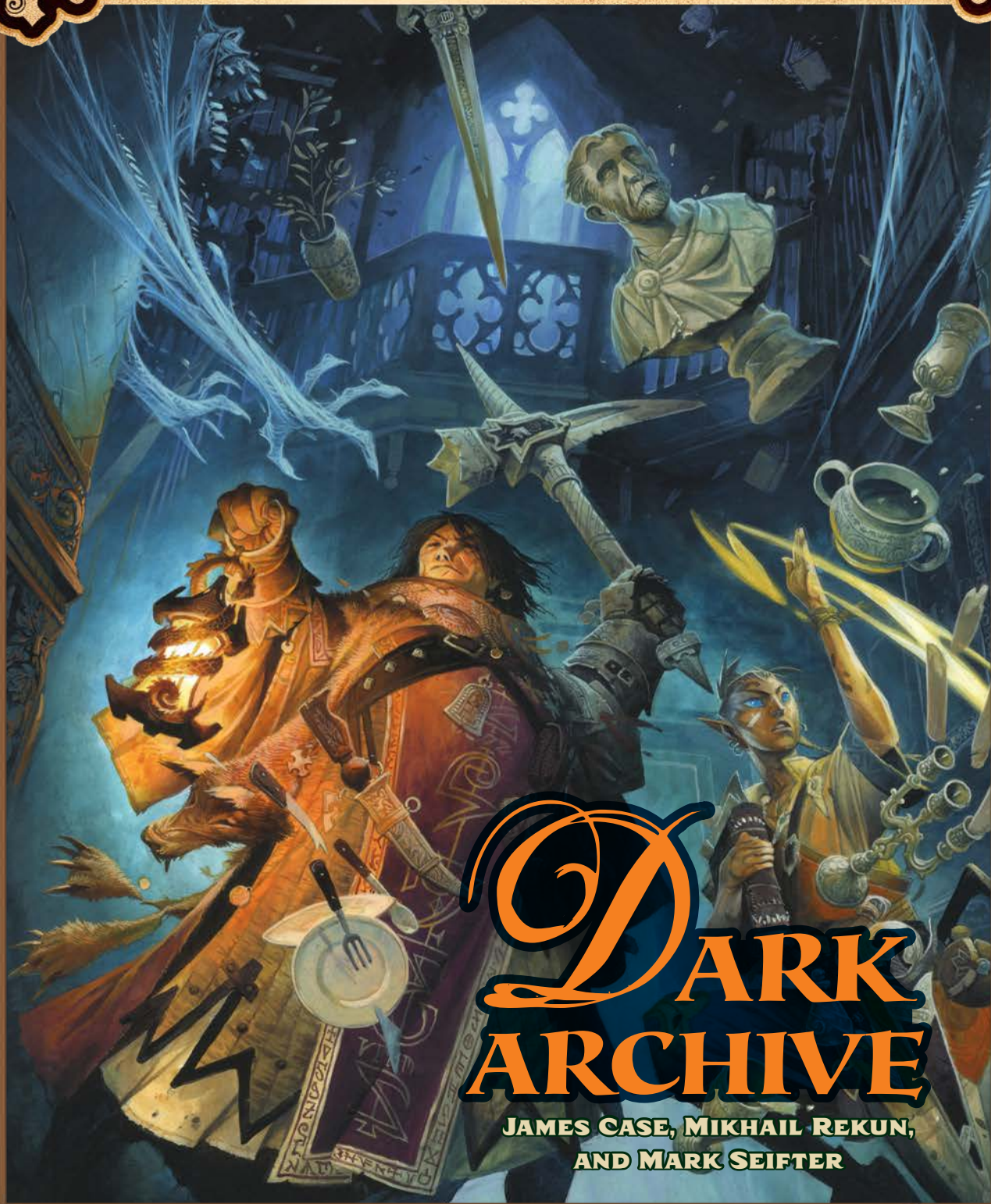


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SECOND EDITION

PATHFINDER®



DARK ARCHIVE

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PATHFINDER®

DARK ARCHIVE



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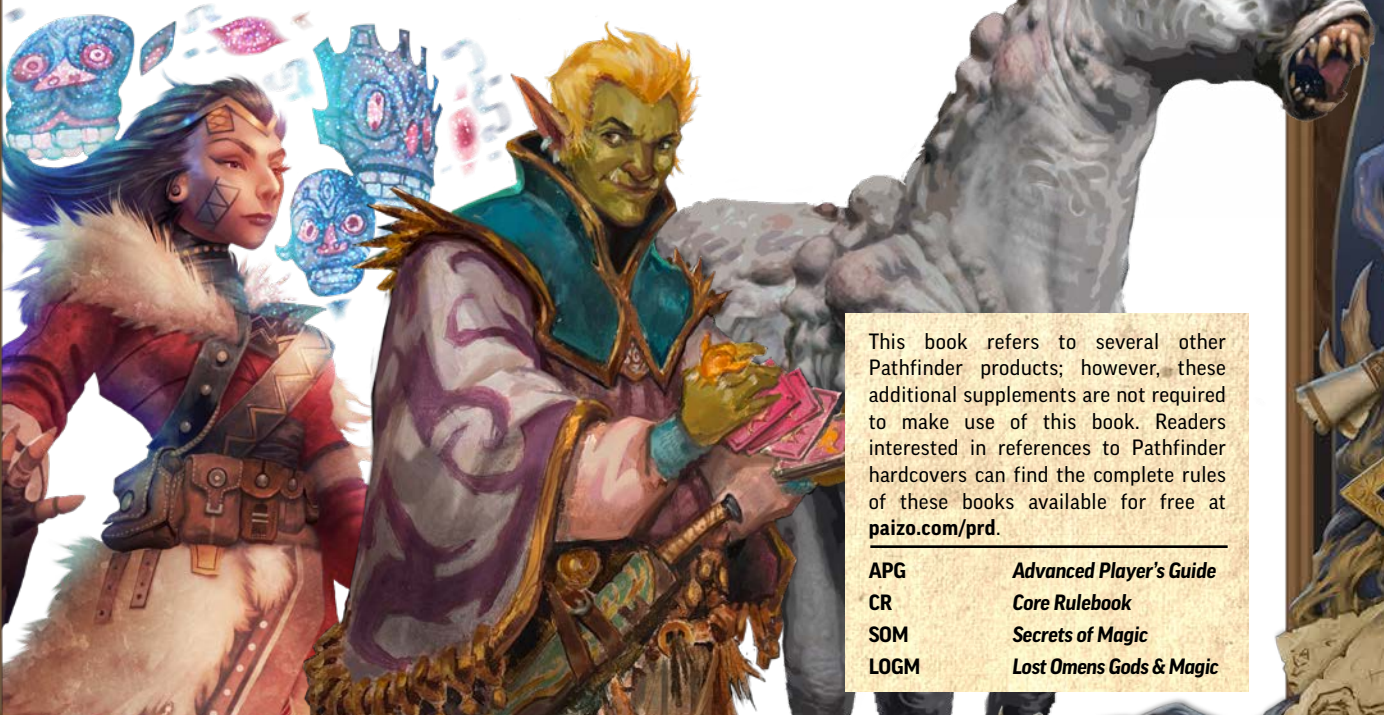
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This book refers to several other Pathfinder products; however, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at paizo.com/prd.

APG	<i>Advanced Player's Guide</i>
CR	<i>Core Rulebook</i>
SOM	<i>Secrets of Magic</i>
LOGM	<i>Lost Omens Gods & Magic</i>



WELCOME TO THE DARK ARCHIVE

DARK
ARCHIVE

My future and fellow Archivists

The Dark Archive is no more, except for me. When the Pathfinder Society announced that our faction was to be dissolved, absorbed into its other departments, I grabbed the files I could and left before they could stop me. These pages are all that remain of our faction's records, and I am all that remains of our membership.

This world of ours is strange, isn't it? I muse on this idea more often than I care to admit, vital though it may be to our work. The most common description of the Dark Archive is that we "investigate the paranormal" and that's... true, but it's a description by negation. If we are to turn our gaze to the "paranormal", first we must ask: what is *normal*?

We know a staggering number of things about our world. We know of its general size and diversity of terrain, as well as a vast majority of the peoples and creatures that inhabit it. We know of the void that hangs above it, and that other worlds, some with peoples and creatures of their own, lie across that void, or even on other planes of existence. Beyond even this, consider all the endeavors that have expanded the normal even further. Consider the fields of alchemy and the burgeoning craft of clockwork engineering. Consider the magic that we have split into schools, the meticulous cataloging of its sources that we have uncovered and explored. This is all within the boundaries of the normal.

I apologize for being long-winded; I wanted to provide enough description to, hopefully, plant in you the same question that drives each of us, that defines our work, that first brought me, far too many years ago, to the Dark Archive's doorstep: *what could there possibly be left to find?*

This is what we mean by "paranormal." Though some might recoil in fear from such unknowns, my hope is that they excite you. In these casefiles, I've done my best to compile every lead we collected in the course of our efforts to part the strands of the unknown that keep us from uncovering the truth as we gaze into the darkness.

The Pathfinder Society's mandate of our faction's dissolution saddens me not on principle, but timing. The Dark Archive exists to explain the unexplained; my fellow archivists and I scoured Golarion for testimony, evidence, and rumors of anything that defied reason, adding it to our records until solved, at which point it would join the rest of the knowledge in the Grand Archive. There's a world that truly no longer needs a Dark Archive, a world that has untangled all the threads—but that's not yet our world. Our work must continue. We can't fight what we don't understand, can't protect others from it.

After so much discovery, some seem to think that surely, there can't be much left to find. I disagree. With everything we already know, I counter that anything we've yet to understand could be more subtle and dangerous, more bizarre and wondrous, than anything encountered thus far. Each new impossible addition to the normal expands

the potential for the paranormal that remains. When it comes to the unknown, I rule nothing out—and neither should you. In darkness lies enlightenment, as we used to say. Let's get you up to speed.

First, you'll find a small bound notebook—this is the Archivist's Training Manual, containing the learnings and wisdom of countless archivists. This is my personal copy, so I would appreciate it if you treat it with care. Inside are our findings as to the best tools for uncovering the paranormal. Those of you with innate abilities may find our investigations into psychic talents particularly useful. However, for the otherwise mundane (much like myself), these pages will teach you how to turn our discoveries to your thaumaturgic advantage. With the right tools and insight, anything is possible.

Beyond the manual lie the remnants of our casefiles, the only ones I could abscond with before my access to the Pathfinder Society's records was revoked altogether. You might notice that eight of them have more exhaustive notes than the rest; these subjects are what remain of my personal caseload. Some, I had been investigating for years, but I have reason to believe that the group itself, as a whole, is more important than the sum of its parts. The files have to be connected, in some way. I know it.

I don't expect these connections to be clear; I myself have yet to link any of them definitively. Though it's been a while since I explained such paths of thought to other archivists, even at my best, I'm not sure I could describe it. I can feel the web that weaves between them, even if I know not how. As I prod at one thread, another tremors with the impact. Like with all mysteries, every piece unveiled reveals new questions at its edges.

I know too well how overwhelming this tide can feel. All archivists know it. All I can tell you is that it passes, as all things do. Hold fast to your investigations, and to each other. This work shouldn't be done alone; I know this better than most. I've done as much as I can on my own, but an isolated perspective can reveal only so much. I miss the days of collaborative investigation, the nights of fruitless brainstorm, the theories shouted out of desperate whimsy that turned inexplicably true. This, to me, is the Dark Archive. We need no motto, logo, or funding, so long as we have archivists. If there are people, somewhere, anywhere, who believe that every question has an answer worth finding, then our faction persists.

I may be the Lone Archivist, but I have no intention of being the last. To that end: may the darkness bring you enlightenment, as it always does.

Until we meet,

—K.H.W.

INTRODUCTION

THE
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THE STOLEN
CASEFILES

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THE ARCHIVIST'S TRAINING MANUAL

CLASSES AND MULTICLASS ARCHETYPES

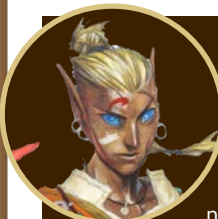
Two new classes, the psychic and the thaumaturge, dive into the paranormal. The psychic manifests occult magic from the depths of their mind, while the thaumaturge masters esoteric secrets and mystic implements. This chapter introduces both classes, as well as their multiclass archetypes for those who wish to dabble.



PSYCHIC

PAGE 8

Guided by the personal combination of their subconscious and conscious mind, a psychic calls forth occult magic with but a thought. The psychic focuses more on the moment than on daily spell slots, wielding unique, versatile cantrips and unleashing their mind to use strange and powerful abilities.



THALEON

An impulsive artist from Rahadoum—where religion is forbidden—Thaleon was empathic even as a young elf. When a sandstorm assailed his home, his emotions awakened latent psychic magic. Now, he wanders, each feeling or experience a new shade of color on his mental canvas.



THAUMATURGE

PAGE 30

The thaumaturge has seen every monster and knows every secret. Supplementing their skill at arms and ability to strike a monster's weakness with myriad supernatural trinkets and mystic implements that can fill a wide range of roles, the thaumaturge is a versatile agent who can contribute to any team facing the unknown.



MIOS

Mios was once a simple coach driver in Ustalav. When they were bitten by a werewolf, Mios thought their fate was sealed. After trying every superstition they knew, they somehow remained human on the next full moon. They resolved then and there to protect innocents from the creatures lurking in the dark, lantern in hand.

The Dark Archive has a use for all manner of agents, from bookish scholars to athletic soldiers, upstanding priests to clever specialists. Each necessary, each skilled. Yet we deal with the unknown, and two agents touch the unknown most directly: the psychic and the thaumaturge.

This is perhaps more literally true with the psychic. While we know much of magic, the psychic's power comes not from generations of ancient blood or the grace of a being beyond existence, but from nothing more than their own mortal mind. I wonder whether all that separates the novice psychic, straining to lift a feather, from the master who restructures reality with a thought is not actually their raw power, but that the master simply believes (or realizes) that fewer limits apply to them.

Where the psychic may embody the unknown, the thaumaturge opposes it. Never have I seen archivists go so quickly from first contact with an unknown beast, to identifying what folk wisdom or bit of relic will repel it, to putting it down with swift efficiency. Yet, for all they oppose of the paranormal, they're wise enough to use it themselves. Thaumaturges sprinkle grave dirt or monster blood on their weapons or use a broken talisman to link cause and effect because they know that in many cases, the best way to oppose the unknown is by wielding the unknown itself.

Working together, a psychic and a thaumaturge have all the tools to succeed in the Archive's work. The psychic's magic is well suited to perceive and defend against the formless entities we so often encounter, reaching into these beings' minds or shaping force around their incorporated forms. The thaumaturge's broad knowledge and mastery of rumors, trinkets, and superstitions makes them practically an archive unto themselves, with a tool for any occasion. When dispatched as a team, a psychic and a thaumaturge complement each other well: the physical skill-at-arms of a thaumaturge covering for the more cerebral psychic, and the psychic's self-sufficient magic always at reach even when a thaumaturge has long expended their last talisman.

It is my hope that this training manual gives you all the information you need to decide which path suits you best as you begin your journey to catalog—and if necessary, oppose—the unknown.

PATHFINDER





PSYCHIC

The mind can perceive truths hidden to fine-tuned instruments, house more secrets than any tome, and move objects and hearts more deftly than any lever. By delving into both the conscious and subconscious aspects of your inner self, you have awoken to the might of psychic magic, allowing you to cast spells not through incantations or gestures but by the power of your will alone. While the thin line between your mind and reality means that a single errant thought could have unintended consequences for yourself and your companions, you know that anything is possible, if you can imagine it.

KEY ABILITY

INTELLIGENCE OR CHARISMA

At 1st level, your class gives you an ability boost to Intelligence or Charisma, as determined by your choice of subconscious mind.

