18 Sense Motive check (DC 22 in Subtier 8–9) recognize that she will likely grow bored of fighting eventually.

SUBTIER 5–6 (CR 8)

DAOSVARIA

CR 8

Female variant mutant juvenile nightmare dragon (*Pathfinder RPG Bestiary* 5 180, 94)

CN Medium aberration (augmented dragon, extraplanar)

Init +5; **Senses** dragon senses, dreamsight; Perception +14

Aura frightful presence (120 ft., DC 19)

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 112 (9d12+54); fast healing 5

Fort +12, **Ref** +7, **Will** +8

Defensive Abilities Immune paralysis, sleep; **SR** 18

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +15 (1d8+9), 2 claws +15 (1d6+6), 2 wings +13 (1d4+3)

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

Special Attacks breath weapon (30-ft. cone, 8d6 acid, Reflex DC 20 half)

Spell-Like Abilities (CL 9th; concentration +14)

At will—*mirror image*, *suggestion* (DC 18)

Psychic Spells Known (CL 1st; concentration +5)

1st (4/day)—*mindlink*^{OA}, *silent image* (DC 15), *true strike*

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *ghost sound* (DC 14), *mage hand*, *prestidigitation*

TACTICS

During Combat On the first round of combat, Daosvaria uses her breath weapon to strike against the PCs, followed by suggestion to get a PC to do something amusing. After this point, or if at any time a PC engages her in melee, she grows bored and switches to her natural attacks, alternating between melee full attacks and single strikes with Flyby Attack. If she is reduced to fewer than 40 hit points, she attempts to cast *mirror image* to improve her defenses and extend the game.

Morale Daosvaria knows she'll just re-form if killed, and fights until destroyed or until she has fought for a number of rounds determined by the PC's result on their skill checks. After that number of rounds, she lands, folding her wings and praising the PCs for being "more exciting playmates than space fungi and angle wolves." She makes no attacks for one round, declaring that she is bored of fighting. If the PCs continue to attack her for more than a round after she stops fighting, she resumes combat, this time until she is destroyed.



STATISTICS

Str 23, **Dex** 13, **Con** 22, **Int** 18, **Wis** 14, **Cha** 21

Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Combat Casting, Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Acrobatics +1 (+13 when jumping), Bluff +17, Fly +13, Intimidate +17, Knowledge (arcana, engineering, and planes) +16, Perception +14, Sense Motive +14, Spellcraft +16, Stealth +13

Languages Aklo, Ancient Osiriani, Common, Draconic, Yaddithian
SQ change shape (her specific human form; polymorph), deformities (fractured mind), figment, mutations (fast healing, spell-like ability [2])

SPECIAL ABILITIES

Change Shape (Su) Three times per day, Daosvaria can assume the form of a specific young human woman with red hair.

Figment (Ex) Daosvaria is a quasi real entity created by Ralzeros's psyche. Any effect that provides a bonus to AC or on saving throws against illusion effects or quasi real entities (such as gnomes' illusion resistance) provides its benefit against Daosvaria's attacks.

Fractured Mind (Ex) When Daosvaria fails a Will save, she becomes confused for 1 round.

Psychic Spells Daosvaria's spells use psychic magic (*Pathfinder RPG Occult Adventures* 144).

SUBTIER 8–9 (CR 11)

DAOSVARIA

CR 11

Female variant mutant adult nightmare dragon (*Pathfinder RPG Bestiary* 5 180, 94)

CN Large aberration (augmented dragon, extraplanar)

Init +0; **Senses** dragon senses, dreamsight; Perception +19

Aura frightful presence (180 ft., DC 22)

Defense **AC** 26, touch 9, flat-footed 26 (+17 natural, –1 size)

hp 175 (13d12+91); fast healing 5

Fort +15, **Ref** +8, **Will** +11

Defensive Abilities DR 5/magic; **Immune** paralysis, sleep; **SR** 22

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+12), 2 claws +20 (1d8+8/19–20), tail slap +18 (1d8+12), 2 wings +18 (1d6+4)

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

Special Attacks breath weapon (40-ft. cone, 12d6 acid, Reflex DC 23 half)

Spell-Like Abilities (CL 13th; concentration +19)

At will—*mirror image*, *suggestion* (DC 19), *telekinesis* (DC 21)

Psychic Spells Known (CL 5th; concentration +10)

2nd (5/day)—*minor image* (DC 17), *oneiric horror*^{oa} (DC 17)

1st (8/day)—*detect thoughts*, *entropic shield*, *mindlink*^{oa}, *true strike*, *unseen servant*

0 (at will)—*detect magic*, *detect psychic significance*^{oa}, *ghost sound* (DC 15), *lullaby* (DC 15), *mage hand*, *prestidigitation*

TACTICS

On the first round of combat, Daosvaria uses her breath weapon to strike against the PCs, followed by suggestion to get a PC to do something amusing. After this point, or if at any time a PC engages her in melee, she grows bored and switches to her natural attacks, alternating between melee full attacks and throwing large objects at the PCs using *telekinesis*. If she is reduced to fewer than 60 hit points, she attempts to cast *mirror image* to improve her defenses and extend the game.

Morale See Subtier 5–6.

STATISTICS

Str 27, **Dex** 11, **Con** 24, **Int** 20, **Wis** 16, **Cha** 23

Base Atk +13; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Combat Casting, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +0 (+12 when jumping), Bluff +22, Fly +10, Intimidate +22, Knowledge (arcana, engineering, planes) +21, Perception +19, Sense Motive +19, Spellcraft +21, Stealth +18, Survival +19

Languages Aklo, Ancient Osiriani, Common, Draconic, Yaddithian

SQ change shape (any humanoid; polymorph), deformity (fractured mind), figment, mutations (fast healing, spell-like ability [3])

SPECIAL ABILITIES

Figment (Ex) Daosvaria is a quasi real entity created by Ralzeros's psyche. Any effect that provides a bonus to AC or on saving throws against illusion effects provides its benefit against Daosvaria's attacks and against any effect she creates that requires a saving throw.

Fractured Mind (Ex) When Daosvaria fails a Will save, she becomes confused for 1 round.

Psychic Spells All of Daosvaria's spells use psychic magic (*Pathfinder RPG Occult Adventures* 144).

Treasure: If the encounter ends peacefully, whether because Daosvaria stopped fighting or never fought at all, she gives her reddish, many-armed doll to the PC who achieved the highest skill result. The doll resonates with the psychic connection between Daosvaria and Ralzeros, granting it the powers of a *lucky horseshoe* (*Pathfinder RPG Occult Adventures* 260). In Subtier 8–9, it instead functions as a *luckstone*. This doll provides additional benefits in the encounters with Corners of Spheres and Ralzeros (see area B4). If the PCs killed Daosvaria, they can still take the doll. It retains its magical powers, but its form warps into a grotesque and disturbing parody, granting its wielder no benefits in future encounters.

Development: Ralzeros has sensed the PCs throughout Part 1, and their interaction with his beloved familiar finally drives the wizard to begin pulling his mind together. How violent and traumatic this process is depends on how the PCs resolve their encounter with Daosvaria. If they destroy her, the entire area begins to fall apart, cracking along the lines where the mist appears. After a few minutes, it shatters, sending the PCs

plummeting through the demiplane's twisted angles before landing in area **B1**. The PCs plummet 60 feet to the ground (90 feet in Subtier 8–9), and two containment breaches occur. If the PCs fought but did not kill Daosvaria, she looks around in surprise, calling out, “Where is Ralzeros? I can’t feel his mind anymore.” before melting away. A few minutes later, the rooms melts as well, transforming into a slick whirlpool of liquid stone that gently deposits the PCs in area **B1**. This causes one containment breach. Finally, if the PCs managed to convince Daosvaria not to fight at all, instead of melting away immediately, she adds, “I can’t enter his prison, not with Corners of Spheres in control. Corner’s children will try to stop you, and they look different all the time based on what Corners and Ralzeros are thinking, so I can’t tell you if they’ll have pincers or eyes or claws or poison today. Please, go find out what happened! Here, I’ll create a path for you.” Sweeping her scattered dolls aside, she presses her hands against the floor, which melts away to reveal a cramped stairwell that spirals down into greenish mist. The stairwell leads to area **B1**. This causes no containment breaches.

Rewards: If the PCs fail to defeat or befriend Daosvaria, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 566 gp.

Out of Subtier: Reduce each PC’s gold earned by 1,166 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,666 gp.

B. THE OVERWATCHED HEART

Fungal, aberrant, and alien creatures swarm through a vast sea of green mist. Several stony islands emerge from the sea, their forms wavering fluidly. Bridges made from floating collections of stony fragments tie the islands together.

This area formerly contained Ralzeros’s most secure laboratories, but Corners of Spheres has twisted and corrupted it to resemble the entity’s distant part of space. Here, the fabric of space wavers, giving rise to several properties. First, teleportation effects cannot transport creatures farther than 30 feet—if they otherwise would, they instead move the creature 30 feet in its intended direction. Second, the solid ground in this entire area is difficult terrain to all creatures except Corners of Spheres. Third, the combination of mist and warped space reduces visibility to 30 feet. Creatures beyond this point appear as vague and distorted shapes. If the PCs performed the ritual Attune Geometric Warding, the range of visibility and teleportation increases to 60 feet, and the ground is no longer difficult terrain. Finally, the mist itself is dangerous to touch.

Hazard: A PC who touches the green mist takes 1d6 points of damage. If a PC falls into the green mist, she disappears until the end of her next turn, after which time she reappears in the closest safe location, with memories of being torn apart by the alien beings within the fog. This experience deals the

PC 5d6 points of damage (8d6 points of damage in Subtier 8–9). Aberrations and fungi are immune to this damage, but they still disappear until the end of their next turn. If the PCs performed Attune Geometric Warding, the damage from falling into the mist decreases to 2d6 (3d6 in Subtier 8–9).

Two boons from *Pathfinder Society Scenario #9–05: Call of the Copper Gate* have additional effects in this area. A PC with Wary of Space can gain its benefit once per round in area **B** without checking a box, or can check a box to increase the bonus to +6. A PC who has earned Student of the Void and activated its abilities at least once has insights into the realm’s spatial arrangement, allowing greater understanding of the environment. Such PCs double their effective range of visibility in area **B**. However, these PCs have also opened their minds to the influence of Corners of Spheres. They take a –2 penalty on saving throws against the allies of Corners of Spheres, which increases to a –4 penalty against Corners of Spheres itself. While they remain in area **B**, they are treated as flanked by a creature of the same CR as Corners of Spheres.

B1. STRANGE SHORES

One round after the PCs arrive, Corners of Spheres notices them. Read or paraphrase the following text.

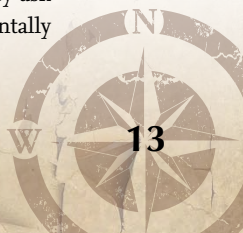
The air suddenly ripples and roils. Empty eyes and twitching tendrils manifest from the distortions, and an alien voice echoes through the mist. “Almost time, beacons lit and copper melted. We are Corners of Spheres, we are one who are many. Will your unenlightenment leave your cage-world unharvested? We thirst for its thoughts, a million thousandfold minds woven one through our warping way. The time is now. Inspiration’s harvest is at hand. Let your thoughts be woven into the void.”

Each PC must succeed at a DC 17 Will save (DC 21 in Subtier 8–9) to prevent Corners of Spheres from reading their mind. This has no immediate effect on the PCs, but rhu-chaliks in area **B4** treat PCs who failed their saves as if they had successfully read that PC’s thoughts. In addition, for the rest of the scenario, Corners and its minions refer to all PCs by name. If the PCs didn’t kill Daosvaria, she follows them from behind a layer of the demiplane, visible as a faint draconic shadow.

B2. SPAWN OF SPHERES

Without warning, the ground ripples, and the creatures within the mist let out an unearthly cacophony of clicks, taps, and screeches.

Creatures: When the PCs arrive in area **B2**, a spawn of spheres and cerebri fungi sprout from the ground, appearing seemingly out of nowhere (using their surprise round). These alien entities are conduits for Corners of Spheres’s thoughts. They attack the PCs immediately, but as they fight, they ask the PCs bizarre questions that indicate a fundamentally



B. The Overwatched Heart



alien thought process, such as “How do you add the sand to breathe?” and “Why are arms more colorful than legs?”

A spawn of spheres visually defies description and constantly warps into new forms, seeming to manifest in more dimensions than the PCs can perceive. Each has mutations that correspond to the books that the PCs found first, as described in its fluctuating mutations ability. If the PCs succeeded at the ritual Rebuke the Starry Void, the spawn of spheres takes a –2 penalty to AC and to all d20 rolls, and its maximum hit points are reduced to 65. Further, the cerebriic fungi’s star-shriek ability is less effective, imparting only the sickened condition on a failed saving throw.