HIT POINTS

6 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Occultism

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Untrained in all armor

Trained in unarmored defense

SPELLS

Trained in occult spell attack rolls

Trained in occult spell DCs

DURING COMBAT ENCOUNTERS...

You rely on your collection of psychic cantrips as a mainstay, choosing where and when to amplify them for maximum effect. You weave your more conventional spells into the fray where more complex magic is needed, unleashing your mind's full potential in a blaze of power when the time is right.

DURING SOCIAL ENCOUNTERS...

You navigate situations guided by the source of your subconscious power. If your power springs from your personality, you might maneuver with empathy and sociability; if it's more cerebral, you might provide a steady logical front.

WHILE EXPLORING...

You keep your mind's eye open for the many paranormal threats that those who are less sensitive might not detect. Typically, you either scan for magic or investigate for psychic impressions, veiled thoughts, and wandering spirits.

IN DOWNTIME...

You strive to learn more about the depths of the mind, seeking out new spells and phenomena to uncover, knowing that as you gain a deeper understanding of yourself, you can access more of the power within. You test the limits of your adaptability by retraining to fit your evolving understanding of your potential.

YOU MIGHT...

- Show a preference for learning, meditation, dreams, or other intangible manifestations of thought over the immediacy of the physical world.
- Learn new things about yourself, just when you thought you knew it all.
- Think of your psychic magic as so much a part of you that you use it even when normal methods suffice, perhaps preferring to communicate via mental messages or levitating an object to a companion at the opposite end of a table.

OTHERS PROBABLY...

- Are awed by your mental abilities, especially when your psyche is unleashed.
- Have difficulty understanding that the magic you perform with your mind comes from the same source as more conventional spellcasting.
- Wonder if you might be a monster in disguise, possessed by spirits, chosen by the gods, or have some other unusual reason for your strange powers.

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Psychic Class

Thaumaturge
ClassPsychic
ArchetypeThaumaturge
ArchetypeTHE STOLEN
CASEFILESSPELL &
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CLASS FEATURES

You gain these abilities as a psychic. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

PSYCHIC SPELLCASTING

You access the vast well of power that resides within your own mind, calling forth psychic magic with nothing but thought and will. You can cast occult spells using the Cast a Spell activity. You alter some of the standard spell components when casting spells you know from your psychic spellcasting. Instead of speaking, you substitute any verbal components with a special mental component determined by your subconscious mind class feature. This represents how you exert your mind toward your intended effect. Any of these components impart the concentrate trait to the spell you're casting. You also substitute any material components with somatic components, though these tend to be simple movements of the hand or head compared to those used by other spellcasters. Your spells still have clear and noticeable visual and auditory manifestations, as normal for a spellcaster.

Each day, you can cast one 1st-level spell. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a psychic, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 2: Psychic Spells per Day.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is determined by your subconscious mind, your spell attack rolls and spell DCs use the modifier for the ability stated in your subconscious mind.

HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast to heighten it to that level. Many spells have specific improvements when heightened to certain levels. The signature spells class feature lets you heighten certain spells freely.

CANTRIPS

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest level of psychic spell slot you have. For example, as a 1st-level psychic, your cantrips are 1st-level spells, and as a 5th-level psychic, your cantrips are 3rd-level spells.

As a psychic, you get the ability to improve some of your cantrips with special benefits and psi amps. Over the course of your career, your choice of conscious mind class feature gives you extra cantrips, benefits and psi amps for cantrips, and a collection of unique psi cantrips.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn one 1st-level occult spell of your choice and three occult cantrips of your choice. You choose these from the common spells from the occult list or from other occult spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level. Your choice of conscious mind also grants you additional spells in your repertoire, starting with an additional 1st-level spell and two cantrips listed in your conscious mind, which you cast as psi cantrips (see below).

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 2), you add a spell to your spell repertoire of the same level. At 2nd level, you select another 1st-level spell; at 3rd level, you select one 2nd-level spell, and so on. When you add spells, you might add a higher-level version of a spell you already have, so you can cast a heightened version of that spell. Your conscious mind also adds additional spells to your repertoire as you gain spells of higher levels.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, such as the spells you gain from your conscious mind, it wouldn't give you another spell slot, and vice versa.

SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime.

PSI CANTRIPS AND AMPS

The magic of your mind manifests as psi cantrips, which you can modify by spending Focus Points. Like other cantrips, you can cast psi cantrips as often as you like, and they are automatically heightened to half your

TABLE 1: PSYCHIC ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, psychic spellcasting, spell repertoire, psi cantrips and psi amps, Unleash Psyche, subconscious mind, conscious mind
2	Psychic feat, skill feat
3	2nd-level spells, general feat, signature spells, skill increase
4	Psychic feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, clarity of focus, precognitive reflexes, skill increase
6	Psychic feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Psychic feat, skill feat
9	5th-level spells, ancestry feat, great fortitude, skill increase
10	Ability boosts, psychic feat, skill feat
11	6th-level spells, extrasensory perception, general feat, skill increase, walls of will, weapon expertise
12	Psychic feat, skill feat
13	7th-level spells, ancestry feat, personal barrier, skill increase, weapon specialization
14	Psychic feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Psychic feat, skill feat
17	9th-level spells, ancestry feat, fortress of will, skill increase
18	Psychic feat, skill feat
19	General feat, infinite mind, legendary spellcaster, skill increase
20	Ability boosts, psychic feat, skill feat

TABLE 2: PSYCHIC SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	3*	1	–	–	–	–	–	–	–	–	–
2	3*	2	–	–	–	–	–	–	–	–	–
3	3*	2	1	–	–	–	–	–	–	–	–
4	3*	2	2	–	–	–	–	–	–	–	–
5	3*	2	2	1	–	–	–	–	–	–	–
6	3*	2	2	2	–	–	–	–	–	–	–
7	3*	2	2	2	1	–	–	–	–	–	–
8	3*	2	2	2	2	–	–	–	–	–	–
9	3*	2	2	2	2	1	–	–	–	–	–
10	3*	2	2	2	2	2	–	–	–	–	–
11	3*	2	2	2	2	2	1	–	–	–	–
12	3*	2	2	2	2	2	2	–	–	–	–
13	3*	2	2	2	2	2	2	1	–	–	–
14	3*	2	2	2	2	2	2	2	–	–	–
15	3*	2	2	2	2	2	2	2	1	–	–
16	3*	2	2	2	2	2	2	2	2	–	–
17	3*	2	2	2	2	2	2	2	2	1	–
18	3*	2	2	2	2	2	2	2	2	2	–
19	3*	2	2	2	2	2	2	2	2	2	†
20	3*	2	2	2	2	2	2	2	2	2	†

* Your conscious mind gives you three additional cantrips with amps. One cantrip is unique to your conscious mind.

† The infinite mind class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

level rounded up. Your psi cantrips are in addition to the cantrips you choose from the occult list as part of your psychic spellcasting. Generally, only feats can give you more psi cantrips. Unlike other cantrips, you can't swap out psi cantrips gained from psychic feats at a later level, unless you swap out the specific feat via retraining.

At 1st level, you learn three psi cantrips determined by your choice of conscious mind; one is a unique psi cantrip and two are common cantrips, typically from the occult spellcasting tradition, that you always cast as psi cantrips. You automatically gain more psi cantrips as you progress in your career as a psychic.

You start with a focus pool of 2 Focus Points. However, unlike other spellcasters, you don't gain focus spells that cost Focus Points to cast. Instead, you use your Focus Points to boost or modify your psi cantrips by applying amps—specialized thoughtforms that alter the expression of your psychic power. Each of your psi cantrips has a special amp heading. Whenever you cast a psi cantrip, you can amp it by spending 1 Focus Point to add the amp effect. You can also gain additional amps through feats, allowing you to substitute a psi cantrip's normal amp effect for another one. You choose which amp to use, if you choose to use any, each time you cast a psi cantrip. Unless otherwise noted, you can apply only one amp to a given psi cantrip.

You refill your focus pool during your daily preparations, and you can regain Focus Points by spending 10 minutes using the Refocus activity to explore your mind, whether

via meditation, practicing a craft or activity that gives you the mental space to self-reflect, or talking through your thoughts and feelings with yourself or another. If you've spent Focus Points only to amp psi cantrips or fuel psychic abilities since the last time you Refocused, you regain 2 Focus Points when you Refocus, up to your maximum of 2. If you've spent Focus Points on focus spells or abilities other than those from the psychic class (for instance, to cast a focus spell you gained from an archetype), you regain only 1 Focus Point.

UNLEASH PSYCHE

When one thins the barrier between their inner mind and the outer world, one can unleash true psychic power. However, the mind wasn't meant to tap its full strength for long, leading to backlash once your unleashed psyche ends.

UNLEASH PSYCHE

PSYCHIC

Trigger Your turn begins.

Requirements You're in an encounter, you Cast a Spell on your previous turn, and you aren't stupefied.

You call on the depths of your mind and let psychic power flood through. Your Psyche remains Unleashed for 2 rounds or until you fall unconscious, whichever comes first. You can't voluntarily quell your unleashed psyche. While your Psyche is Unleashed, the following effects occur.

- You're constantly surrounded by the visual manifestation of your psychic magic.
- When you cast a damaging spell, you gain a status bonus to its damage equal to double the spell's level. This applies only to spells that don't have a duration and that you cast using psychic spellcasting.
- You can use actions that have the psyche trait.

After your unleashed psyche subsides, your mind must recover from the strain of channeling its full power. You can't use Unleash Psyche again for 2 rounds, and you're stupefied 1 for 2 rounds.

SUBCONSCIOUS MIND

A psychic's power is born in the depths of their psyche, far from the surface. Your subconscious mind might represent the way your power comes to you naturally, or it may be a framework you use to safely access the infinite potential of your mind. Either way, your subconscious mind fundamentally shapes how you access and wield psychic magic. Choose a subconscious mind from the options starting on page 15, or options from other sources to which you have access. This choice will determine your key ability, special spellcasting components you use, and an action you can take while you have Unleashed your Psyche. The following options are presented in this book.



Thaleon

Emotional Acceptance (Cha, page 15): Throwing yourself headlong into your emotions is what lets you access your power.

Gathered Lore (Int, page 15): Tutors taught you specific axioms and lessons to help you harness your mind.

Precise Discipline (Int, page 16): Meticulously aligning your thoughts brings your mental power into reality.

Wandering Reverie (Cha, page 16): Your imagination fuels your magic through instinct and free association.

CONSCIOUS MIND

Whatever the subconscious source of a psychic's power, all find that a specific external manifestation of their magic comes most easily to them. This conscious outward expression adds several additional spells to your spell repertoire and grants you three psi cantrips. Two of these cantrips are common spells, though you gain an extra benefit with them that other spellcasters don't get, and the last is unique to your conscious mind. You also get two more unique psi cantrips at higher levels. Choose a conscious mind from the options starting on page 16, or options from other sources to which you have access. The following options are presented in this book.

The Distant Grasp (page 16): Manipulate physical objects with telekinesis.

The Infinite Eye (page 18): Observe the world and weaponize your knowledge.

The Oscillating Wave (page 19): Redistribute thermal energy to create blazing heat and bone-chilling cold.

The Silent Whisper (page 20): Tap into the thoughts of those around you to soothe or influence.

The Tangible Dream (page 21): Weave your imagination into creations of force and light.

The Unbound Step (page 23): Bend and traverse space with teleportation and phasing.

PSYCHIC FEATS

2ND

At 2nd level and every even-numbered level, you gain a psychic class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SIGNATURE SPELLS

3RD

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its

KEY TERMS

You'll see the following key terms in many psychic class features.

Amp: Amps are special thoughtforms that modify the properties of your psi cantrips. You can apply an amp only to a psi cantrip, which is called the *amped cantrip*. Applying an amp to a psi cantrip costs 1 Focus Point and is part of the actions needed to Cast the Spell. The singular focus required to amp a psi cantrip means that unless otherwise noted, you can apply only one amp to a given psi cantrip, and you can't apply both an amp and a metamagic ability to a cantrip at the same time. If both an amp and the *amped cantrip* deal damage of the same type, combine their damage for the purpose of resistances and weaknesses. Feats with the amp trait provide different amps you can apply to psi cantrips in place of their normal amps. If an amp has its own effect, its level is the same as the *amped cantrip's*.

Amp Heightened: Many amps have heightened entries similar to spells. Add the amp's heightened effects when you cast the cantrip at that level or higher. These are in addition to any heightened effects of the cantrip, though some adjust the cantrip's normal heightened entry (typically in the case of damage increases).

Mindshift: An action with this trait can always be altered to use the raw power of your mind. When you take this action, you can choose to replace any damage it deals with mental damage, give it the mental trait, and replace any save it requires with a Will save. The action loses any traits matching damage types it no longer deals.

Psyche: Your psyche must be unleashed to use abilities that have the psyche trait, and they end automatically when your unleashed psyche subsides.

minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.



ABILITY BOOSTS

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

CLARITY OF FOCUS

Your deepening connection to your mind grants you more power to fuel your psi amps. Increase the number of Focus Points in your focus pool by 1. This ability doesn't change the number of Focus Points you regain when you Refocus. As normal, this ability can't increase the size of your focus pool above 3 points.

PRECOGNITIVE REFLEXES

Minor precognition ensures you can react to threats slightly before they occur. Your proficiency rank for Reflex saves increases to expert.

5TH EXPERT SPELLCASTER

Self-reflection has brought you greater knowledge of yourself and, with it, psychic power. Your proficiency ranks for occult spell attack rolls and spell DCs increase to expert.

GREAT FORTITUDE

Your mind holds your body to a subconscious mental image of yourself. Your proficiency rank for Fortitude saves increases to expert.

EXTRASENSORY PERCEPTION

Minor applications of clairvoyance let you know when danger is near. Your proficiency rank for Perception increases to expert.

WALLS OF WILL

Your practiced mind resists external influence. Your proficiency rank for Will saves increases to master. When you succeed at a Will save, you get a critical success instead.

WEAPON EXPERTISE

Training and magic have improved your weapon technique. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

7TH

9TH

11TH

11TH

11TH

PERSONAL BARRIER

Subtle telekinetic fields dampen and deflect incoming blows. Your proficiency rank in unarmored defense increases to expert.

WEAPON SPECIALIZATION

As you touch a weapon, you glimpse the hands that made and wielded it, teaching you how to inflict greater injuries. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

MASTER SPELLCASTER

You've gained access to the deepest corners of your own mind. Your proficiency ranks for occult spell attack rolls and spell DCs increase to master.

FORTRESS OF WILL

Your trained mind is as a fortress that none can breach. Your proficiency rank for Will saves increases to legendary. When you critically fail a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

INFINITE MIND

Anything you can imagine is now within the realm of possibility. Add two common 10th-level occult spells to your repertoire; you gain a single 10th-level spell slot you can use to cast one of those two spells using psychic spellcasting. You don't gain more 10th-level spells as you level up, unlike other spell slots, and you can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You can take the Mind over Matter psychic feat to gain a second slot.

LEGENDARY SPELLCASTER

As your training reaches its peak, you understand not just your own mind, but the collective unconscious from which all psychic power stems. Your proficiency ranks for occult spell attack rolls and spell DCs increase to legendary.

SUBCONSCIOUS MIND

The core of how you cast spells comes from the subconscious portions of your mind. Because you cast spells using the power of your subconscious mind, you replace verbal components of spells with thought components. Thought components add the concentrate trait to the spell like verbal components do, but they don't require you to speak. Details of each subconscious mind's thought components appear in its entry. You select your subconscious mind at 1st level, and it determines the following.

Key Ability You gain an ability boost to your key ability score and use this ability modifier to determine your spell attack rolls and spell DCs.

Psyche Action This is a unique ability you can use while your Psyche is Unleashed.