SUBTIER 5–6 (CR 8)

SPAWN OF SPHERES	CR 7
CE Medium aberration	
Init +3; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)	
hp 85 (10d8+40)	
Fort +6, Ref +6, Will +8	
Defensive Abilities adapted to mutation	
OFFENSE	
Speed 30 ft.	
Melee bite +15 (1d8+7), claw +14 (1d6+7)	
Spell-Like Abilities (CL 7th; concentration +10) Constant— <i>tongues</i>	
TACTICS	
During Combat The spawn’s tactics depend upon its mutations, but it generally ignores PCs that the cerebriic fungi have hampered.	
Morale Lacking a concept of life and death, the spawn of spheres fights until its body can no longer move.	
STATISTICS	
Str 24, Dex 16, Con 16, Int 8, Wis 8, Cha 16	
Base Atk +7; CMB +14; CMD 27 (31 vs. trip)	
Feats Combat Reflexes, Iron Will, Step Up, Toughness, Weapon Focus (bite)	
Skills Acrobatics +16, Intimidate +16, Perception +12	
Languages telepathy 100 ft.; tongues	
SQ fluctuating mutations	
SPECIAL ABILITIES	
Adapted to Mutation (Ex) The spawn of spheres has adapted to its frequent and involuntary transformations. It is immune to the confused, nauseated, petrified, and sickened conditions. However, the adaptation also makes it vulnerable to transformations. It takes a –4 penalty on saving throws against polymorph effects.	
Fluctuating Mutations (Ex) The statistics above present a base spawn of spheres without any modifications. However, Corners of Spheres is constantly tinkering with the creatures based on Ralzeros’s thoughts. The spawn of spheres has four of the following mutations, corresponding	

Scaling Encounter B2

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

Subtier 5–6: Remove two of the mutations from the spawn of spheres, and remove one cerebriic fungus.

Subtier 8–9: Remove two of the mutations from each of the spawn of spheres, and remove two cerebriic fungi.

to the first four books that the PCs found in the library. If the PCs found fewer than four books, select the remaining modifications randomly.

Pincer: The spawn gains a pincer attack as a secondary natural attack: pincer +9 (1d6+3 plus grab). It gains a +4 bonus to its CMB for the purposes of grabbing creatures with this pincer.

Legs: The spawn gains an additional pair of legs, and all of its legs are particularly nimble. These legs increase its speed to 60 ft. and grant it a +4 bonus on CMD to avoid being tripped.

Morale: The spawn gains a +2 morale bonus to saving throws and skill checks.

Poison: The spawn’s bite becomes infused with a poison that saps the strength of both mind and body.

Sapping Poison Bite—injury; *save* DC 18; *frequency* 1/round for 4 rounds; *effect* 1d3 Strength damage and 1d3 Wisdom damage; *cure* 1 save. The save DC is Constitution-based.

Eyestalks: The spawn gains eyestalks that it can use to unnerve and disorient foes. As a standard action, it can focus the gaze of these wandering eyes on a foe within 50 feet. If the target fails a DC 18 Will save, he is confused for 1d4 rounds. The save DC is Charisma-based.

Spines: The spawn is covered in a thick layer of defensive spines. When a foe attacks a spawn of spheres with an unarmed strike or a natural attack, or with a manufactured melee weapon while adjacent to the creature, the foe takes 1d4 points of piercing damage. This damage also applies to creatures that grapple a spawn of spheres.

CEREBRIC FUNGI (2)	CR 3
hp 30 each (<i>Pathfinder RPG Bestiary</i> 3 52, see page 24)	
TACTICS	

During Combat The fungi use their star-shriek on as many PCs as possible before switching to melee with their bite and tendrils.

Morale The fungi fight to the death.

SUBTIER 8–9 (CR 11)

SPAWN OF SPHERES (3)	CR 7
hp 85 each (see above)	
TACTICS	
During Combat The spawn of spheres’s tactics depend upon their mutations, but, in general, they ignore PCs that the cerebriic fungi have hampered. Their disordered thoughts hamper their	



Optional Encounter

The encounter in area **B3** is optional. If less than 2 hours remain to complete the scenario, the mindshards argue but don't attack.

Scaling Encounter B3

If a group of four PCs faces the mindshards, one of the mindshards is so averse to agreeing with the other that it delays in entering combat. It spends the first two rounds berating the PCs but not attacking.

coordination, making them likely to split their attacks among multiple PCs instead of focusing their efforts.

Morale Lacking a concept of life and death, the spawn of spheres fight until their bodies can no longer move.

CEREBRIC FUNGI (4)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 3 52, see page 24)

TACTICS

During Combat The fungi use their star-shriek to nauseate as many PCs as possible before switching to their touch of madness to attempt to daze the most troublesome PCs.

Morale The fungi fight to the death.

Treasure: Several of Ralzeros's items are scattered throughout this area, as Corners of Spheres long ago lost interest in them. A *wand of countless eyes* (*Pathfinder RPG Ultimate Magic* 213) with 6 charges remaining protrudes from the body of one of the cerebri fungi. A spawn of spheres is holding a *lesser selective metamagic rod*; in Subtier 8–9, this is a standard *selective metamagic rod* (*Pathfinder RPG Advanced Player's Guide* 295). Finally, a *lesser talisman of life's breath* lies abandoned near the edge of the mist (*Pathfinder RPG Occult Adventures* 263).

Rewards: If the PCs do not defeat the spawn of spheres, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 654 gp.

Out-of-Subtier: Reduce each PC's gold earned by 987 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,320 gp.

B3. THE SHATTERED MIND

When the Library collapsed, Ralzeros's mindshards found themselves in this alien place. Further, with Ralzeros's mind no longer connecting them, they rapidly fell to arguing and blaming each other. Their world views and perspectives are so divergent that they contradict each other on basic facts and values. Corners of Spheres ignores them, as the entity has studied them long enough. Two areas on the map are labeled **B3**. This encounter occurs in whichever of those areas the PCs reach first.

Creatures: When the PCs try to pass through, or after a bit of argument, the mindshards turn on them, blaming the PCs for the recent change in events. Talking the mindshards down is difficult, requiring the PCs to succeed at a DC 25 Bluff, Diplomacy, or Intimidate check (DC 30 in Subtier 8–9). If the PCs have the book *Unquiet Meditations*, they gain a +5 circumstance bonus on this skill check.

The mindshards' CR is one higher to account for the extent to which they avoid the drawbacks of the alter ego template.

SUBTIER 5–6 (CR 7)

MINDSHARDS OF RALZEROS (2)

CR 5

Male human alter ego diviner (screyer^{APG}) 5 (*Pathfinder RPG*

Bestiary 6 8, *Pathfinder RPG Advanced Player's Guide* 147)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision, sense progenitor; Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 50 each (5d6+30); fast healing 1

Fort +4, **Ref** +5, **Will** +9

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

Weaknesses progenitor dependence

OFFENSE

Speed 30 ft.

Melee slam +1 (1d6–1)

Diviner Spells Prepared (CL 5th; concentration +9)

3rd—*arcane sight*, *dispel magic*, *lightning bolt* (DC 17)

2nd—*invisibility*, *scorching ray*, see *invisibility*, *stone call*^{APG}

1st—*mage armor*, *magic missile* (2), *protection from chaos*, *true strike*

0 (at will)—*detect magic*, *guidance*, *mending*, *prestidigitation*

Opposition Schools Enchantment, Necromancy

TACTICS

Before Combat The mindshards can sense intruders in the area.

They cast *arcane sight*, *mage armor*, and *see invisibility*. The benefits of *mage armor* are included in their statistics.

During Combat The mindshards prefer to stay at a distance, attacking with ranged spells and using *stone call* to slow the PCs' advance if possible. If a PC casts a particularly troublesome spell, they cast *dispel magic* to try to remove it.

Morale The mindshards fight until reduced to 10 or fewer hit points, at which point they leap off the edge of the platform into the green mist and do not return. However, from this point onward, the PCs can catch glimpses of mindshards of Ralzeros floating through the mist.

Base Statistics Without *mage armor*, the mindshard's statistics are
AC 13, touch 13, flat-footed 10.

STATISTICS

Str 8, **Dex** 16, **Con** —, **Int** 18, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 14

Feats Alertness, Combat Casting, Craft Wondrous Item, Improved

Iron Will, Iron Will, Scribe Scroll, Skill Focus (Perception), Toughness^B

Skills Disguise +1 (+5 to appear as progenitor), Knowledge (arcana, dungeoneering, engineering, geography, planes) +12, Linguistics +12, Perception +7, Sense Motive +4, Spellcraft +12; Racial **Modifiers** +4 Disguise to appear as progenitor

Languages Abyssal, Aklo, Ancient Osiriani, Common, Draconic, Hallit, Jistka, Sylvan, Vudrani, Yaddithian

SQ arcane bond (Arcane Familiar, remnants of Daosvaria), forewarned, replicated gear, send senses

Gear cloak of resistance +1, spell component pouch, spellbook

SPECIAL ABILITIES

Arcane Bond Ralzeros's mindshards have coalesced remnants of the original Daosvaria into familiars of their own. These shadowy figments are too weak to participate in combat, instead clinging to their mindshard masters. In this weakened state, they grant the mindshards a +2 bonus on Fortitude saves.

Progenitor Dependence (Su) An alter ego is nauseated whenever it is more than 1 mile from the original creature of which it is a copy, so long as the original creature is alive.

Replicated Gear (Su) An alter ego has a copy of each item of clothing and equipment that was in its progenitor's possession at the moment when the alter ego was created. This equipment is fabricated of ectoplasm held in place by the alter ego's mental energy. This equipment operates as normal for the alter ego. One round after leaving the alter ego's possession (or 1 round after the alter ego is destroyed), this fabricated equipment dissolves into a thin, silvery mucus.

Sense Progenitor (Su) An alter ego creature knows the direction and distance to the original creature of which it is a copy. This sense can be blocked by any effect that blocks scrying. An alter ego has *detect thoughts* and *true seeing* against its progenitor in effect at all times (CL 20th); these abilities cannot be dispelled.

SUBTIER 8-9 (CR 10)

MINDSHARDS OF RALZEROS (2)

CR 8

Male human alter ego diviner (scryer^{APG}) 8 (*Pathfinder RPG Bestiary* 6 8, *Pathfinder RPG Advanced Player's Guide* 147)

N Medium construct

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 79 (8d6+49); fast healing 1

Fort +6, **Ref** +7, **Will** +12

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

Weaknesses progenitor dependence

OFFENSE

Speed 30 ft.

Melee slam +3 (1d6-1)

Arcane School Spell-Like Abilities (CL 8th; concentration +13)

Constant—*detect scrying*

Diviner Spells Prepared (CL 8th; concentration +13)

4th—*phantasmal killer* (DC 19), sickening *scorching ray* (2), *scrying* (DC 19)

3rd—*arcane sight*, *dispel magic*, *fly*, *lightning bolt* (DC 18), sickening *magic missile*

2nd—*false life*, *invisibility*, see *invisibility*, *stone call*^{APG}

1st—*mage armor*, *magic missile* (3), *protection from chaos*, *shield*, *true strike*

0 (at will)—*detect magic*, *guidance*, *mending*, *prestidigitation*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The mindshards can sense the presence of intruders in the area. They cast *arcane sight*, *mage armor* and see *invisibility*. The benefits of *mage armor* are included in their statistics.

During Combat The mindshards prefer to stay at a distance, casting *fly*, attacking with ranged spells, and using *stone call* to slow the PCs' advance if possible. If a PC casts a particularly troublesome spell, they cast *dispel magic* to try to remove it.

Morale The mindshards fight until reduced to 20 or fewer hit points, at which point they leap off the edge of the platform into the green mist and do not



Ralzeros the Overwatched

Ralzeros's Aid

Ralzeros the Overwatched has slept for centuries, his mind spread across a twisted demiplane, but his awakening is at hand. As a standard action, a PC can attempt a Diplomacy or Intimidate check to rouse him. The DC of these checks is 20 (24 in Subtier 8–9). Other actions and skills might also work toward this goal. If the PCs found the book *Unquiet Meditations*, they gain a +4 circumstance bonus on their skill checks. Additionally, if a PC has Daosvaria's doll, he gains a +4 circumstance bonus on his skill check. For each success, Ralzeros moves one step down the following track, or two steps if the PC succeeds by 10 or more. The benefits are cumulative.

Sleeping: Ralzeros's default state. If the PCs killed Daosvaria, it takes two successful skill checks to move Ralzeros from the sleeping step to the stirring step.

Stirring: Ralzeros begins to rouse himself but takes no actions yet. If the PCs didn't fight Daosvaria, Ralzeros starts on this step instead.

Aware: Ralzeros gains awareness and reattunes his wards to benefit his new allies. PCs within 60 feet gain a +2 insight bonus on ability checks, attack rolls, weapon damage rolls, saving throws, and skill checks.

Awake: Ralzeros finally lashes out at his captor of centuries. Corners of Spheres takes a –5 penalty to AC and on saving throws. In addition, Corners of Spheres loses the amorphous quality, instead gaining the benefits of moderate fortification.

Active: Ralzeros twists the demiplane's angles, breaking Corners of Spheres's hold over the area and allowing Daosvaria to begin flickering in and out. The dragon takes advantage of the opportunity to swoop through the demiplane. Every 1d4 rounds, she swoops down over the fight, using her acid breath on the PCs' foes. Unlike during the PCs' previous encounter with her, she takes care to avoid harming the PCs.

return. However, from this point onward, the PCs can catch glimpses of mindshards of Ralzeros floating through the mist.

Base Statistics Without *mage armor*, the mindshard's statistics are

AC 13, touch 13, flat-footed 10.

STATISTICS

Str 8, **Dex** 16, **Con** —, **Int** 20, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 16

Feats Alertness, Combat Casting, Craft Wondrous Item, Improved Iron Will, Iron Will, Scribe Scroll, Sickening Spell^{APG}, Skill Focus (Perception), Toughness^B

Skills Disguise +2 (+6 to appear as progenitor), Knowledge (arcana, dungeoneering, engineering, geography, history, planes) +16, Linguistics +16, Perception +7, Sense Motive +4, Spellcraft +16;

Racial Modifiers +4 Disguise to appear as progenitor

Languages Abyssal, Aklo, Ancient Osiriani, Common, Draconic, Hallit, Jistka, Sylvan, Vudrani, Yaddithian

SQ arcane bond (Arcane Familiar, remnants of Daosvaria), forewarned, replicated gear, scrying adept, send senses

Gear *cloak of resistance* +2, *headband of vast intelligence* +2, spell component pouch, spellbook

SPECIAL ABILITIES

See Subtier 5–6.