13TH

13TH

15TH

17TH

19TH

19TH

EMOTIONAL ACCEPTANCE

The mind's truths come not in learned words or mathematical formulas but in deeper feelings and sensations. Emotions unlock the door to your power—you might consider your heart the source of your strength, or you might find that the infinite complexity felt in a moment expresses your power more efficiently than any string of mystic words ever could.

Your thought components are emotions. You might summon the sense of freedom to buoy you through the air or let fear grip your heart even as you plant it in another's mind. Emotion components tend to impart abstract or vivid effects to your visual and auditory spell manifestations as well as more intangible flashes of emotion, such as swirls of joyous color or a sense of growing melancholy.

Key Ability Your key ability score is Charisma.

Psyche Action Restore the Mind

RESTORE THE MIND 

EMOTION ENCHANTMENT HEALING MENTAL PSYCHE PSYCHIC

Your unleashed psyche gives you closer connections to the emotions of your allies, letting you project reassurance and strength that replenishes their mind and body. Choose one of the two benefits to grant one ally within 30 feet that you can see. That ally is then temporarily immune for 10 minutes.

- The ally gains a +1 status bonus to saving throws against mental effects until your psyche ends.
- The ally regains Hit Points equal to 2 + double your level.

GATHERED LORE

Many psychics are self-taught, frantically improvising how to best control their abilities before their power overwhelms them. Not you. Tutored by a mentor or classically trained at a facility for psychic development, you've learned techniques and teachings for best harnessing the mind, cataloging each expression of psychic power with a specific teaching, anecdote, or phrase.

Your thought components are mantras you associate with a given spell, which you mentally repeat as you cast. You might silently utter a teaching of resilience as you spin force into a barrier or hear the first three notes of a traveling song as you slip through space. Mantra components often produce runes or symbols from your learnings that are unique to each spell you cast, causing your spell manifestations to resemble those of conventional spellcasters to a much greater degree than those of other psychics.

Key Ability Your key ability score is Intelligence.

Psyche Action Recall the Teachings

RECALL THE TEACHINGS 

DIVINATION OCCULT PSYCHE PSYCHIC

The heightened power of your psyche lets you recall every lesson you've ever learned. You search your mind for the right teaching, which at first seems cryptic but comes into clarity when it's most relevant. Until the start of your next turn, you count as having prepared to Aid all allies within 30 feet of you. If you use the Aid reaction to help one of them during that time,

you roll an Occultism check for Aid as you recall a lesson to help them. Most lessons take the form of short axioms, parables, or sayings, meaning that conveying them to your ally usually grants your Aid reaction the auditory and linguistic traits.

PRECISE DISCIPLINE

Determine intended outcome. Align thoughts. Identify and resolve distractions. Manifest. Intentional focus is the key to unleashing your abilities, whether that's because your power naturally tends to precise, discrete effects, or because you've adopted strict discipline to ensure your mind can change the world only when you intend it to.

Your thought components are calculations you make to determine the forces you need to call upon. Perhaps you mentally weigh the mass of an object against the force of gravity to levitate it or you might determine exactly how much energy is needed for an object to combust. Calculation components tend to impart ordered visual and auditory effects to your spell manifestation, such as regular tessellations of light, mathematical spirals, or harmonic tones.

Key Ability Your key ability score is Intelligence.

Psyche Action Calculate Threats

CALCULATE THREATS

MENTAL PSYCHE PSYCHIC

Your subconscious automatically calculates vectors and forces when your mind is unleashed, showing you the likely path of incoming attacks to avoid. You gain a +2 circumstance bonus to AC and Reflex saves until the beginning of your next turn.

WANDERING REVERIE

The subconscious is by definition buried below the surface. Thus, only by stripping away the clamor and interference of everyday thought can you bring this more fundamental part of your mind to bear. Whether through sleep, self-hypnosis, or special exercises to empty your mind, you've found a way to access a deeper, more chaotic state of free association that better channels your psychic power.

Your thought components come from your imagination, images, and sensations your mind freely associates. You might have a passing daydream of small creatures bringing you an object as you telekinetically attract it or you may blink to find you've teleported to your desired location. Spell manifestations from imagination components have surreal or indistinct qualities, and the exact details fade quickly from observers' memory, as sensations from a dream.

Key Ability Your key ability score is Charisma.

Psyche Action Fade into Daydreams

FADE INTO DAYDREAMS

ILLUSION PSYCHE PSYCHIC

Your flights of imagination spill into the real world, causing you to become indistinct, hazy, or cloaked in figments. You become concealed until the start of your next turn. This concealment can't be used to Hide, as normal for concealing effects that leave your location obvious.

CONSCIOUS MIND

Specific spells you learn come from your conscious mind, which shapes the raw psychic power from your subconscious into the forms and phenomena that you intentionally cast. You select your conscious mind at 1st level, and it determines the following.

Granted Spells You automatically add the spells listed here to your spell repertoire, in addition to those you gain through psychic spellcasting. At 1st level, you gain a 1st-level spell, and you learn the other spells on the list as soon as you gain the ability to cast psychic spells of that level, learning the 2nd-level spell at 3rd level, the 3rd-level spell at 5th level, and so on.

Standard Psi Cantrips These are two common cantrips you automatically gain at 1st level. While these are the same cantrips used by other spellcasters, you cast them as psi cantrips, enabling you to amp them for greater effect. Your mastery of psychic magic also grants you a passive benefit that applies every time you cast these cantrips, even when you haven't amped them. These benefits apply only with cantrips you gain from your conscious mind; you would cast a cantrip you gained with your psychic spellcasting class feature, for example, as normal even if it appears in a different conscious mind.

Unique Psi Cantrips These psi cantrips are unique to your conscious mind. You automatically gain the surface psi cantrip at 1st level, automatically gain the deeper psi cantrip at 6th level, and automatically gain the deepest psi cantrip at 10th level.

THE DISTANT GRASP

Motion characterizes the physical—a boulder falls, creatures move, the world turns. You believe the truest form of mind over matter is therefore to move things as well, wielding telekinesis as an arm that can grasp the furthest and finest of objects.

Granted Spells 1st: *kinetic ram* (page 105); 2nd: *telekinetic maneuver*; 3rd: *levitate*; 4th: *fly*; 5th: *telekinetic haul*; 6th: *poltergeist's fury* (page 106); 7th: *telekinetic bombardment* (page 107); 8th: *falling sky* (page 105); 9th: *implosion*

Standard Psi Cantrips *mage hand* and *telekinetic projectile*

Unique Psi Cantrips surface: *telekinetic rend*; deeper: *vector screen*; deepest: *dancing blade*

MAGE HAND

Your *mage hand* can carry up to 1 Bulk instead of only light Bulk. If the spell is heightened to 3rd level or higher, its maximum Bulk is 2. If the spell is heightened to 7th level or higher, its maximum Bulk is 3. It also gains the following amp.

Amp You create a multitude of telekinetic hands that grip onto a creature and move it about. Target a creature of Medium size or smaller with the amped spell instead of an object. You attempt to Shove the target in a direction of your choice, rolling a spell attack roll against its Fortitude DC instead of an Athletics check. The creature takes a -10-foot

circumstance penalty to its Speeds until the spell ends. Starting the round after you Cast the Spell, the first time each round you Sustain the Spell, you can attempt to Shove the creature again.

Amp Heightened (4th) You can attempt to Disarm the creature instead of attempting to Shove it. If you knock an item out of the creature's grasp in this way, the *mage hand* immediately grabs it. Any effect of the *mage hand* on the creature ends, and the spell now carries the item, just like you had picked it up with an unamped *mage hand*.

TELEKINETIC PROJECTILE

Your telekinetic projectiles can fly much further away. Increase the range of *telekinetic projectile* to 60 feet. It also gains the following amp.

Amp You fling objects with even more force, driving your opponents backwards in a hail of objects. On a success, you push the target 5 feet away from you, and on a critical success, you push the target 10 feet away from you in addition to dealing double damage.

Amp Heightened (+1) The damage increases by 2d6 instead of by 1d6.

TELEKINETIC REND

CANTRIP 1

UNCOMMON CANTRIP EVOCATION PSYCHIC

Cast >> somatic, verbal

Range 60 feet; **Area** 2 non-overlapping 5-foot bursts

Saving Throw basic Fortitude

Your mind creates a violent axis of motion in a nearby space. You deal your choice of 1d6 bludgeoning or 1d6 slashing damage to all creatures in the area, with a basic Fortitude save. A creature large enough to be in more than one of the bursts takes damage only once.

Heightened (+2) The damage increases by 1d6.

Amp Your thoughts expand in scope and power. The bursts deal 1d6 bludgeoning damage and 1d6 slashing damage, instead of the usual damage. A creature that critically fails its save is also stunned 1.

Amp Heightened (+2) Both types of damage increase by 1d6 instead of just one. Add a third non-overlapping 5-foot burst to the area.

VECTOR SCREEN

CANTRIP 3

UNCOMMON ABJURATION CANTRIP PSYCHIC

Cast >> somatic, verbal

Range 60 feet; **Area** one 5-foot square

Duration until the start of your next turn

You set up a transparent, rippling screen of telekinetic energy that seizes small, fast-moving projectiles. Creatures can pass through the screen, but ammunition from physical ranged attacks—such as arrows, bolts, sling bullets, and other objects of similar size—is automatically trapped in the screen, clattering to the ground once the spell ends. Attacks with bigger ranged weapons, such as javelins, take a –2 circumstance penalty to their attack rolls if their paths pass through the screen. Massive ranged weapons and spell

effects that don't create physical objects pass through the screen with no penalty.

Heightened (5th) The screen is 10 feet wide.

Heightened (6th) The screen is 10 feet wide and can interfere even with massless attacks, like magical blasts or goutts of flame. The screen imposes a –2 circumstance penalty to the attack rolls of spell effects even if they don't create physical objects. It also protects against area effects that pass through the screen, granting standard cover to creatures on the opposite side of the screen from the center or origin point of an area.

Amp Your screen persists for longer, and you can detonate it in an explosive counterattack. The duration of the spell increases to 1 minute. You can Dismiss the spell. If there are any projectiles trapped in the screen, you can cast *telekinetic projectile* to fire them at one creature as part of Dismissing the spell. Measure the range for the *telekinetic projectile* from where the *vector screen* was, instead of from you.

DANCING BLADE

CANTRIP 5

UNCOMMON CANTRIP EVOCATION PSYCHIC

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You telekinetically animate a weapon that's unattended or on your person. It brandishes itself at a foe of your choice as if wielded by an invisible duelist. When you first Cast the Spell, the weapon automatically flies to the target and Strikes. It moves along with its target, always remaining within reach. Each time you Sustain the Spell, the weapon either Changes Partners or Strikes. The weapon's attacks use and contribute to your multiple attack penalty.

- **Change Partners** Change the weapon's target to a different creature within 30 feet. The weapon flies to its new target.
- **Strike** (attack) The weapon attacks its target using your spell attack roll. On a hit, the weapon deals damage equal to 2d6 plus your spellcasting ability modifier, of a type determined by the weapon (if the weapon has the versatile trait or can otherwise deal multiple types of damage, you choose each time you attack).

Heightened (+2) The damage increases by 1d6.

Amp The weapon's attacks increase in strength, and your control is fine enough for advanced technique. The damage dice for the weapon's Strike change from d6s to d10s. When you Cast or Sustain the spell, you can choose from the following options in addition to the standard ones.

- **Guard** Rather than attacking, the weapon grants a +2 circumstance bonus to AC against melee attacks to the creature it's following. The bonus lasts until the start of your next turn or until the weapon Changes Partners, whichever comes first.
- **Push** (attack) The weapon attempts to Push its target, using your spell attack roll instead of an Athletics check to determine the results of the Push.

THE INFINITE EYE

The true strength of the mind lies in the knowledge it contains, with each new observation contributing to the totality of its experiences. To grow your experiences—and with them, your power—you devote yourself to observing as much as possible, casting your senses through space and time with clairvoyance and precognition.

Granted Spells 1st: *true strike*; 2nd: *augury*; 3rd: *organsight* (*Secrets of Magic* 120); 4th: *clairvoyance*; 5th: *prying eye*; 6th: *true seeing*; 7th: *true target*; 8th: *unrelenting observation*; 9th: *foresight*

Standard Psi Cantrips *detect magic* and *guidance*

Unique Psi Cantrips surface: *glimpse weakness*; deeper: *omnidirectional scan*; deepest: *foresee the path*

DETECT MAGIC

You have the kind of fine control that other spellcasters can only dream of. When you cast *detect magic*, you're aware of any creature in the emanation affected by a spell or carrying a magic item, and you determine the main location of magic within any magical hazard in the emanation (with the normal restrictions on detecting illusions). This typically manifests as an alteration to your vision, such as seeing a soft aura around the creature or hazard. Sensing these phenomena doesn't make it clear which spell is on a creature, nor which of its items are magical. Your *detect magic* also gains the following amp.

Amp Your pulse of detection magic helps you gain a sense of nearby magic's strengths or weaknesses. When you detect the presence of magic on an enemy or hazard, you gain a +1 status bonus to saves against magic originating from that enemy or hazard for 3 rounds. If you find magic from multiple sources with a single casting of *detect magic*, you get the bonus against all of them.

Amp Heightened (7th) The status bonus to saves against magic increases to +2.

GUIDANCE

You have eyes everywhere, allowing you to guide people from a great distance. The range of *guidance* increases to 120 feet. It also gains the following amp.

Amp You can project a flash of insight to your ally in the nick of time to save them from failure. Amped *guidance* doesn't cause a creature to become temporarily immune to *guidance*, and a creature can be targeted by amp'd *guidance* even if it is temporarily immune to *guidance*.

You can cast an amp'd *guidance* spell as a reaction triggered when your ally fails or critically fails an attack roll, Perception check, saving throw, or skill check, and the bonus from *guidance* would change the failure to a success or the critical failure to a normal failure. The bonus from *guidance* applies retroactively to their check.

Amp Heightened (6th) The bonus from the spell increases to +2.

GLIMPSE WEAKNESS

CANTRIP 1

UNCOMMON CANTRIP DIVINATION PSYCHIC

Cast verbal

Range 60 feet; **Targets** 1 creature

Duration 1 minute

You glimpse a loose scale, a seam in a foe's armor, or a similar weakness, aiding your allies in landing a precise hit. The first ally that hits the target with a successful Strike deals additional precision damage equal to 1 + this spell's level, and then the spell ends.

Amp The additional precision damage is 1d4+1.

Amp Heightened (+2) The additional precision damage increases by 1d4+1.

OMNIDIRECTIONAL SCAN

CANTRIP 3

UNCOMMON CANTRIP DIVINATION PSYCHIC SCRYING

Cast verbal

Area 30-foot emanation; **Targets** 1 ally and 1 enemy

Duration until the start of your next turn

You quickly view your surroundings from a variety of angles, your senses constructing an overall mental picture. You can choose to Seek the entire emanation of the spell.

Regardless of whether you Seek, target one ally and one enemy in the area; if a target is concealed or hidden from you, you automatically succeed at the flat check to target it with this spell. You prepare to Aid the target ally on an attack roll against the target enemy. If you take this Aid reaction, you use your spell attack modifier and proficiency rank on your check to Aid. If you critically fail the roll to Aid, you get a failure instead.

Amp Your scans are so minute that you can project your foe's likely strengths and weaknesses. You learn which of the target enemy's saving throws is highest and which is lowest, and you and all allies within 30 feet gain a +1 circumstance bonus to attacks and damage against the creature.

If you take the Aid reaction you prepared for and succeed at your roll, these bonuses increase to +2 on the attack you're Aiding. On a critical success, they increase to +3, or to +4 if you have legendary proficiency in spell attack rolls.

FORESEE THE PATH

CANTRIP 5

UNCOMMON CANTRIP DIVINATION PSYCHIC

Cast verbal

Range 60 feet; **Targets** 1 ally and 1 enemy

Duration sustained up to 1 minute

You see just a split second into the future and glean how an enemy will move, making it easier for your allies to strike it mid-action. Make a Perception check against the target enemy's Will DC or Deception DC, whichever is higher. The GM may judge a different DC is more appropriate if it's higher; for instance, using the Warfare Lore DC of a military captain. The target is then temporarily immune for 1 minute.