B4. MEETING OF THE SPHERES (CR 9 OR CR 12)

The mist lifts, revealing the twisted heart of the realm. A stone pillar stands on an island to the west, the runes upon it aligned and glowing fiercely. A mutated humanoid with reddish hide leans against the pillar, his hands melted onto his face.

Creatures: Corners of Spheres and its minions wait patiently for the PCs to arrive. The mutated humanoid is the body of Ralzeros. If the PCs destroyed Daosvaria earlier, they find her sleeping here in Tiny dragon form, draped around Ralzeros's neck. Otherwise, on the first round, she cries out to Ralzeros—identifying him to the PCs—then flies over to him, asking the PCs to help her convince him to wake up. See the Ralzeros's Aid sidebar above for details on how the PCs can awaken the wizard and gain his assistance.

SUBTIER 5–6 (CR 9)

CORNERS OF SPHERES

CR 8

Variant yangethe (Pathfinder RPG Bestiary 5 285)

CE Large aberration

Init +3; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)

hp 95 (10d8+50)

Fort +8, **Ref** +6, **Will** +11

Defensive Abilities amorphous; **SR** 19; **Immune**, cold, fear, mind-affecting effects

OFFENSE

Speed 40 ft.

Melee 2 claws +12 (1d6+6), 4 tentacles +11 (1d6+3 plus grab)

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

Special Attacks feeding tentacles, psychic blast

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*air walk*, *tongues*

At will—*darkness*, *telekinesis* (DC 17)

Psychic Magic (CL 9th; concentration +11)

14 PE—*black tentacles* (4 PE), *fear* (4 PE, DC 16), quickened *true strike* (1 PE)

TACTICS

During Combat Corners of Spheres uses psychic blast, hitting as many PCs as possible, followed by its psychic magic and spell-like abilities. If engaged in melee or reduced below 50

hit points, it enters melee, using true strike to ensure hits and draining emotions with its feeding tentacles.

Morale Knowing that its current form is simply a projection, Corners of Spheres fights viciously until destroyed.

STATISTICS

Str 22, **Dex** 16, **Con** 20, **Int** 15, **Wis** 19, **Cha** 15

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 27 (can't be tripped)

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

Skills Knowledge (arcana) +12, Knowledge (engineering) +15, Knowledge (planes) +12, Perception +17, Sense Motive +14, Spellcraft +15

Languages telepathy 100 ft., *tongues*

SQ no breath

SPECIAL ABILITIES

Feeding Tentacles (Su) As a standard action, Corners of Spheres can use its mouth tentacles to feed on a helpless creature or a creature it is currently grappling. If it hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d3 points of Charisma drain. Corners of Spheres heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected by a *nightmare* spell (CL 9th, DC 19). All effects from the tentacles are mind-affecting effects.

Manifested from Beyond (Ex) This is just a projection of the true Corners of Spheres. Despite having statistics similar to those of a yangethe, Corners of Spheres's unusual and ever-shifting physiology prevents the PCs from identifying it with Knowledge skills unless they found the book *The Emissary*, in which case they gain a +5 bonus on Knowledge (dungeoneering) checks to identify it and may roll such checks untrained.

Psychic Blast (Su) Once per day as a standard action, Corners of Spheres can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are confused for 1d6 rounds. A successful DC 17 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Magic (Sp) Corners of Spheres has a pool of 14 points of psychic energy (PE) per day, which it can spend to cast several spell-like abilities at the listed cost.

RHU-CHALIK

CR 6

hp 68(*Pathfinder RPG Bestiary* 5 203, see page 24)

TACTICS

During Combat The rhu-chalik focuses on using project terror on PCs who failed their saving throws in area **B1**. If all of the PCs succeeded at the earlier saving throw, or if the PCs harm it, then it engages in melee combat. Its close connection to Corners of Spheres renders it immune to the confusion portion of Corners of Spheres's psychic blast, but not the damage.

Scaling Meeting of the Spheres

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

Subtier 5-6: Remove two of Corners of Spheres's tentacles, reduce its psychic magic pool to 10 PE, reduce its SR to 18, and reduce its natural armor bonus to AC by 2, changing its AC to 19 (touch 12, flat-footed 16).

Subtier 8-9: Remove one rhu-chalik. Reduce the DC to resist Corners of Spheres's aura of madness and siphon spirit abilities to 17, reduce its SR to 21, and reduce its natural armor bonus to AC by 2, changing his AC to 20 (touch 15, flat-footed 15).

Morale The rhu-chalik fights until destroyed. If the PCs defeat Corners of Spheres, its body dissolves.

SUBTIER 8-9 (CR 12)

CORNERS OF SPHERES

CR 11

Variant vespergaunt (*Pathfinder RPG Bestiary* 6 272)

CE Medium ooze

Init +8; **Senses** blindsight 60 ft., *true seeing*; Perception +16

Aura madness (60 ft., DC 19)

DEFENSE

AC 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)

hp 142 (15d8+75)

Fort +12, **Ref** +11, **Will** +8

Defensive Abilities amorphous; **SR** 22; **Immune**, cold, fear, mind-affecting effects, ooze traits

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee 2 slams +19 (2d8+7 plus siphon spirit)

Space 5 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 15th; concentration +17)

Constant—*tongues*, *true seeing*

At will—*deeper darkness*

TACTICS

Before Combat Corners of Spheres lurks in the mist, cloaked in *deeper darkness*.

During Combat Corners of Spheres prefers to watch its enemies tear each other apart. It hits as many PCs as possible with its aura before striking against PCs who succeeded at the saving throw against confusion, positioning itself to avoid being the closest target to a confused PC.

Morale Knowing that its current form is simply a projection, Corners of Spheres fights viciously until destroyed.

STATISTICS

Str 25, **Dex** 18, **Con** 20, **Int** 19, **Wis** 13, **Cha** 14

Base Atk +11; **CMB** +18; **CMD** 33



Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Acrobatics +4 (–4 when jumping), Fly +12, Knowledge (arcana) +19, Knowledge (engineering) +19, Knowledge (planes) +19, Perception +16, Sense Motive +16, Spellcraft +19

Languages telepathy 100 ft., *tongues*

SQ no breath

SPECIAL ABILITIES

Aura of Madness (Su) Any creature within a 60-foot radius of Corners of Spheres must succeed at a DC 19 Will save or be confused for 1d4 rounds. Once a creature successfully saves, it cannot be affected by the same aura again for 24 hours. This is a mind affecting effect. The save DC is Charisma-based.