Critical Success The target ally gains a reaction that lets it make a melee Strike against the target enemy, triggered if the enemy leaves a square within the ally's reach. If the ally already has an ability that lets it make melee Strikes as a reaction, such as Attack of Opportunity, the ally can forgo



gaining the temporary reaction to instead gain a +2 status bonus to melee Strikes it makes as reactions.

Success As critical success, but the status bonus an ally gets if it forgoes the reaction is +1.

Failure The spell has no effect.

Amp The spell has the same result on a failure as on a success (but still no effect on a critical failure). Each time you Sustain the Spell, you can choose an additional ally to target, granting them the same benefit as the initial target ally.

THE OSCILLATING WAVE

At the heart of all things is energy. Though it may change its form or resting place, it is eternal, fundamental, the purest of building blocks. Your powers let you shift energy—either concentrating it in a single point to explosive end or freezing objects by plundering it away—in an endless oscillation of temperature.

Granted Spells 1st: *burning hands*; 2nd: *heat metal* (*Advanced Player's Guide* 220); 3rd: *fireball*; 4th: *fire shield*; 5th: *cone of cold*; 6th: *flame vortex* (*Secrets of Magic* 106); 7th: *fiery body*; 8th: *polar ray*; 9th: *meteor swarm*

Standard Psi Cantrips *produce flame* and *ray of frost*

Unique Psi Cantrips surface: *thermal stasis*; deeper: *entropic wheel*; deepest: *redistribute potential*

CONSERVATION OF ENERGY

Energy can't be created or destroyed, only transferred or changed. Whenever you use your magic to add or remove energy, you must then balance it with the opposing force. The first time in an encounter that you cast a granted spell from your conscious mind or a psi cantrip, decide whether you're adding energy or removing it. Once you add energy, you must remove energy the next time you cast one of these spells. When you Refocus, you restore yourself to a neutral state, allowing you to once again freely choose whether you add or remove energy on your next spell.

Adding Energy: The ability gains the fire trait, any damage it deals is fire damage, and any resistance it grants is to cold damage. It loses any traits matching damage types it no longer deals.

Removing Energy: The ability gains the cold trait, any damage it deals is cold damage, and any resistance it grants is to fire damage. It loses any traits matching damage types it no longer deals. *Fiery body* grants *ray of frost* instead of *produce flame* when cast this way.

Mindshift: When you use an action that has the mindshift trait, you can choose to add or remove energy to it instead of making it mental. Alter it as normal for adding or removing energy and change any save it requires to a Reflex save.

PRODUCE FLAME

You can drastically increase the heat against adjacent targets. When using *produce flame* as a melee attack, increase the damage dice of the initial damage (but not the persistent damage) from d4s to d6s. Your *produce flame* also gains the following amp.

Amp You project pure heat that causes a target to combust.

The initial damage changes to 1d10 fire damage (not adding your ability modifier) plus 1 fire splash damage. When using amped *produce flame* as a melee attack, increase the damage dice of the initial damage from d10s to d12s. You are not harmed by splash damage from amped *produce flame*.

Amp Heightened (+1) Instead of using *produce flame*'s normal heightened entry, the initial damage increases by 1d10 (1d12 for melee) and the splash damage increases by 1. The persistent fire damage on a critical hit increases by 1d4.

RAY OF FROST

Your *ray of frost* reaches even further. The range increases to 180 feet. Your *ray of frost* also gains the following amp.

Amp You drain thermal energy at a distance, using what you plunder to replenish yourself. The ray deals 1d10 cold damage. You gain temporary Hit Points equal to half the damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

Amp Heightened (+1) The initial damage increases by 1d10 instead of 1d4.

THERMAL STASIS

CANTRIP 1

UNCOMMON ABJURATION CANTRIP PSYCHIC

Cast ◆ verbal

Range 60 feet; **Targets** 1 creature

Duration until the start of your next turn

The same abilities that let you raise or lower thermal energy also let you keep it at a safe medium. The target gains resistance 2 against fire damage and resistance 2 against cold damage.

Heightened (+1) Each resistance increases by 2.

Amp The spell's duration becomes 1 minute.

ENTROPIC WHEEL

CANTRIP 3

UNCOMMON CANTRIP COLD EVOCATION FIRE PSYCHIC

Cast ☞ verbal; **Trigger** You deal cold or fire damage to an enemy.

Duration 1 minute

You stockpile thermal energy in a magical wheel-like construct that lets you burn opponents with cold or freeze their bodies with heat. When you Cast the Spell, the wheel has one mote of thermal energy, and when you use a cold or fire effect or deal cold or fire damage, the wheel spins, siphoning off a bit of energy and gaining another mote. The wheel can't gain motes more than once on a given turn, and the maximum number of motes is equal to *entropic wheel*'s level.

When you Cast a Spell that deals fire damage, the target also takes cold damage equal to the number of motes in the *entropic wheel*. When you Cast a Spell that deals cold damage, the target also takes fire damage equal to the number of motes

in the *entropic wheel*. This applies only to the initial damage of the spell, not to any persistent damage or ongoing effects.

Amp You gain two motes instead of one when you Cast the Spell and each time the wheel gains another mote.

REDISTRIBUTE POTENTIAL

CANTRIP 5

UNCOMMON CANTRIP COLD EVOCATION FIRE PSYCHIC

Cast ◆◆ somatic, verbal

Range 60 feet; **Area** 2 adjacent 5-foot squares

Saving Throw basic Fortitude

Energy attempts to balance out, but with your magic, you can shunt all the energy in one area to another. Creatures in either area take 4d4 damage with a basic Fortitude save. Choose one of the squares to steal heat, dealing cold damage, and the other to concentrate the stolen heat, dealing fire damage. A creature that fails its save also becomes clumsy 1 from numbness if it's in the area of stolen heat or enfeebled 1 from heat stroke if it's in the area of concentrated heat; these conditions last until the start of your next turn. If a creature is large enough to be in both squares, you choose only one of the areas for it to attempt its save against; it's unaffected by the other area.

Heightened (+1) The damage increases by 1d4.

Amp You can affect the flow of energy on a much grander scale. Instead of two 5-foot squares, you create two 10-foot bursts. They still must be adjacent to one another and can overlap. A creature in both areas can still be affected by only one of your choice. The spell's damage increases to 6d6. The conditions last for 1 minute.

Amp Heightened (+1) Increase the damage by 2d6 instead of 1d4.

THE SILENT WHISPER

Every mind murmurs constantly, and the static from those nearby reverberates in your head like wind through leaves. What better focus for your magic then, than the very thoughts of those around you? Your versatile telepathic abilities let you soothe and communicate with your allies or control your enemies.

Granted Spells 1st: *mindlink*; 2nd: *touch of idiocy*; 3rd: *heroism*; 4th: *telepathy*; 5th: *synaptic pulse*; 6th: *sending*; 7th: *visions of danger*; 8th: *uncontrollable dance*; 9th: *telepathic demand*

Standard Psi Cantrips *daze* and *message*

Unique Psi Cantrips surface: *forbidden thought*; deeper: *shatter mind*; deepest: *contagious idea*

DAZE

You can *daze* from a great distance. The range increases to 120 feet. Your *daze* also gains the following amp.

Amp Your spell cracks the target's mental defenses, leaving it susceptible to further psychic attack. The spell's damage changes to 1d10. If the target fails its Will save, until the end of its next turn, it gains weakness 1 to mental damage and takes a -1 status penalty to Will saves. On a critical failure, the weakness is 3 (in addition to the target being stunned 1). The weakness applies before *daze* deals damage.

Amp Heightened (+2) The spell's damage increases by 2d10, and the weakness on a failure or critical failure increases by 1.

MESSAGE

Your *message* is not so easily bound by obstacles. The spell can travel up to 120 feet to reach the target, bending around walls and obstacles; this means you don't need a straight line of effect or line of sight to cast *message* as long as you know the target's space and there is an unblocked path of 120 feet or less that can reach them. It also gains the following amp.

Amp Your telepathic message allows you to coordinate your actions while you pass on information. The target of the message can immediately spend its reaction to Step or Stride.

Amp Heightened (4th) The target of the message can choose to Shove, Strike, or Trip with its reaction instead.

FORBIDDEN THOUGHT**CANTRIP 1**

UNCOMMON CANTRIP ENCHANTMENT MENTAL PSYCHIC

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will

You place a psychic lock in a foe's mind that prevents it from a specific action. Choose "Strike," "Stride," "Cast a Spell," or a specific action you know the creature to have (such as "Breath Weapon" against a dragon). If the creature attempts that action on its next turn, it must surmount your lock to do so, causing it to take 1d6 mental damage plus your spellcasting ability modifier (with a basic Will save). The target is then temporarily immune for 1 minute.

Heightened (+1) The damage increases by 1d6.

Amp Your telepathic push is particularly shocking to those who resist it. If the target fails its save, it's also stunned 1.

SHATTER MIND**CANTRIP 3**

UNCOMMON CANTRIP EVOCATION MENTAL PSYCHIC

Cast >> somatic, verbal

Area 15-foot cone

Saving Throw basic Will

You telepathically assail the minds of your foes. You deal mental damage equal to 2d4 plus your spellcasting ability modifier to all enemies in the area, with a basic Will save.

Heightened (+1) The damage increases by 1d4.

Amp You increase the area of the spell to your choice of a 30-foot cone or 60-foot cone, and the damage dice for the spell change to d10s. Creatures that fail are stupefied 1 until the start of your next turn (or stupefied 2 on a critical failure).

CONTAGIOUS IDEA**CANTRIP 5**

UNCOMMON CANTRIP EMOTION ENCHANTMENT MENTAL PSYCHIC

Cast >> somatic, verbal

Range 30 feet (see text); **Targets** 1 or 2 creatures other than yourself (see text)

Nothing is so contagious as a thought. You place either a pleasant thought or a terrifying one in a creature's mind. You can then plant the same thought in a second creature's mind. You can't choose a creature that's already been a target of this casting of contagious idea, nor can you choose yourself. The second target can be beyond the range of the spell, but it must be within 30 feet of the first target.

• **Pleasant Thought** The target is soothed, gaining 5 temporary Hit Points that last for 1 minute.

• **Terrifying Thought** The target must attempt a Will save.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is frightened 1 and is then temporarily immune for 1 minute.

Failure The target becomes frightened 2.

Critical Failure The target becomes frightened 3.

Heightened (+1) The temporary Hit Points for a pleasant thought increase by 1.

Amp You can choose to spread the thought from the second target to a third target, in the same manner as spreading it from the first target to the second. A pleasant thought grants twice as many temporary Hit Points (10, plus an additional 2 for each level heightened).

THE TANGIBLE DREAM

You pull colors and shapes from the depth of your mind, projecting impossible creations into the world as tapestries of astral thread or sculptures of force and light.

Granted Spells 1st: *color spray*; 2nd: *mirror image*; 3rd: *sea of thought* (page 106); 4th: *resilient sphere*; 5th: *etheric shards* (page 105); 6th: *blade barrier*; 7th: *project image*; 8th: *scintillating pattern*; 9th: *prismatic sphere*

Standard Psi Cantrips *dancing lights* and *shield*

Unique Psi Cantrips surface: *imaginary weapon*; deeper: *astral rain*; deepest: *hologram cage*

DANCING LIGHTS

Your *dancing lights* can float wherever you like. After creating the lights, they can move more than 10 feet from the other lights, and more than 120 feet from you. Your *dancing lights* also gain the following amp.

Amp Your lights whirl together, dazzlingly and hypnotically.

When you amp the spell, you create a flashing display comprised of all four lights in an unoccupied 5-foot square. If you move the lights when you Sustain the Spell, the lights must remain together. The spell gains the visual trait. Each creature in a 5-foot emanation around the lights when you Cast the Spell must attempt a Fortitude save.

Success The creature is dazzled until the start of your next turn and then becomes temporarily immune for 1 minute.

Failure The creature is dazzled until the start of your next turn and must attempt a new save against the spell whenever it starts its turn adjacent to the lights.

Critical Failure As failure, but the creature is also fascinated by the lights until the start of your next turn.

SHIELD

Your *shield* spell can be deployed on behalf of others. When you cast *shield*, you can choose a target ally within 30 feet to gain the benefits of the spell instead of you. The option to Shield Block with the spell is up to you and uses your reaction, not the target's. Your *shield* also gains the following amp.

SAMPLE PSYCHIC

STUDENT OF THOUGHTS

You hear and learn from other minds to grow your knowledge.

SUBCONSCIOUS: Gathered Lore

CONSCIOUS: The Silent Whisper

ABILITY SCORES

Intelligence, Wisdom, and Charisma

SKILLS

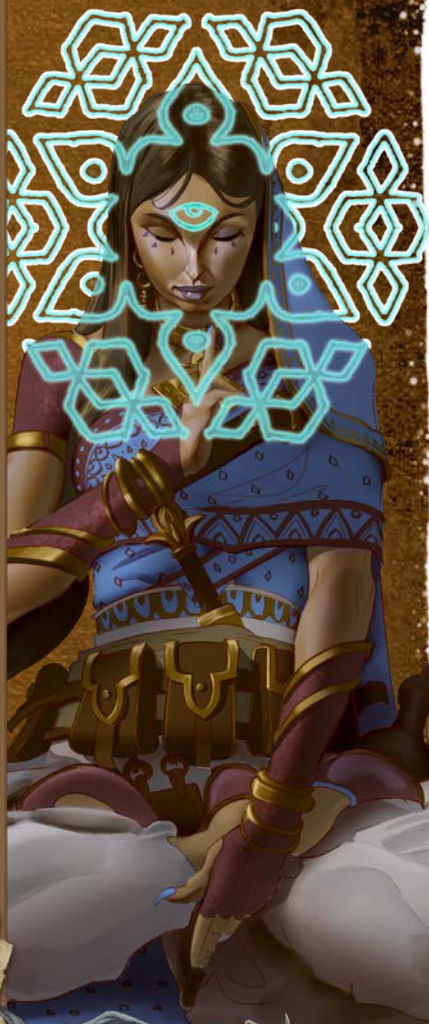
Occultism, Arcana, Society

FEATS

2nd Mental Balm, 4th Astral Tether, 8th Thoughtsense

SPELLS

Cantrips: *daze, message, forbidding ward*; **1st:** *charm*; **2nd:** *illusory creature*



Amp You create a layered barrier of three *shields* to improve your defenses. The duration increases to sustained up to 1 minute. The shield still lowers at the start of each of your turns, but you can raise it again when you Sustain the Spell.

When you Shield Block with this spell, one of the three layers breaks and you cease to gain the bonus to AC, but the spell doesn't end. You can keep using the spell until the final layer breaks; once it does, the spell ends and you can't cast *shield* or *amped shield* again for 10 minutes. You can choose to break additional layers when you Shield Block with this spell to improve your defenses. If you break two layers instead of one, increase the Hardness to 1-1/2 × the normal amount (7 at 1st level, 15 at 3rd level, 22 at 5th level, 30 at 7th level, and 37 at 9th level). If you break all three layers, increase the Hardness to double the normal amount.

IMAGINARY WEAPON

CANTRIP 1

UNCOMMON ATTACK CANTRIP EVOCATION FORCE PSYCHIC

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

You create a simple weapon of force. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of bludgeoning or slashing damage equal to 1d8 plus your spellcasting ability modifier. On a critical success, you deal double damage and can choose to detonate your weapon to push the target 10 feet away from you.

Heightened (+1) The damage increases by 1d8.

Amp You form multiple force weapons to lash out at multiple foes. You make two *imaginary weapon* Strikes, each against a different target. Your multiple attack penalty doesn't increase until you've made both Strikes.

Amp Heightened (+1) The damage increases by 2d8 instead of 1d8.

ASTRAL RAIN

CANTRIP 3

UNCOMMON CANTRIP EVOCATION FORCE PSYCHIC

Cast ◆◆ somatic, verbal

Range 60 feet; **Area** one 5-foot cube

Saving Throw Reflex

You fling a mass of furious thoughts into the air, where they expand into numerous blades or other shapes that rain down. Any creature that's in the area or enters the area before the start of your next turn takes your choice of bludgeoning or piercing damage equal to 2d4 plus your spellcasting ability modifier, with a basic Reflex saving throw.

Heightened (+1) The damage increases by 1d4.

Amp The area changes to a 5-foot burst, and you can Sustain the Spell up to 1 minute. The first time each round that you Sustain the Spell, you can move the burst up to 20 feet.

HOLOGRAM CAGE

CANTRIP 5

UNCOMMON CANTRIP ILLUSION LIGHT PSYCHIC

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** 1 cube 20 feet on each side

Duration 1 minute

You weave light into a cube of vivid and fantastic patterns. The walls shed bright light for 10 feet (and dim light for the next 20 feet) and completely block line of sight; creatures within the cage can't be seen by creatures outside of it, though they can see each other, and creatures outside of it can't see into it. You can Dismiss the spell, and if you Cast the Spell again, your previous *hologram cage* ends.

Heightened (7th) The range of the spell increases to 80 feet, and you can expand the cube to be 25 feet on each side.

Amp Force walls make the cage's barrier physical as well as visual. Each 10-foot-by-10-foot section of the cage's wall has AC 10, Hardness equal to double the spell's level, and HP equal to quadruple the spell's level. The spell is disrupted if any of its walls would pass through a creature when you cast it.

THE UNBOUND STEP

The mind can flit from thought to thought; why too shouldn't you? You focus on motion in a higher order of spatial dimensions, not just the typical three, allowing for versatile abilities that alter positioning.

Granted Spells 1st: *thoughtful gift* (*Advanced Player's Guide* 226); 2nd: *enlarge*; 3rd: *rally point* (page 106); 4th: *dimension door*; 5th: *strange geometry* (*Advanced Player's Guide* 226); 6th: *collective transposition*; 7th: *momentary recovery* (page 106); 8th: *maze*; 9th: *bilocation* (page 104)

Standard Psi Cantrips *phase bolt* (page 106) and *warp step* (page 107)

Unique Psi Cantrips surface: *distortion lens*; deeper: *ghostly shift*; deepest: *tesseract tunnel*

PHASE BOLT

Your *phase bolt* temporarily sends the target's cover out of phase if it hits. On a success, reduce the target's circumstance bonus to AC (if any) by 1 until the beginning of your next turn. Your *phase bolt* also gains the following amp.

Amp Your bolt leaves phase completely, becoming invisible and intangible until it's already embedded in the target—giving the impression it simply teleported itself into place. The target is flat-footed against the attack. Additionally, the bolt ignores an amount of Hardness or resistance to piercing damage equal to half the spell's level. On a critical success, the target can't be affected by teleportation effects until the start of your next turn.

Amp Heightened (+1) The bolt's damage increases by 2d4 instead of 1d4.

WARP STEP

You warp space more compactly, granting you a +10-foot status to your Speed instead of a +5-foot status bonus when you *warp step*. The spell also gains the following amp.

Amp Space contracts with hardly a thought, letting you Cast the Spell as a single action.

Amp Heightened (4th) You twist space so completely you don't need to travel the interposing distance. You can choose to instead teleport to a space within your line of sight and line of effect with a range equal to your double your Speed (after applying the status bonus from *warp step*). This grants the spell the teleportation trait.

DISTORTION LENS

CANTRIP 1

UNCOMMON CANTRIP CONJURATION PSYCHIC

Cast ◆ verbal

Range 30 feet; **Area** one 5-foot square

Duration sustained up to 1 minute

You create a magical lens that distorts space as best suits you. You create the lens in a space in range, even suspended in midair. If your or an ally's ranged attack passes through the lens, the attack gains an additional 10 feet of range; if an enemy's ranged attack would pass through the lens, it requires an additional 10 feet of range to move through, though the enemy knows before using its ability whether the interference puts the target out

of range. An ally whose space overlaps the lens can increase the range of its ranged attacks, but an enemy whose space overlaps the lens doesn't reduce the range of its ranged attacks.

The first time each round you Sustain the Spell, you can choose to relocate it to another square within range. The lens disappears if you cast *distortion lens* again.

Heightened (+3) The lens increases or decreases the range of abilities by an additional 5 feet.

Amp The lens can interfere with creatures as well as attacks. Once during a Medium or smaller ally's move action, the ally can move into and out of the lens's square without that square counting against the total distance moved. Conversely, the lens is difficult terrain for your enemies.

GHOSTLY SHIFT

CANTRIP 3

UNCOMMON CANTRIP CONJURATION PSYCHIC

Cast ◆ verbal

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

Your body becomes insubstantial as you partially phase out. You gain resistance 2 to all damage (except force).

Heightened (+2) The resistance increases by 1.

Amp Your insubstantiality is complete enough that you can pass through other creatures, causing painful interference effects when you do so. Once each round when you Stride, Burrow, Swim, or Fly, you can pass through one creature's space during that action without needing to attempt a check to Tumble Through, though you can't end your turn in its space. When you pass through a creature's space in this way, you deal 2d6 force damage to that creature, with a basic Fortitude save.

Amp Heightened (+2) Increase the damage dealt by phasing through a creature by 1d6.

TESSERACT TUNNEL

CANTRIP 5

UNCOMMON CANTRIP CONJURATION PSYCHIC TELEPORTATION

Cast ◆◆ somatic, verbal

Duration sustained up to 1 minute

You race from point to point, tearing open a tunnel in space. You create a portal in your current space and then Stride, creating another portal in the space you end your Stride. Until the beginning of your next turn, any creature that enters the first portal can immediately transport itself to the exit portal as part of its move action, which adds the teleportation trait to its movement.

You can have only one *tesseract tunnel* open at a time; creating another causes the first to immediately close. You can use *tesseract tunnel* while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Amp Physical movement is no longer necessary to connect two points in space. When you cast *tesseract tunnel*, you simply create a tunnel that ends in a square within a range equal to your Speed; you can choose to immediately teleport to the space at the far end of the tunnel. Furthermore, the tunnel can be traversed in both directions, instead of only from entrance to exit. Finally, the spell's duration changes to 1 minute. You can Dismiss the spell.

PSYCHIC FEATS

At every level that you gain a psychic feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ANCESTRAL MIND

FEAT 1

PSYCHIC

By unraveling memories and connections passed down from your progenitors and buried within your unconscious mind, you learn to convert your inherent magic into psychic power. You can cast any innate spells you know from an ancestry feat or heritage using your psychic spellcasting components. When you do so, the spell's tradition becomes occult, if it wasn't already, and you can use your psychic spellcasting ability modifier instead of Charisma to determine your spell attack roll and spell DC.

COUNTER THOUGHT

FEAT 1

ABJURATION OCCULT PSYCHIC

Trigger A creature Casts a Spell with the mental trait.

Requirements You have an unexpended spell slot you could use to Cast a Spell with the mental trait.

When a foe Casts a Spell that has the mental trait and you can see its manifestations, you can use your own mental magic to disrupt it. You expend one of your spell slots to counter the triggering creature's casting of a spell with the mental trait. You lose your spell slot as if you had cast the triggering spell; this spell slot must be one for which you could Cast a Spell with the mental trait. You then attempt to counteract the triggering spell.

MENTAL BUFFER

FEAT 1

PSYCHIC

Your mind deflects some amount of harm from attacks that induce pain or manipulate your mind directly. You gain resistance to mental damage equal to half your level (minimum 1). This resistance increases to equal to your level while your Psyche is Unleashed.

PSYCHIC RAPPORT

FEAT 1

PSYCHIC

Your telepathic sensitivity intensifies when you're affected by mental magic, making it easier for you to link to other creatures. After you Cast a Spell with the mental trait, until the start of your next turn, you gain a +1 circumstance bonus to Deception, Diplomacy, and Intimidation checks, and to Perception checks to Sense Motive.

2ND LEVEL

CANTRIP EXPANSION

FEAT 2

PSYCHIC

You expand what your mind can accomplish. Add two additional occult cantrips to your repertoire.

MENTAL BALM

FEAT 2

AMP EMOTION MENTAL PSYCHIC

Your spells release soothing mental waves. Use this amp in place of a psi cantrip's normal amp entry. You can use this amp only on a psi cantrip that targets or affects you or one or more of your allies and doesn't target or affect any enemies.

Amp You or one ally within 30 feet gains a +2 status bonus to Will saves against emotion effects for 1 minute. You can also have the amped psi cantrip attempt to counteract one effect imposing the frightened condition on yourself or the chosen ally, or an effect imposing the stupefied condition that has a duration of 1 hour or less. If you successfully counteract the effect, you remove only the frightened and stupefied conditions, not any other part of the effect.

PSI BURST

FEAT 2

CONCENTRATE EVOCATION MINDSHIFT OCCULT PSYCHE PSYCHIC

Frequency once per round

With a passing thought, you direct violent psychic energies at a nearby creature. Target one creature within 30 feet. It takes 1d4 bludgeoning damage with a basic Reflex save. At 3rd level and every 2 levels thereafter, the damage increases by 1d4.

WARP SPACE

FEAT 2

AMP PSYCHIC

You use your magic to bend space, causing your spell to strike from a strange vector. Use this amp in place of a psi cantrip's normal amp entry. The amped psi cantrip must have a range.

Amp Choose a square within 30 feet to which you have line of effect and line of sight. Determine your spell's line of effect and line of sight from there, as well as whether creatures have cover against the spell. The spell can exceed its normal range as measured from you, as long as it's within its normal range from the square you chose.

4TH LEVEL

ASTRAL TETHER

FEAT 4

ABJURATION OCCULT PSYCHIC

You spin out a thread of psychic energy that connects you to an ally, using it as a conduit for your abilities. Choose a willing creature within 60 feet and connect to it. Whenever you would gain a benefit from a psychic amp, you can have the amp affect the tethered creature instead. You can do so only if the amp grants a distinct benefit, not if it alters the amped spell.

The tether can't be severed physically but breaks if the distance between you and the tethered ally ever exceeds 60 feet, if you become unconscious, or if you use Astral Tether again.

HOMING BEACON

FEAT 4

AMP PSYCHIC

As your spell strikes a target, you plant a beacon in the target's mind that announces its presence to those nearby. Use this amp in place of a psi cantrip's normal amp entry. The amped cantrip must be one that has one or more targets and must either require a spell attack roll or have a saving throw.

Amp Choose one creature hit by the spell (if the spell has a spell attack roll) or that fails its save against the spell (if the spell requires a save). A psychic beacon emits from the creature's location, making it easier to notice the creature as the mind and attention of onlookers is subtly drawn to it. For 1 minute, if the target would be invisible, it's instead merely concealed, and if it would be concealed, it's no longer concealed.

PSI STRIKES 

FEAT 4

MINDSHIFT **PSYCHIC**

Frequency once per turn

Requirements Your most recent action was to Cast a Spell or to Unleash your Psyche.

You siphon residual psychic energies from your spell into one weapon you're wielding or one of your unarmed attacks and when you unleash your mind, the energies flare to match. The attack deals an extra 1d6 force damage until the end of the current turn. If your Psyche is Unleashed, this benefit instead lasts until your psyche subsides.

THOUGHTFORM SUMMONING

FEAT 4

PSYCHIC

You can create a prototypical creature from the depths of your imagination instead of calling one from elsewhere. Whenever you summon a creature, you can choose to instead create a psychic construct of that creature. This grants it resistance to physical damage equal to half its level, weakness 5 to force and mental damage, and the ability to pass through enemies' spaces without needing to Tumble Through (though it can't end its turn in an occupied space).

VIOLENT UNLEASH 

FEAT 4

EVOCATION **MINDSHIFT** **OCCULT** **PSYCHIC**

Trigger You Unleash your Psyche.

The force of your mind unleashing itself wracks your enemies with a violent shockwave. You deal 2d6 force damage to all creatures in a 20-foot emanation, with a basic Reflex save. This explosion is taxing, making you stunned 1.

At 5th level and every 2 levels thereafter, the damage increases by 1d6.

6TH LEVEL

INERTIAL BARRIER

FEAT 6

ABJURATION **AMP** **OCCULT** **PSYCHIC**

Your spell leaves behind barriers that reduce shock and motion. Use this amp in place of a psi cantrip's normal amp entry.

Amp You or one target of the spell gains resistance to physical damage equal to 2 + the spell's level until the start of your next turn.

PARALLEL BREAKTHROUGH

FEAT 6

PSYCHIC

You expand your mind beyond your area of psychic specialty. You gain a 1st-level psi cantrip for a conscious mind other

PSYCHIC FEATS

Use this table to look up feats by name.

Feat	Level
All in Your Head	18
Ancestral Mind	1
Astral Tether	4
Become Thought	20
Brain Drain	8
Cantrip Expansion	2
Conscious Spell Specialization	14
Constant Levitation	16
Counter Thought	1
Cranial Detonation	18
Dark Persona's Presence	8
Deep Roots	14
Deepest Wellspring	18
Dream Guise	10
Emotional Surge	10
Foreseen Failure	12
Homing Beacon	4
Impose Order	10
Inertial Barrier	6
Mental Balm	2
Mental Buffer	1
Mental Static	8
Mind Over Matter	20
No!!!	12
Parallel Breakthrough	6
Psi Burst	2
Psi Catastrophe	12
Psi Strikes	4
Psychic Rapport	1
Remove Presence	8
Scour The Library	10
Shatter Space	14
Signature Spell Expansion	10
Sixth Sense	6
Steady Spellcasting	6
Strain Mind	6
Target of Psychic Ire	16
Thoughtform Summoning	4
Thoughtsense	8
Twin Psyche	20
Unlimited Potential	20
Violent Unleash	4
Wandering Thoughts	16
Warp Space	2
Whispering Steps	8

than your own; this can be either the unique surface cantrip or one of the common cantrips and the accompanying amp. If you choose a common cantrip, you also gain the special benefit granted by that conscious mind when casting the cantrip without an amp. You don't gain any other benefits of that conscious mind, such as additional spells known.

SAMPLE PSYCHIC

PILLAR OF RESOLVE

Determination is all you need to move obstacles out of your way.

SUBCONSCIOUS: Emotional Acceptance

CONSCIOUS: The Distant Grasp

ABILITY SCORES

Charisma, Wisdom, Constitution

SKILLS

Occultism, Diplomacy, Intimidation

FEATS

2nd Psi Burst, 4th Violent Unleash, 6th Strain Mind

SPELLS

Cantrips: telekinetic projectile, mage hand, shield; **1st:** soothe; **2nd:** shatter



SIXTH SENSE

FEAT 6

DIVINATION OCCULT PSYCHIC

Your psychic abilities also allow you to detect the lingering thoughts of spirits and similar entities. While you're exploring but not Searching, the GM rolls a secret check for you to find haunts that usually require Searching, as well as spirits, creatures on the Ethereal Plane, and beings made entirely of spiritual essence, such as celestials, fiends, and monitors.

You can also potentially notice ethereal creatures and spirits inside solid objects, provided they are within 30 feet of you. This applies while Searching, Seeking, and on the automatic secret check from Sixth Sense. You can still notice spirits only on a successful check, and you can't see them if they're more than 5 feet inside an object.

When you notice a creature with your Sixth Sense, you also learn its location, making it hidden to you if it had been undetected.

STEADY SPELLCASTING

FEAT 6

PSYCHIC

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

STRAIN MIND

FEAT 6

PSYCHIC

Frequency once per hour

Trigger You cast a psi cantrip.

Requirements You have 0 Focus Points.