Manifested from Beyond (Ex) This is just a projection of the true Corners of Spheres. Despite having statistics similar to those of a vespergaunt, Corners of Spheres's unusual and ever-shifting physiology prevents the PCs from identifying it with Knowledge skills unless they found the book *The Emissary*, in which case they gain a +5 bonus on Knowledge (dungeoneering) checks to identify it and can roll such checks untrained.

Siphon Spirit (Su) Any creature that Corners of Spheres touches must succeed at a DC 19 Will save or gain 1 negative level as the creature rips away a portion of its soul. The victim must save anew each time it is touched, and a character killed by this attack disintegrates completely except for its eyes and strands of brain matter, which become part of Corners of Spheres. If this manifestation of Corners of Spheres dies, then these body parts can be retrieved from the corpse, allowing the victim to be restored to life with *resurrection*. Otherwise, only powerful magic such as *miracle* or *wish* can resurrect a creature slain in this manner.

RHU-CHALIKS (3)

CR 6

hp 68 each (*Pathfinder RPG Bestiary 5* 203, see page 24)

TACTICS

During Combat The rhu-chaliks focus on using project terror against PCs who failed their saving throws in area **B1**. If all of the PCs succeeded at the earlier saving throw, they move to engage in melee combat. They are immune to Corners of Spheres's aura.

Morale The rhu-chaliks fight until destroyed. If the PCs defeat Corners of Spheres, their bodies dissolve.

Treasure: If the PCs defeat Corners of Spheres, the staff next to Ralzeros regains a spark of its power, becoming the *Staff of the Overwatched* (see this adventure's Chronicle sheet for more information).

Development: If the PCs defeat Corners of Spheres, the room is temporarily consumed in an illusion of a dark void, in which floats a far larger and more fearsome version of Corners of Spheres. The being's hundreds of eyes slowly turn

toward the PCs, but just before they reach their destination, the illusion fades, and a terrible shrieking fills the room. The bodies of Corners of Spheres and all of its minions dissolve, and the demiplane heaves violently, knocking the PCs prone.

Rewards: If the PCs do not defeat Corners of Spheres, reduce each PC's gold earned by the following amount.

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

Out-of-Subtier: Reduce each PC's gold earned by 1,249 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,666 gp.

THE FATE OF THE OVERWATCHED

When the PCs defeat Corners of Spheres, Ralzeros awakens if he was still dormant. He speaks to the PCs in a muted and distant voice that seems to emanate from his body as a whole rather than from the mouth-shaped part of his face. His speech intersperses coherent explanations with tangents during which his thought process becomes muddled and detached from the human experience, similar to the thoughts of Corners of Spheres and its minions.

After the tortures he has endured, Ralzeros's mind is filled with suffering. He is haunted and paranoid, weary of existence, and guilty over his failures and losses. He is also filled with hatred and fear of himself. One of the consequences of his interactions with the Dark Tapestry was an obsessive desire to learn more of its secrets, a desire that still haunts him. He explains to the PCs that even if he were to manage to keep that obsession in check, Corners of Spheres may still come after him again someday. The being that the PCs defeated was only a projection of a far stronger entity. The last major trouble that weighs on his mind is existential—he wonders if he is truly Ralzeros, or simply a copy of a portion of Ralzeros's mind that Corners of Spheres created for its amusement.

If the PCs ask him about how he came to be in this situation, he relays the information from the scenario's introduction. He bemoans his hubris and explains that he believed that the power of magically binding oaths enforced with sacred geometry would be enough to keep beings from the Dark Tapestry at bay. However, as the desire for knowledge grew within him, his obsessions eroded his sense of caution. It was at that point that he swore an oath to a more powerful being, Corners of Spheres, and his decline accelerated.

Ralzeros leaves his fate in the PCs' hands. If they decide to kill him, he provides no resistance. If they decide to leave him in the demiplane, he morosely comments, "As Corners has gone, so will Corners come again to find me here, and I will be swept away. Perhaps better to end things before they begin again? Or has inevitability already come to pass?" However, he does not otherwise attempt to convince the PCs to take another course of action. Finally, if the PCs decide to take Ralzeros back with them to Golarion, he follows the PCs back, with slow, shambling steps, to the observatory he built long ago. His hands remain fused to his face.

CONCLUSION

An hour after opening the portal that allowed the PCs to enter the Library of the Scattered Mind, Zarta Dralneen can open a return path. If the PCs signal her before an hour has passed, Zarta cannot help them return; otherwise, when the PCs activate the signal she prepares a return path. One round later, a glowing golden portal appears next to the PC who opened it, allowing for their safe return. The portal remains open for two minutes.

The situation back in the Blakros Museum depends upon the number of containment breaches the PCs caused. If they caused at least one and fewer than five, there are signs of battle, but Zarta, Valsin, and Aldain are all holding up fairly well. If they caused five or more breaches, however, their injuries are more serious. Valsin is unconscious, and a few other Pathfinder agents are in the room as well, watching the door cautiously.

If the PCs defeated Corners of Spheres, the copper gate is no longer writhing. Zarta carefully seals the area off while she and the others present listen to the PCs' report of their findings. She is particularly interested in what they learned about Ralzeros and what the PCs decided to do with the remnants of him that they found within the demiplane. If the PCs decided to kill Ralzeros, she is somewhat disappointed to lose the chance to speak to a figure of such renown, but she respects their judgment. She remarks to any Dark Archive PCs that their caution and restraint make them great assets in an organization that so often deals with dangerous magic. On the other hand, if the PCs take Ralzeros out of the demiplane with them, it is immediately clear to the PCs that Zarta, Nigel, and Ambrus are preparing for a fight—they initially believe that Ralzeros is a dangerous creature that has followed the PCs without their knowledge. For his part, Ralzeros does not even seem to notice the initial hostility. His attention is focused on analyzing the geometry of the space and grappling with a sense of vague familiarity in his surroundings. He is

intensely disoriented and willing to consider whatever plans the PCs propose for his next steps. Dark Archive PCs might wish to convince him to share his knowledge with the faction with a DC 20 Diplomacy or Knowledge (arcana) check (DC 24 in Subtier 8–9). If the PCs have the book *Unquiet Meditations*, they gain a +2 bonus on this skill check.

If the PCs return without defeating Corners of Spheres, Zarta Dralneen is disappointed and Ambrus Valsin is deeply concerned. He sends Nigel Aldain to the Pathfinder Society to gather up as many strong agents as he can to handle the fallout.

REPORTING NOTES

If the PCs convinced Ralzeros to join the Dark Archive, check box A. If they killed Ralzeros, check box B. If they did not fight Daosvaria, check box C.

PRIMARY SUCCESS CONDITIONS

The PCs earn one Prestige Point for defeating Corners of Spheres, thus freeing the demiplane from his influence.