You strain your body beyond its limits to use an amp even when your mental power is depleted. You add an amp that costs 1 Focus Point to the spell. Instead of paying the normal Focus Point cost, you lose Hit Points equal to four times the spell level of the amped psi cantrip as you bleed from your nose or suffer some other visible sign of strain.

8TH LEVEL

BRAIN DRAIN

FEAT 8

DIVINATION MENTAL OCCULT PSYCHE PSYCHIC

With a wresting of will, you siphon off a creature's mental energy to replenish your own. One non-mindless creature within 30 feet must attempt a Will save against your spell DC.

Success The creature is unaffected.

Failure The creature is stupefied 1 for 1 minute, and you regain 1 Focus Point, up to your normal maximum. You can't use Brain Drain again until after the next time you make your daily preparations.

Critical Failure As failure, but the creature is stupefied 2.

DARK PERSONA'S PRESENCE

FEAT 8

AURA EMOTION ENCHANTMENT FEAR MENTAL PSYCHIC

Trigger You Unleash your Psyche.

When you Unleash your Psyche, all your rage and pain—the portion of your psyche dedicated to cruel retribution—come along with it.

The force of your dark persona's negativity batters constantly against all creatures in a 30-foot emanation when you Unleash your Psyche and for as long as your Psyche is Unleashed. A creature must attempt a Will save against your spell DC the first time it enters the emanation, or if it's in the emanation when you take this action; it doesn't need to attempt a save again, even if it leaves the emanation and returns. A creature frightened by your Dark Persona's Presence can't decrease its frightened value below 1 while within the emanation.

Critical Success The creature is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3.

While your Psyche is Unleashed, your dark persona cares only for destruction. You can Cast a Spell only if it can directly damage an enemy or object or can impose a detrimental condition or penalty on one.

MENTAL STATIC

FEAT 8

ENCHANTMENT MENTAL NONLETHAL OCCULT PSYCHIC

Trigger You roll a critical success on a Will save against a mental effect from a creature.

Your thoughts sting back when a lesser mind tries to invade your own. You deal mental damage equal to your level to the triggering creature. If you so desire, you can also send the creature a single mental image to coincide with the damage, such as a watchful eye or the dread of floating in an infinite sea.

REMOVE PRESENCE

FEAT 8

AMP ILLUSION MENTAL OCCULT PSYCHIC

Your spell reaches into the mind of a creature and removes you from it. The amped cantrip must be one that has one or more targets and must either require a spell attack roll or have a saving throw. Use this amp in place of the psi cantrip's normal amp entry.

Amp Choose one target of the spell or one creature in its area.

If that enemy fails its save or the spell hits it, you become undetected by that creature, disappearing from its senses for 1 minute or until you use a hostile action. This is similar to being invisible, but effects like *see invisibility* don't reveal you—you're affecting the target's mind, not its vision. *True seeing* can still see through this illusion if the counteract check succeeds.

THOUGHTSENSE

FEAT 8

DIVINATION MENTAL OCCULT

You can detect the flickers of mental activity let off by all thinking creatures. You gain thoughtsense as a vague sense that has a range of 30 feet—like all vague senses, it's only about as precise as an average human's sense of smell, meaning you generally can predict only if a creature is present. Your thoughtsense detects only thinking creatures, so a creature that is unthinking or otherwise immune to mental effects (such as many constructs and oozes) can't be perceived using your thoughtsense, regardless of how precise it is.

While your Psyche is Unleashed, your thoughtsense upgrades to an imprecise sense, letting you use it to Seek out creatures.

WHISPERING STEPS

FEAT 8

AMP ENCHANTMENT MENTAL OCCULT PSYCHIC

Your spell leaves a lingering connection between you and a creature—one through which you can nudge the creature's mind this way or that. The amped cantrip must take 2 or more actions to cast, target one or more creatures, and either require a spell attack roll or have a saving throw. Use this amp in place of the psi cantrip's normal amp entry.

Amp Choose one enemy who is a target of the spell. If that enemy fails its save or the spell hits it, you whisper in the creature's mind, forcing it to Step in a direction of your choosing; as this is forced movement, you can't force the creature to Step into hazardous terrain, off a ledge, or the like. After it Steps, the creature becomes temporarily immune to this amp for 24 hours.

10TH LEVEL

DREAM GUISE

FEAT 10

ILLUSION OCCULT PSYCHE PSYCHIC

Requirements wandering reverie subconscious mind

You Stride into a willing ally's space, at which point both of your appearances shift into a shared third appearance, usually one that looks like a mix of the two of you. Then, either you or your ally Steps. You each maintain the merged appearance. Creatures who are observing this know what happened, but still must Seek or otherwise engage with the illusion to attempt to disbelieve it and determine which of you is which. Otherwise, they can't tell the difference and have an equal chance to target each of you (DC 11 flat check). This illusion ends as soon as either you or the ally you're merged with acts.

EMOTIONAL SURGE

FEAT 10

CONCENTRATE EMOTION PSYCHE PSYCHIC

Requirements emotional acceptance subconscious mind

Your heart soars, increasing your power for a moment. You gain a +2 status bonus to attack rolls and skill checks until the start of your next turn.

IMPOSE ORDER

FEAT 10

FORTUNE PSYCHE PSYCHIC

Requirements precise discipline subconscious mind

You bring discipline to your mind and magic, ensuring that you don't under-perform. Until the end of your turn, instead of rolling dice for damage, count each damage die as average damage rounded up (3 for d4, 4 for d6, 5 for d8, 6 for d10, and 7 for d12).

SCOUR THE LIBRARY

FEAT 10

PSYCHE PSYCHIC

Requirements gathered lore subconscious mind

Seeing an enemy's attack, you quickly consult multiple scraps of lore in your mind, synthesizing them into the perfect plan. Make a check to Recall Knowledge (using an appropriate skill) about one creature within 60 feet. On a success, in addition to the normal benefits, you gain a +1 circumstance bonus to your next attack roll against that creature and to your AC against the creature's next attack. On a critical success, the bonuses are +2.

SIGNATURE SPELL EXPANSION

FEAT 10

PSYCHIC

Your direct mental grasp of your power lets you cast more spells with greater freedom. You gain two additional signature spells, each of which must have a minimum level of 3rd or lower.

SAMPLE PSYCHIC

NOMADIC VISIONARY

Your powers let you cross any gulf as you seek new experiences.

SUBCONSCIOUS: Wandering Reverie

CONSCIOUS: The Unbound Step

ABILITY SCORES

Charisma, Dexterity, Constitution

SKILLS

Occultism, Acrobatics, Survival

FEATS

2nd Warp Space, **4th** Homing Beacon, **8th** Whispering Steps

SPELLS

Cantrips: *phase bolt*, *warp step*, *know direction*; **1st:** *sanctuary*; **2nd:** *blur*



12TH LEVEL

FORESEEN FAILURE

FEAT 12

DIVINATION **FORTUNE** **OCCULT** **PSYCHIC**

Frequency once per day

Trigger A spell you cast has no effect because you critically failed all your spell attack rolls or because all targets critically succeeded at their saving throws.

You see your spell fail to take hold to disastrous end, then snap back to reality—it was all a precognition, and you know to try a different spell. Your spell is expended, but you can Cast a Spell that requires the same number of actions as the triggering spell or fewer to cast. The second spell must be a different spell than the first.

NO!!!

FEAT 12

PSYCHIC

Trigger A non-minion ally within 60 feet is reduced to 0 Hit Points.

The shock of seeing your ally near death breaks whatever limits exist in your mind, sending your power spilling forth. If your psyche is currently unleashed, you can immediately use a psyche action that takes 1 action or less to use. If your psyche is not currently unleashed, you Unleash your Psyche, which remains unleashed until the end of your next turn. You can ignore Unleash Psyche's requirement of needing to have Cast a Spell on your previous turn, but you still can't Unleash your Psyche if you're stupefied or for 2 rounds after your psyche subsides.

PSI CATASTROPHE

FEAT 12

CONCENTRATE **EVOCATION** **MINDSHIFT** **OCCULT** **PSYCHE** **PSYCHIC**

You stop holding your power back, unleashing it all in a catastrophic blast. All creatures in a 20-foot emanation take 1d6 bludgeoning damage per level with a basic Reflex save. Your psyche subsides as your power is expended.

14TH LEVEL

CONSCIOUS SPELL SPECIALIZATION

FEAT 14

PSYCHIC

You become more adept with the spells that are always in your mind.

You gain an additional spell slot of 1st, 2nd, 3rd, and 4th levels. You can use these spell slots to cast only a spell granted by your conscious mind.

At 18th level, you also gain an additional 5th-level spell slot, with the same restrictions.

DEEP ROOTS

FEAT 14

PSYCHIC

Your mind-control spells send burrowing mental roots that tear at your target's mind when they're removed or run their course. When you Cast a Spell that imposes the controlled condition or otherwise forces the target to take certain actions (such as *command*), you can choose one target that critically failed its save. When that target finishes fulfilling any commands issued by your spell, or when the spell is dispelled or counteracted, the target takes 1d6 mental damage per level of the spell.

SHATTER SPACE

FEAT 14

AMP **PSYCHIC**

The sheer power of your magic fractures reality. Use this amp in place of a psi cantrip's normal amp entry. The cantrip must be one that takes 2 or more actions to cast.

Amp You or one target of the spell are surrounded by a spiral of torn space. This is an aura, and you choose the radius of the emanation, up to 20 feet. A creature that starts its turn in the aura or enters the aura during its turn takes 1d6 slashing damage for every level of the amped psi cantrip, with a basic Reflex save against your spell DC. If the creature critically fails, the torn space throws it off balance and it falls prone. The aura lasts until the beginning of your next turn. You can choose whether the aura affects the creature emitting it.

16TH LEVEL

CONSTANT LEVITATION

FEAT 16

PSYCHIC

Your power has unbound you from the earth below. You're affected by a constant *fly* spell, and when your Psyche is Unleashed, you gain a +10-foot status bonus to your fly Speed.

TARGET OF PSYCHIC IRE

FEAT 16

AMP EVOCATION OCCULT PSYCHIC

Your magic saturates your surroundings with hateful psychic energy. Use this amp in place of a psi cantrip's normal amp entry. The cantrip must be one that takes 2 or more actions to cast and targets a creature.

Amp Choose one target of the spell. Psychic phenomena turn themselves on the target—typically, objects fling themselves at the creature. At the beginning of each of the target's turns, it takes 1d4 bludgeoning damage for each spell level of the psi cantrip this amp was added to, with a basic Reflex save. The target remains marked by psychic ire for 3 rounds. The effect persists even if you fall unconscious or leave the area.

WANDERING THOUGHTS

FEAT 16

CONCENTRATE OCCULT PSYCHE PSYCHIC TELEPORTATION

Frequency once per round

Requirements You used your most recent action to Cast a Spell. When your Psyche is Unleashed, each burst of magic you cast also folds space around you, and you travel through one of those folds. You teleport 15 feet to a square you can see.

18TH LEVEL

ALL IN YOUR HEAD

FEAT 18

PSYCHE PSYCHIC

Trigger You're about to attempt a Fortitude save or a Reflex save.

Flames scouring at your body, venom coursing through your veins—you refuse to believe they exist, and nothing can affect you if you don't believe in it. You attempt a Will save against the triggering effect, instead of a Reflex or Fortitude save. You don't gain the benefits of fortress of will or walls of will on this save.

CRANIAL DETONATION

FEAT 18

DEATH MINDSHIFT PSYCHE PSYCHIC

Frequency once per round

Trigger You successfully reduce one or more non-mindless enemies to 0 Hit Points with a spell.

As your overwhelming psyche fells a creature, you use its flickering consciousness to detonate psychic energy from the creature's head. Each enemy you reduced to 0 Hit Points dies and its head explodes. Each exploding head generates a shockwave in a 15-foot emanation around that enemy. Each creature in any of the emanations takes 10d6 bludgeoning damage with a basic Reflex save. If this damage reduces an enemy to 0 Hit Points, its head also explodes, potentially damaging more creatures and potentially causing more detonations. A given creature can take damage only once from a single use of Cranial Detonation.

DEEPEST WELLSPRING

FEAT 18

PSYCHIC

You've glimpsed the furthest recesses of your mind. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus, even if you spent your Focus Points on spells other than psychic abilities.

20TH LEVEL

BECOME THOUGHT

FEAT 20

PSYCHIC TRANSMUTATION

You shed some of your material form, becoming a being of pure thought. This has the following effects.

- You gain resistance 10 to physical damage but weakness 5 to mental damage and weakness 10 to any effect that deals damage by targeting the spirit, such as *spirit blast*.
- You can change your appearance on a whim. This takes a single action, which has the concentrate trait, has the effects of *illusory disguise*, and lasts until you change your appearance again.
- Once per year, when you die, you automatically return to life the next day as long as one living sentient creature on your plane remembers you; the memories enable you to reconstruct yourself from their thoughts. You appear in the vicinity of the creature that remembers you most strongly.

MIND OVER MATTER

FEAT 20

PSYCHIC

Your mind's limits are only what you imagine them to be. You gain an additional 10th-level spell slot.

TWIN PSYCHE

FEAT 20

PSYCHIC

You've segmented your psyche so it can operate in tandem. When you Unleash your Psyche, you can double its duration.

UNLIMITED POTENTIAL

FEAT 20

CONCENTRATE MANIPULATE METAMAGIC PSYCHIC

Frequency once per minute

The laws of magic can limit your mind only if you think you need them, and you've grown past the need for such limits. If your next action is to Cast a Spell of 5th level or lower that has no duration, you don't expend the prepared spell as you cast it.





THAUMATURGE

The world is full of the unexplainable: ancient magic, dead gods, and even stranger things. In response, you've scavenged the best parts of every magical tradition and built up a collection of esoterica—a broken holy relic here, a sprig of mistletoe there—that you can use to best any creature by exploiting their weaknesses and vulnerabilities. The mystic implement you carry is both badge and weapon, its symbolic weight helping you bargain with and subdue the supernatural. Every path to power has its restrictions and costs, but you turn them all to your advantage. You're a thaumaturge, and you work wonders.

KEY ABILITY

CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You use your implements and diverse arsenal of mystic tools and tricks to assist in combat, always presenting the right bane to exploit enemies' weaknesses or shield your allies against the supernatural.

DURING SOCIAL ENCOUNTERS...

You understand and nudge the social connections between people, much as you strive to understand the larger ties between mysteries and concepts. This helps you to find common ground when negotiating between the mundane and supernatural or even to play one side against the other.

WHILE EXPLORING...

You investigate unexplainable phenomena around you, taking appropriate precautions to ward yourself and your allies against paranormal threats. Where necessary, you create your own path through the unknown.

IN DOWNTIME...

You research deeper into the supernatural mysteries you discovered on your last adventure to see how they can be applied in the future. You dust off relics, cultivate herbs, or forge trinkets, updating your collection of scavenged supernatural tools after each new threat you encounter. You return or call in favors with other people, strange creatures, and mystical forces.

YOU MIGHT...

- Prepare for the worst while improvising as necessary, impressing your allies when you're able to handle anything that fate throws at you.
- Assume everything is connected on a deeper level, rather than be content with what you find on the surface.
- Obsess over a certain supernatural phenomenon, attempting to tie everything back to it.

OTHERS PROBABLY...

- Look to you to learn the weaknesses of a supernatural threat when one rears its head. Even when your explanations are invented on the fly, they just seem to work.
- Rely on you to come up with a solution when the situation seems hopeless.
- Mistake you for a common wizard or magician.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Arcana, Nature, Occultism, and Religion
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in thaumaturge class DC

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TABLE 3: THAUMATURGE ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, esoteric lore, first implement and esoterica, implement's empowerment, thaumaturge feat
2	Skill feat, thaumaturge feat
3	General feat, lightning reflexes, skill increase
4	Skill feat, thaumaturge feat
5	Ability boosts, ancestry feat, second implement, skill increase, thaumaturge weapon expertise
6	Skill feat, thaumaturge feat
7	General feat, implement adept, resolve, skill increase, weapon specialization
8	Skill feat, thaumaturge feat
9	Ancestry feat, intensify vulnerability, skill increase, thaumaturgic expertise, vigilant senses
10	Ability boosts, skill feat, thaumaturge feat
11	General feat, medium armor expertise, second adept, skill increase
12	Skill feat, thaumaturge feat
13	Ancestry feat, greater resolve, skill increase, weapon mastery
14	Skill feat, thaumaturge feat
15	Ability boosts, general feat, greater weapon specialization, juggernaut, skill increase, third implement
16	Skill feat, thaumaturge feat
17	Ancestry feat, implement paragon, skill increase, thaumaturgic mastery
18	Skill feat, thaumaturge feat
19	General feat, medium armor mastery, skill increase, unlimited esoterica
20	Ability boosts, skill feat, thaumaturge feat

CLASS FEATURES

You gain these abilities as a thaumaturge. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ESOTERIC LORE

Your experience with the unknown, as well as the tales you've exchanged with other thaumaturses, has taught you about strange phenomena of every kind. You become trained in Esoteric Lore, a special lore skill that can be used to Recall Knowledge regarding haunts, curses, and

creatures of any type, but that can't be used to Recall Knowledge of other topics. Unlike a normal Lore skill, you use Charisma as your modifier on Esoteric Lore checks. You also gain the Dubious Knowledge skill feat.

At 3rd level, you become an expert in Esoteric Lore; at 7th level, you become a master in Esoteric Lore; and at 15th level, you become legendary in Esoteric Lore.

FIRST IMPLEMENT AND ESOTERICA

Your implement is a special object of symbolic importance: your badge as you treat with the supernatural and a powerful tool if things turn violent. Choose an implement from the options presented on page 36 (amulet, bell, chalice, lantern, mirror, regalia, tome, wand, and weapon). You begin play with a mundane item of that type, and you gain the initiate benefit for that implement. While an implement is useful to you, it typically has no value if sold. If you acquire a new object of the same general implement type, you can switch your implement to the new object by spending 1 day of downtime with the new item. As you advance as a thaumaturge, you will collect up to three implements and unlock the hidden potential stored within each, so you can mix and match their benefits to suit your situation.

While your implements are your primary tools in your dealings with the supernatural, you know the value of always being prepared. You constantly collect and carry various smaller mystic objects, bits of materials with paranormal affinities, and items used in folk practices: your esoterica. These might include cold-iron nails, scraps of scrolls and scriptures, fragments of bones purportedly from a saint, and other similar objects. You keep your esoterica in easy-to-access places on your person and are well practiced in brandishing your implement and esoterica together, so you can draw and use esoterica with the same hand you're using to wield an implement.

EXPLOIT VULNERABILITY

You know that every creature, no matter how obscure, has a weakness. By identifying and empowering the right object, you can strike down even the most resilient of monsters.

You gain the Exploit Vulnerability action.

EXPLOIT VULNERABILITY 

ESOTERICA **MANIPULATE** **THAUMATURGE**

Frequency once per round

Requirements You are holding your implement.

You scour your experiences and learning to identify something that might repel your foe. You retrieve an object from your esoterica with the appropriate supernatural qualities, then use your implement to stoke the remnants of its power into a blaze. Select a creature you can see and attempt an Esoteric Lore check against a standard DC for its level, as you retrieve the right object from your esoterica and use your implement to empower it. You gain the following effects until you Exploit Vulnerabilities again.

Critical Success You remember the creature's weaknesses, and as you empower your esoterica, you have a flash of insight that grants even more knowledge about the creature. You learn all of the creature's resistances, weaknesses, and immunities, including the amounts of the resistances and weaknesses and any unusual weaknesses or vulnerabilities, such as what spells will pass through a golem's antimagic. You can exploit either the creature's mortal weakness or personal antithesis (see below). Your unarmed and weapon Strikes against the creature also become magical if they weren't already.

Success You recall an important fact about the creature, learning its highest weakness (or one of its highest weaknesses, if it has multiple with the same value) but not its other weaknesses, resistances, or immunities. You can exploit either the creature's mortal weakness or personal antithesis. Your unarmed and weapon Strikes against the creature also become magical if they weren't already.

Failure Failing to recall a salient weakness about the creature, you instead attempt to exploit a more personal vulnerability. You can exploit only the creature's personal antithesis. Your unarmed and weapon Strikes against the creature also become magical if they weren't already.

Critical Failure You couldn't remember the right object to use and become distracted while you rummage through your esoterica. You become flat-footed until the beginning of your next turn.

You can attempt to Exploit Vulnerabilities in one of two ways: either by invoking properties that repel that type of creature, or by attempting a more improvisational, ad-hoc method with your esoterica that can impose a custom weakness on any creature, albeit one that usually isn't as dire as a creature's existing weakness.

Mortal Weakness After identifying a creature's weakness, you use a thematically resonant bit of esoterica to attune your attacks to your discovery. Your unarmed and weapon Strikes activate the highest weakness you discovered with Exploit Vulnerability, even though the damage type your weapon deals doesn't change. This damage affects the target of your Exploit Vulnerability, as well as any other creatures of the exact same type, but not other creatures with the same weakness. For example, when fighting a pack of werewolves, you might use silver shavings or crushed moonstone to deal damage that applies their weakness to silver to your attacks against any of the werewolves, but you wouldn't apply this damage to any other monsters with a weakness to silver.

Personal Antithesis You improvise a custom weakness on a creature by forcefully presenting and empowering a piece of esoterica that repels it on an individual level; for instance, against a tyrant, you might procure a broken chain that once held a captive. This causes the target creature, and only the target creature, to gain a weakness against your unarmed and weapon Strikes equal to 2 + half your level.

KEY TERMS

You'll see the following key terms in many thaumaturge class features.

Esoterica: The esoterica trait is present in many thaumaturge feats and class features that incorporate the various talismans, supernatural trinkets, and other objects you carry with you. Abilities that have the esoterica trait require you to be in possession of your esoterica to use them. Normally, you're assumed to always have your esoterica with you, but in some rare circumstances, you might either not have them on hand or have your gear stripped from you.

Temporary Items: Several feats allow you to prepare temporary items. Much like the infused items created by alchemists, these temporary items last only a short time before becoming useless.

Temporary items are clearly not up to the same quality as other items, so they typically can't be sold. If an ability doesn't list how long a temporary item lasts, the item lasts until the next time you make your daily preparations. Any effect created by a temporary item also ends at that time if it hasn't already (unless it's a permanent effect).

IMPLEMENT'S EMPOWERMENT

The power of your implement can also be turned to the more common task of combat, its power adding to and amplifying the effects of runes and other magical empowerments. When you Strike, you can trace mystic patterns with an implement you're holding to empower the Strike, causing it to deal 2 additional damage per weapon damage die. Channeling the power requires full use of your hands. You don't gain the benefit of implement's empowerment if you are holding anything in either hand other than a single one-handed weapon, other implements, or esoterica, and you must be holding at least one implement to gain the benefit.

THAUMATURGE FEATS

At 1st level and every even-numbered level, you gain a thaumaturge class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

LIGHTNING REFLEXES

3RD

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability

score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

SECOND IMPLEMENT

5TH

You've added another implement of power to your toolkit. You choose a second implement, which must be a different type of implement than your first. You gain the initiate benefit of your new implement.

While you're holding an implement in one hand, you can quickly switch it with another implement you're wearing to use an action from the implement you're switching to. To do so, you can Interact as a free action immediately before executing the implement's action. This allows you to meet requirements of having an implement in hand to use its action. For example, if you had your lantern implement in one hand, a weapon in the other, and a chalice implement you were wearing, you could swap your lantern for your chalice to use its reaction.

THAUMATURGE WEAPON EXPERTISE

5TH

You've learned the secret ways your weapons work most effectively. Your proficiency ranks for simple weapons and martial weapons increase to expert.

IMPLEMENT ADEPT

7TH

You have deepened your connection to one of your implements, unlocking its adept power. Choose one of your implements and gain the adept benefit for that implement.

RESOLVE

7TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

INTENSIFY VULNERABILITY

9TH

You've learned to use your implement to further assault a creature whose vulnerabilities you're exploiting. You gain the intensify vulnerability benefit of all of your implements, as well as the following action.



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INTENSIFY VULNERABILITY 

CONCENTRATE DIVINATION ESOTERICA MAGICAL THAUMATURGE

Prerequisites Exploit Vulnerability**Frequency** once per round**Requirements** You're benefiting from Exploit Vulnerability, you can see the subject, and you haven't used Exploit Vulnerability this round.

You present your implement and esoterica again, intensifying their effects on the target in a way unique to your implement. You gain the intensified vulnerability benefit from one of the implements you're holding, which lasts until the beginning of your next turn.

THAUMATURGIC EXPERTISE 9TH

You've learned deeper secrets of the supernatural, and your abilities are harder to resist. Your proficiency rank for your thaumaturge class DC increases to expert.

You also gain an additional skill increase, which you can apply only to Arcana, Nature, Occultism, or Religion.

VIGILANT SENSES 9TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

MEDIUM ARMOR EXPERTISE 11TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

SECOND ADEPT 11TH

You've improved your link to your second implement. You gain the adept benefit of your second implement.

GREATER RESOLVE 13TH

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a critical failure on a Will save, you get a failure instead. When you roll a failure on a Will save against a damaging effect, you take half damage.

WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons increase to master.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

JUGGERNAUT 15TH

Your body is accustomed to physical hardship and resistant to a wide range of ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

CARDS AND ASTROLOGY

The thaumaturge class draws inspiration from symbolism pertaining to both real-world and fantasy beliefs about divination via cards or reading the stars. The class references the following Golarion-specific divination deck and zodiacs.

The **Harrow** is a divination deck similar to tarot on Earth, but with six suits of nine cards each. The suits each have a symbological correspondence with one of the six ability scores. For example, the suit of hammers has a connotation of strength, and the suit of books is related to learning and intelligence.

The **Cosmic Caravan** is an astrological zodiac especially common among Varisians but used throughout various regions in the Inner Sea, imagining the 13 different signs as members of a traveling caravan as well as locations and people encountered on the journey.

The **Dragon Empires Zodiac** is popular across the continent of Tian Xia, particularly with the oracles of Po Li, who use it to help craft laws. It contains 12 signs, comprising the five types of imperial dragon as well as other creatures and archetypes of import in Tian Xia.

THIRD IMPLEMENT 15TH

As you come closer to the culmination of your journey, you gain your final implement, completing your set of three. It must be a different type of implement than your first and second implements. You gain the initiate benefit and intensify vulnerability benefit of your new implement.

IMPLEMENT PARAGON 17TH

You have unlocked the last secrets of an implement. Choose one of your implements that already gained the adept benefit; you gain the paragon benefit for that implement.

THAUMATURGIC MASTERY 17TH

You've become a master in paranormal phenomena, and your esoterica grow in power. Your proficiency rank for your thaumaturge class DC increases to master.

You also gain an additional skill increase, which you can apply only to Arcana, Nature, Occultism, or Religion.

MEDIUM ARMOR MASTERY 19TH

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

UNLIMITED ESOTERICA 19TH

Your understanding of your esoterica becomes so complete that you can access your mystic tools without even thinking. You can use Exploit Vulnerability or Intensify Vulnerability as a free action, rather than a single action, though still with a frequency of only once per round.



IMPLEMENTS

Choose your implements from the following nine implements, as well as any additional implements from other sources to which you have access.

AMULET

Amulets are items carried for good luck and protection. Your amulet might be a magical diagram, a religious symbol, a preserved body part such as a rabbit's foot, or a lucky coin. Amulet implements are associated with the harrow suit of shields and the astrological signs of the bridge and the ogre.

INITIATE BENEFIT

The protective aspects of your amulet can shield you and your allies from harm. You gain the Amulet's Abeyance reaction.

AMULET'S ABEYANCE

ABJURATION | MAGICAL | MANIPULATE | THAUMATURGE

Trigger The target of your Exploit Vulnerability would damage you or an ally within 15 feet of you.

Requirements You're holding your amulet implement and are benefiting from Exploit Vulnerability.

You forcefully present your amulet to turn away harm. You or a target ally within 15 feet gain resistance to all damage against the triggering damage. The resistance is equal to 2 + your level.

ADEPT BENEFIT

7TH

Your amulet offers continued protection. When you use Amulet's Abeyance, you or your ally chooses one type of damage dealt by the triggering attack and gains resistance 5 against that damage type until the start of your next turn. At 15th level, this lingering resistance increases from 5 to 10.

INTENSIFY VULNERABILITY

9TH

Your amulet repels the creature's attempts to harm you. You gain a +2 status bonus to AC and saves against the target of your Exploit Vulnerability.

PARAGON BENEFIT

17TH

Your amulet provides sanctuary even against wide-scale attacks. When you use Amulet's Abeyance, you target yourself and all allies within 15 feet. Each target gains both the initial resistance against the triggering damage and the lingering resistance from your amulet's adept benefit; the allies gain

the lingering resistance even if they would not have taken any of the initial triggering damage. If the foe's attack deals multiple damage types, each target can separately choose the damage type to gain lingering resistance against.

BELL

Bells symbolize the power that sounds and emotions hold over others, soothing with one tone and startling with another. Bells, drums, finger cymbals, and other percussion instruments are most typical, but these implements can be any type of portable musical instrument that is played with one hand. Bell implements are associated with the astrological signs of the daughter and the blossom.

INITIATE BENEFIT

You can use your bell implement to create three different kinds of music, each of which weakens a foe in a different way. You gain the Ring Bell activity.

RING BELL

AUDITORY EMOTION ENCHANTMENT MAGICAL MANIPULATE MENTAL THAUMATURGE

Trigger The target of your Exploit Vulnerability makes a Strike or Casts a Spell that would affect you or one of your allies.

Requirements You are holding your bell implement, and the triggering creature is within 30 feet of you.

Your implement sings out abruptly, disrupting your foe. The piece played depends on whether the trigger was a Strike or Spell, and it applies to the triggering Strike or Spell, except where noted otherwise.

- **Distracting Cacophony** The trigger is a spell. You create a musical crash of sonic energy that assails the target and breaks its concentration. The target must succeed at a Fortitude save against your class DC or become stupefied 1 until the end of your next turn (stupefied 2 on a critical failure). The target doesn't have to attempt a flat check to avoid losing the triggering spell, but the discordant ring does lower the spell attack roll or spell DC of the triggering spell from stupefied.
- **Disrupting Harmony** The trigger is a Strike. You create a strangely discordant harmony that sinks into your foe's mind and throws its movements off. The target must succeed at a Will save against your class DC or become your choice of enfeebled 1 or clumsy 1 until the end of your next turn (enfeebled 2 or clumsy 2 on a critical failure).

ADEPT BENEFIT

7TH

Your bell resonates powerfully, causing the effect to last longer. The conditions from Ring Bell last 3 rounds instead of 1 round.

INTENSIFY VULNERABILITY

9TH

Your reinforced bell can reach into the most basal part of the target's mind, priming it to be vulnerable to the bell's effects. When you successfully Strike the target of your Exploit Vulnerability, your bell implement plays a haunting tone and the creature takes a -2 status penalty

on saves against your Ring Bell for 1 round, or a -3 status penalty on a critical hit. This effect has the auditory, emotion, and mental traits.

PARAGON BENEFIT

17TH

With your mastery of your bell, you can affect many foes with ease. All the condition values from Ring Bell increase to 2 (or 3 on a critical failure). Ring Bell can trigger off the Strike or spell of any enemy, not just the target of your Exploit Vulnerability; however, in that case, the condition lasts only until the start of your next turn.