SECONDARY SUCCESS CONDITIONS

If the PCs end the scenario with 4 or fewer containment breaches while meeting their primary success condition, they achieve their secondary success condition and earn 1 additional Prestige Point.

FACTION NOTES

Dark Archive PCs should ensure that Ralzeros the Overwatched is no longer left uncontained. If the PCs convince Ralzeros to assist the Dark Archive, each Dark Archive PC gains the Aid of the Overwatched boon. If they destroy Ralzeros, each Dark Archive PC instead gains the Cautious Curator boon. In either case, because of this mission's relevance to the Dark Archive's goals, Dark Archive players can check up to two boxes on their Faction Journal Cards to represent goals that they have completed.



Handout #1: Secrets of Pastlight

The light we see from distant stars is unknowably old, and so contains the seeds of the past. With this "apocryphal light" or "pastlight", a wizard could observe the past, thanks to the resonance of the light's genesis across time. In addition, pastlight could theoretically be used to alter the probability of future events, while the light from now-dead stars might grant power over life and death. All of my will is bent upon understanding and mastering this unearthly power. Realms touched by the stars may hold the secrets that will guide my studies.

This book includes a ritual that loosens the demiplane's ties to the Material Plane.

Handout #2: Sacred Geometry

The Aucturn Enigma is incontrovertible: Osirion of old was touched by beings from the stars. These emissaries arrived during a portentous syzygy between Golarion, Aucturn, and the Dark Tapestry's blackest heart, bearing gifts of mind-expanding revelations. I hope to gain insight into these emissaries and their enlightening gifts. Already, my research has offered great insights into numerology, the grand secret for which the Pharaoh of Numbers was named, as well as the practice of sacred geometry, using certain auspicious angles and shapes to channel cosmic power. These secrets were first revealed to the ancient Osiriani through communion with emissaries from Aucturn, though I have plumbed their mysteries and mastered it myself. I structured my observatory according to its precise principles, fortifying it against incursions and intrusions of all varieties so long as the structure is unchanged. Further, it allows my demiplane to hold countless layers of space. Despite its potency, however, sacred geometry is merely a stepping-stone to the power of the stars.

This book includes a ritual that reactivates the demiplane's wards against unnatural entities.

Handout #3: Beyond the Stars

I have sought out all the tomes of this world and beyond. The lost lore of Azlant and Thassilon, of cyclops and serpent. The wisdom of the shining children. The ramblings of a mad poet, sought out in a dream. Whispers stolen from a fey lord's library. It is time to learn what no book can teach. It is time to look not to the stars as I have always done, but between them. And to beckon what looks back.

This book includes a ritual that weakens the influence of alien entities.

OATH OF THE OVERWATCHED

HANDOUT #4: PRECAUTIONS

Beldrin's thievery is useless—I hope he tries that key he stole from me. Yet there will always be more schemes. Layers within layers within layers are never enough. I feel their eyes burning holes into my mind. Eyes from Absalom, and eyes from beyond. Angles within angles within angles to trick their eyes.

This book may assist your defenses later in the scenario.

HANDOUT #5: THE EMISSARY

Corners of Spheres, The Great Emissary, is the key. The ghoulish advisor with secrets unknowable is only the first to walk the path to show me the way. When I look upon it, I know what is not and what is yet to be seen. The more it tries to hide from me, the more I must know.

This book may assist your ability to identify threats later in the scenario.

HANDOUT #6: UNQUIET MEDITATIONS

Why do they flock together? Why do they flap their lips at each other? Flesh forms rotting and spinning, stuck to the prison's surface. *Corners* is the puppet of my thoughts, and his children dance with mine. Liberated from flesh, though flesh melts to remain.

This book may help you communicate with Ralzeros's fractured mind.



APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

CEREBRIC FUNGUS

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

CEREBRIC FUNGUS	CR 3
<i>Pathfinder RPG Bestiary</i> 3 52	
N Medium plant	
Init +4; Senses darkvision 60 ft., low-light vision; Perception +12	
Aura unsettling appearance (60 ft., DC 14)	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 natural)	
hp 30 (4d8+12); fast healing 2	
Fort +7, Ref +1, Will +6	
Defensive Abilities otherworldly mind; Immune plant traits;	
Resist cold 5	
Weaknesses vulnerable to sonic	
OFFENSE	
Speed 30 ft.	
Melee bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)	
Space 5 ft.; Reach 5 ft. (15 ft. with tendrils)	
Special Attacks pull (tendrils, 5 ft.), star-shriek	
Spell-Like Abilities (CL 4th; concentration +6)	
Constant— <i>detect thoughts</i> (DC 14)	
At will— <i>touch of madness</i> (DC 14)	
3/day— <i>calm emotions</i> (DC 14), <i>touch of idiocy</i> (DC 14)	
STATISTICS	
Str 14, Dex 11, Con 16, Int 15, Wis 20, Cha 15	
Base Atk +3; CMB +5; CMD 15 (21 vs. trip)	
Feats Improved Initiative, Multiattack	
Skills Bluff +6, Diplomacy +6, Perception +12, Stealth +7	
Languages telepathy 100 ft.	
SPECIAL ABILITIES	
Otherworldly Mind (Ex) Any creature attempting to contact a cerebri- c fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.	
Star-Shriek (Ex) Once per day as a full-round action, a cerebri- c fungus can unleash a shrill scream of madness. All creatures (except other cerebri- c fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind- affecting effect. The save DC is Constitution-based.	
Touch of Madness (Sp) The cerebri- c fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebri- c fungi). The dazed subject is not stunned (so attackers get no special	

advantage against it). This is a mind-affecting enchantment,
equivalent to a 2nd-level spell.

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

RHU-CHALIK

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

RHU-CHALIK	CR 6
<i>Pathfinder RPG Bestiary</i> 5 203	
CE Small aberration	
Init +7; Senses darkvision 60 ft., see in darkness; Perception +10	
DEFENSE	
AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)	
hp 68 (8d8+32); fast healing 2	
Fort +6, Ref +5, Will +8	
Defensive Abilities all-around vision; Immune cold, disease	
OFFENSE	
Speed 5 ft., fly 60 ft. (perfect)	
Melee 4 tendrils +11 (1d4+3 plus pain touch)	
Special Attacks pain touch, project terror, void transmission	
Spell-Like Abilities (CL 10th; concentration +12)	
Constant— <i>mage armor</i>	
At will— <i>detect thoughts</i> (DC 14), <i>invisibility</i> , <i>share memory</i> (DC 14)	
1/day— <i>modify memory</i> (DC 16)	
STATISTICS	
Str 16, Dex 16, Con 19, Int 13, Wis 14, Cha 15	
Base Atk +6; CMB +8; CMD 21	
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Focus (tendrils)	
Skills Bluff +8, Diplomacy +8, Fly +13, Intimidate +10, Perception +10, Sense Motive +7, Stealth +15, Use Magic Device +10	
Languages Aklo; telepathy 100 ft.	
SQ compression, no breath	
SPECIAL ABILITIES	
Pain Touch (Ex) A rhu-chalik secretes an enzyme that coats its tendrils. When this enzyme comes into contact with a living creature, it causes excruciating pain. Any creature that comes into contact with the enzyme must succeed at a DC 18 Fortitude save or take a –2 penalty on attack rolls, ability checks, and skill checks for 1d4 rounds. If a creature is affected by multiple pain touch attacks, the duration stacks but the penalty doesn't. This is a pain effect. The save DC is Charisma-based.	
Project Terror (Su) As a standard action, a rhu-chalik can harness the fears of any creature on which it has successfully used <i>detect thoughts</i> within the last minute. This effect creates terrible, nightmarish visions in the target's mind; the target	

must succeed at a DC 16 Will save or be frightened and take 1d4 points of Wisdom damage. The save DC is Charisma-based.

Void Transmission (Su) If a creature takes an amount of Wisdom damage from the rhu-chalik's project terror ability that equals or exceeds the creature's Wisdom score, the creature falls unconscious as normal. At that point, the rhu-chalik can take 10 minutes to copy and absorb the creature's entire consciousness and send that consciousness through the void of space to its waiting masters. If the creature's Wisdom damage is healed

and the creature is revived prior to the end of this process, this effect fails. If the creature's Wisdom damage is healed after its consciousness is successfully transmitted, the creature awakens disoriented, and takes a -2 penalty on attack rolls, ability checks, and skill checks for 24 hours. This effect otherwise doesn't harm the target, as the target's consciousness isn't eliminated, only duplicated and transmitted.



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-17: Oath of the Overwatched

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character #

Prestige Points

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Character #

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Character #

Prestige Points

Character Name

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Pathfinder Society Scenario #9–17: Oath of the Overwatched

Character Chronicle #

☐ Core Campaign

A.K.A. _____

Player Name

Character Name

Organized Play # _____

Character # _____

Faction _____

This Chronicle sheet grants access to the following:

Aid of the Overwatched (Dark Archive): You returned Ralzeros the Overwatched to Golarion and convinced him to lend his aid to the Dark Archive. In thanks for your help, Ralzeros convinces his familiar Daosvaria to send a piece of her essence and knowledge to assist you. This aid can take one of two forms.

A chaotic spellcaster of at least 7th level can take Daosvaria as a familiar with the Improved Familiar feat. She uses the standard statistics of a wyrmling nightmare dragon, except that her alignment is chaotic neutral, she does not have the see in darkness ability, her Strength score is 10. She has the feats Improved Initiative and Multiattack and three ranks in each of the following skills: Fly, Knowledge (arcana, engineering, and planes), Perception, and Stealth. She qualifies for magic item slots in the biped (hands) category and can use spell trigger and spell completion magic items. If you make this bond with Daosvaria, you must provide a copy of *Pathfinder RPG Bestiary* 5 as if the improved familiar were granted by the Additional Resources list. Daosvaria may qualify for the figment familiar archetype (*Pathfinder RPG Familiar Folio* 10, *Pathfinder RPG Ultimate Wilderness* 211) as if she had speak with animals of its kind, trading out dragon senses for darkvision 60 ft. and the manifest dreams ability.

☐ ☐ Instead of taking Daosvaria as a familiar, you can call her forth to share fragments of Ralzeros's knowledge. Check a box that precedes this boon to roll a single Knowledge check using a bonus of 5 plus your character level in place of your typical bonus. If your own bonus is higher, you may instead gain a +2 bonus on the Knowledge check. If you use this benefit, cross the option to take Daosvaria as a familiar off your Chronicle sheet.

Cautious Curator (Dark Archive): You destroyed the remnants of Ralzeros the Overwatched, and in so doing removed a link to the Dark Tapestry. If you have the boon Scrutiny of the Stars from *Pathfinder Society Scenario #5–16: Sanctum of the Sages*, cross that boon off your Chronicle sheet. You may cross this boon off your Chronicle sheet to reroll a failed saving throw against a mind-affecting effect or an effect that results from exposure to dangerous knowledge or writing.

Staff of the Overwatched (aura moderate divination; CL 9th; Weight 10 lbs.): This black basalt staff twists into irregular geometric patterns. Its structure channels the power of sacred geometry to protect its wielder, granting her some concealment against ranged attacks (a 10% miss chance). While this staff was once one of Ralzeros's treasures, the influence of Corners of Spheres has sealed much of its potential. The staff allows the use of the following spells.

- *identify* (1 charge)
- *twisted space* (2 charges; *Pathfinder RPG Ultimate Combat* 248)

You can purify the staff between adventures, unlocking the abilities below.

☐ Augment the staff's protective abilities, increasing the 10% miss chance against ranged attacks to 20%, by paying 6,000 gp.

☐ Augment the staff's magical abilities, adding the following spells to the staff and reducing the cost of using *twisted space* to 1 charge. This upgrade costs 8,000 gp.

- *wandering star motes* (2 charges; *Pathfinder RPG Advanced Player's Guide* 355)
- *hold portal* (1 charge)

☐ If you have already performed the spell upgrade above, you can pay a further 8,000 gp to add the following spells.

- *prying eyes* (2 charges)
- *stone shape* (2 charges)

Subtier 5–6

dreamcatcher (2,800 gp; *Pathfinder RPG Occult Adventures* 257)
Journeyman Book of Ruh Thaven (includes preparation ritual, 3,320 gp; *Pathfinder RPG Ultimate Magic* 123)
lesser selective metamagic rod (3,000 gp; *Pathfinder RPG Advanced Player's Guide* 295)
lesser talisman of life's breath (3,500 gp; *Occult Adventures* 263)
lucky horseshoe (6,800 gp; *Occult Adventures* 260)
Staff of the Overwatched (discounted price 10,000 gp, see above)
wand of countless eyes (6 charges; 1,350 gp, limit 1; *Ultimate Magic* 213)

Subtier 8–9

dreamcatcher (2,800 gp; *Pathfinder RPG Occult Adventures* 257)
lesser talisman of life's breath (3,500 gp; *Occult Adventures* 263)
luckstone (20,000 gp)
Quest Eternal (includes preparation ritual, 8,395 gp; *Pathfinder RPG Ultimate Magic* 124)
selective metamagic rod (11,000 gp; *Pathfinder RPG Advanced Player's Guide* 295)
Staff of the Overwatched (discounted price 10,000 gp, see above)
wand of countless eyes (6 charges; 1,350 gp, limit 1; *Ultimate Magic* 213)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5–6	1,282	2,563
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,037	4,074
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8–9	2,792	5,584
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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MAX GOLD
Starting XP
GM's Initials
XP Gained (GM ONLY)
Final XP Total

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

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society # _____