CHALICE

Chalice implements are vessels that fill with liquid, associating them with healing, nourishment, and life. Your chalice might be a traditional cup or goblet, but it could also be a small amphora, a polished gourd, or even a hollowed-out skull. Chalice implements are associated with the astrological signs of the mother and the newlyweds, as well as the sea dragon.

INITIATE BENEFIT

While holding your chalice, you can drink from it or feed its liquid to an ally to improve their health. You gain the Drink from the Chalice action.

DRINK FROM THE CHALICE

MAGICAL MANIPULATE NECROMANCY THAUMATURGE

Frequency once per round

Requirements You are holding your chalice implement.

You drink from the liquid that slowly collects in your chalice or administer it to an adjacent ally. The drinker chooses whether to take a small sip or to drain the contents.

- **Sip** A sip grants the drinker an amount of temporary Hit Points equal to 2 + half your level that last until the end of your next turn.
- **Drain** (healing, positive) Drinking deep instead heals the drinker 3 Hit Points for each level you have. After the chalice is drained, it's left with only its slowly collecting dregs; the chalice can't be drained again, though it can still be sipped from. If 10 minutes pass without anyone drinking from the chalice, it refills itself and can be drained again. If the drinker has negative healing, it can still heal in this way, and the effect has the negative trait instead of healing and positive.

ADEPT BENEFIT

7TH

The life essence shed from blood empowers your chalice. If you or an ally within 30 feet takes piercing or slashing damage from a foe's critical hit or takes persistent bleed damage, Drinking from the Chalice before the end of your next turn grants that injured creature greater restoration to make up for its lost vitality. On a sip, the temporary Hit Points granted to the creature increase to 2 + your Charisma modifier + your level. When drained, the chalice heals the creature 5 Hit Points for each level you have.

INTENSIFY VULNERABILITY

Your reinforced chalice can collect a creature's life force to become empowered. If you succeed at a Strike against the target of your Exploit Vulnerability, you increase the effect if someone Drinks from the Chalice before the end of that turn. Add an additional half your level to the temporary HP if the drinker sips, or add your level to the HP regained if the drinker drains the chalice. This effect isn't cumulative if you hit with more than one Strike.

PARAGON BENEFIT

When you or an ally drain the chalice, the overwhelming vitality it's collected helps you overcome many ailments. Reduce the drinker's clumsy, enfeebled, frightened, stupefied, and stunned values by 1. (This reduces the stunned condition only if it has a condition value, not when it has a duration.) The drinker also reduces its drained value by 1, but it can reduce its drained condition by Drinking from the Chalice only once per day.

In addition, the chalice attempts to counteract all poisons, diseases, and curses afflicting the drinker, using half your level rounded up as the counteract level and your class DC - 10 as the counteract modifier. If the chalice fails to counteract a given affliction for a drinker, it can't attempt to counteract that affliction again until midnight.

LANTERN

Lantern implements shine the light of revelation to part shadows and expose truth. You might use a common glass lantern, torch, paper lantern, or other similar light source. Lantern implements are associated with the harrow suit of stars and the astrological signs of the lantern bearer and the archer.

INITIATE BENEFIT

While you hold your lantern, its burning light leaves secrets no place to hide. You can light or extinguish your lantern as a free action once each turn with nothing but a thought, which has the concentrate trait. The lantern shines bright light out to 20 feet and dim light out 20 feet further; this has the evocation, light, and magical traits (the counteract level against magical darkness is equal to half your level rounded up).

The lantern's magical light attempts to reveal the unseen. You and your allies in the lantern's area of bright light gain a +1 status bonus to visual Perception checks to notice anything that is also within the bright light, and a +1 status bonus to checks to Recall Knowledge against creatures within the bright light, as the light exposes their true natures. During exploration, even if you aren't Searching, the GM rolls a secret check for you to find traps, environmental hazards, haunts, and secrets (such as secret doors). The GM rolls each time a given hazard or secret comes within 20 feet of you and within the lantern's bright light. These effects have the divination, magical, and revelation traits.

9TH

ADEPT BENEFIT

In addition to the initiate benefits, when you hold your lantern, its light reveals the invisible and the ethereal. The bright light increases to 30 feet, with dim light out 30 feet further. While you're holding your lantern, invisible and ethereal creatures within the bright light become visible as rippling distortions, though they're still concealed. This doesn't give you any special ability to affect a creature on the Ethereal Plane, but it ensures you're aware of the creatures' presence.

7TH

17TH

INTENSIFY VULNERABILITY

Your lantern's light flares and burns bright, leaving no shadows in which secrets and enemies can hide. Against the target of your Exploit Vulnerability, the status bonuses from the lantern's initiate benefit increase to +2. The creature takes a -2 status penalty to Deception checks and Stealth checks as long as it's within the lantern's light. The creature can't be concealed while it's in the lantern's light, though it still can potentially become hidden or undetected using cover or means other than the concealed condition.

9TH

PARAGON BENEFIT

In addition to the other benefits, your lantern reveals all things as they truly are. The bright light increases to 40 feet, with dim light out 40 feet further. While you're holding your lantern, the GM rolls a secret counteract check against any illusion or transmutation that comes within the lantern's bright light, but only for the purpose of determining whether you and others can see through it (for instance, if the check succeeds against a polymorph spell, you can see the creature's true form, but you don't end the spell). Use half your level rounded up as the counteract level and your class DC - 10 as the counteract modifier. On a failed counteract check, the lantern can't attempt to counteract that illusion or polymorph effect again until midnight. You can choose to leave any illusion or transmutation you discover intact, instead of counteracting it.

17TH

MIRROR

Mirror implements represent misdirection, illusion, and sleight of hand, bending and shifting a perspective and the way you look at things. While larger mirrors hold the same mystic connotations, thaumaturges always choose small, portable, handheld mirrors as implements so they can use them easily while adventuring. Mirror implements are associated with the harrow suit of keys, and the astrological signs of the stranger and the swallow.

INITIATE BENEFIT

You learn how to use your mirror to project another version of yourself whose realness is a matter of perspective. You gain the Mirror's Reflection action.

MIRROR'S REFLECTION 

ILLUSION | MAGICAL | MANIPULATE | THAUMATURGE

Requirements You're holding your mirror implement.

You reflect an illusory image of yourself into another unoccupied space within 15 feet that you can see. You are treated as being in both spaces until the start of your next turn. For example, you can attack, Seek, and provide flanking—even with yourself. You occupy both spaces.

Your mirror self mimics your actions exactly, but any effects you generate come from only one of your positions; you decide which each time you act. For example, if you made a melee Strike against a creature within reach of the reflection, you'd mime the actions of the Strike, but only the reflection would actually make the Strike. Anything that targets or would affect your reflection affects you and uses your statistics. Something that would target or affect both of you affects you only once. For example, a *fireball* that included both of you in its area would require only one save from you and damage you no more than once. When you move, you choose which square to move from, but the mirror effect ends (see below).

Some events force you to determine which image is the real you, and then end the effect and cause your mirror self to disappear; this happens automatically at the start of your next turn. It also happens if you choose to move out of your space. Other benefits of this implement add more events that can end the reflection. The effect also ends when you fall unconscious, at which point you decide which version is truly you.

ADEPT BENEFIT**7TH**

Your mirror self shatters into punishing shards when damaged. While Mirror's Reflection is in effect, when an enemy adjacent to one of your spaces damages you, that version of you explodes into mirror shards. This ends Mirror's Reflection (establishing the remaining version of you as the real one) and deals slashing damage to all creatures in a 5-foot emanation around where your mirror self was. The damage is equal to 2 + half your level or the damage of the triggering attack, whichever is lower. You're immune to this damage.

INTENSIFY VULNERABILITY**9TH**

Reinforcing your mirror lets it play tricks on your enemy's senses as it bends light this way or that. You become concealed to the target of your Exploit Vulnerability as your mirror warps its perceptions. As normal for concealment where your overall location is still obvious, you can't use this concealment to Hide or Sneak.

PARAGON BENEFIT**17TH**

You've become so skilled at reflecting yourself that you can combine making a reflection with your other movements to act right away. When you use Mirror's Reflection, you can have one of your selves immediately Interact, Seek, or Strike.

REGALIA

Regalia implements represent rulership, leadership, and social connections. While they differ in shape depending on regional customs and markers used to signify authority, common regalia implements are scepters, jeweled orbs, and heraldic banners. Regalia implements are associated with the harrow suit of crowns and the astrological signs of the patriarch and the sovereign dragon.

INITIATE BENEFIT

While you hold your regalia, you gain an air of authority and bolster the courage of allies who believe in you. Your regalia aids you when you attempt to convince others. You gain a +1 circumstance bonus to Deception, Diplomacy, and Intimidation checks. Allies who can see you can use Follow the Expert to follow you even if you're only trained in a skill and not an expert, due to the competence you clearly exude. When they do, the circumstance bonus they gain from Following the Expert is +1.

When you are holding your regalia, you gain an inspiring aura that stokes the courage of you and all allies in a 15-foot emanation who can see you, granting them a +1 status bonus to saving throws against fear. At the end of your turn, at the same time you would reduce your frightened value by 1, you reduce the frightened value of all allies within your inspiring aura by 1. Your aura has the emotion, mental, and visual traits.

ADEPT BENEFIT**7TH**

Your regalia's power increases, and so do the abilities it grants. The circumstance bonus you gain to Deception, Diplomacy, and Intimidation increases to +2, as long as you have master proficiency in each skill. When others use Follow the Expert to follow you, you grant them a +2 circumstance bonus if you are trained, +3 if you have expert proficiency, or +4 if you have master or legendary proficiency.

The courage your aura instills grows stronger. The +1 status bonus now applies to all saving throws against mental effects, rather than only against fear, and you and allies in your aura gain a +2 status bonus to damage rolls. At 11th level, this increases to a +3 status bonus to damage rolls, and at 17th level, this increases to a +4 status bonus to damage rolls.

INTENSIFY VULNERABILITY**9TH**

Your regalia implement makes you seem more confident and inspiring with each success. Whenever you successfully Strike the target of your Exploit Vulnerability, choose an ally that you can see. That ally gains a +1 circumstance bonus to its attack rolls against the creature until the beginning of your next turn. If the attack roll was a critical hit, the circumstance bonus increases to +2.

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SAMPLE THAUMATURGE

TRICKSTER

You use mirrors to confound and control areas.

ABILITY SCORES

Raise Charisma, Constitution, and Dexterity or Strength, depending on your weapon.

SKILLS

Deception, Stealth, Thievery

FIRST IMPLEMENT

Mirror

FEATS

1st Divine Disharmony, **2nd** Talisman Esoterica, **8th** Elaborate Talisman Esoterica, **14th** Grand Talisman Esoterica, **16th** Sever Magic



PARAGON BENEFIT

17TH

Your regalia grants you the true gravitas of rulership, tying together the hearts and minds of your allies and making it impossible for you to leave a bad impression. If you roll a critical failure on a check to Coerce, Make an Impression, or Request, you get a failure instead. When others use Follow the Expert to follow you, you grant them a +3 circumstance bonus if you are trained or +4 if you are an expert or above.

Allies in your inspiring aura aren't flat-footed from being flanked unless you too are flanked. If one of your allies in the aura is clumsy, enfeebled, frightened, sickened, or stupefied, the status penalty your ally takes from the condition is 1 lower than the condition's value as long as the ally remains in the aura, unless you too are affected by the same condition.

TOME

Tome implements embody lost knowledge and otherworldly insights. While a weathered book is most common, tome implements can have as many different form factors as there are ways to store knowledge, from carved clay tablets to bundles of knotted cords. Tome implements are associated with the harrow suit of books and the astrological signs of the stargazer and the underworld dragon.

INITIATE BENEFIT

While you hold your tome, lines of text appear on the open pages, revealing useful information. While you hold your tome, you gain a +1 circumstance bonus to all skill checks to Recall Knowledge.

During your daily preparations, you can gain the trained proficiency rank in two skills of your choice until you prepare again. You retain the benefit as long as the tome is on your person, even if you aren't holding it. At 3rd level, you're an expert in one of the skills and trained in the other, and at 5th level, you're an expert in both skills. Since these proficiencies are temporary, you can't use them as a prerequisite for a skill increase or a permanent character option like a feat.

ADEPT BENEFIT

7TH

In addition to the initiate benefits, your tome inscribes insights into creatures that you can use to strike them down. While holding your tome, at the start of your turn each round, attempt a check to Recall Knowledge about a creature of your choice that you're observing. If this check succeeds, you gain a +1 circumstance bonus to your next attack roll against that creature before the start of your next turn.

When you gain temporary skill proficiencies during your daily preparations, one is at expert proficiency and the other at master proficiency. At 9th level, you have master proficiency in both.

INTENSIFY VULNERABILITY

9TH

Your tome's power not only reads a creature's present but even records its future actions. When you use Intensify Vulnerability, roll a d20 and set the result aside. At any time until the start of your next turn, you can use the d20 result you set aside for an attack roll to Strike the target of your Exploit Vulnerability, instead of rolling a new d20; this is a fortune effect.

PARAGON BENEFIT

17TH

In addition to the other benefits, your tome's information alerts you to ambushes and attacks from your foes. While holding your tome, you can always roll a skill check for initiative against creatures or haunts using Esoteric Lore. If you do, you gain a +3 circumstance bonus to your initiative roll.

The initiate benefit's circumstance bonus to Recall Knowledge from holding your tome increases from +1 to +2. When you succeed at the Recall Knowledge check granted by the tome's adept benefit, the bonus applies to all attack rolls you make before the start of your next turn, not just your next one. Lastly, when you gain temporary skill proficiencies, both are legendary.

WAND

Wand implements are short, lightweight batons, usually made of wood but often incorporating other materials. Due to their association with spellcasters, wand implements are connected to magic and its practice, as well as the direction and manipulation of energy. Wand implements are associated with the astrological signs of the thrush and the sky dragon.

INITIATE BENEFIT

Your wand slowly collects ambient magic, which you can project at a foe in a barely controlled display of charged energy. When you gain this implement, choose whether your wand is attuned to cold, electricity, or fire. You gain the Fling Magic activity.

FLING MAGIC

CONCENTRATE | EVOCATION | MAGICAL | MANIPULATE | THAUMATURGE

Requirements You are holding your wand implement.

You fling magical energy at a target within 60 feet, dealing damage equal to 1d4 + your Charisma modifier to the target, with a basic Reflex save against your class DC. The damage is of the type you selected when you gained your wand implement. At 3rd level and every 2 levels thereafter, the damage increases by 1d4.

You can expend more energy than usual to boost the effect of Fling Magic, dealing d6s of damage instead of d4s. After you do so, the wand takes 1d4 rounds to recharge, during which you can't boost the wand's damage but can continue to Fling Magic normally. If you critically hit with a Strike, your wand recharges immediately as it draws in power from the clash.

Special This activity has the trait corresponding to the damage type you selected.

ADEPT BENEFIT

7TH

You gain versatility and additional benefits when you fire your wand. The range of Fling Magic increases to 120 feet. Choose a second damage type from the list; whenever you Fling Magic, you can select between either of the two damage types you have chosen. Fling Magic has an additional effect if the target fails its save and takes damage, depending on the type.

- **Cold:** The target becomes chilled, taking a –10-foot status penalty to its Speeds for 1 round.
- **Electricity:** The target is shocked, becoming flat-footed until the end of your next turn.
- **Fire:** The target catches flame, taking 1d10 persistent fire damage (or 2d10 on a critical failure). If you have the wand paragon benefit, this increases to 2d10 persistent fire damage (or 4d10 on a critical failure).

INTENSIFY VULNERABILITY

9TH

Your empowered wand surges with ever-more-powerful magic. When you Fling Magic to damage the target of your Exploit Vulnerability, you deal additional damage to the creature equal to 1 + the number of damage dice.

PARAGON BENEFIT

17TH

Your mastery of your wand grants you increased versatility, range, and area. The range of Fling Magic increases to 180 feet. You gain the ability to choose between all three damage types (cold, electricity, and fire) each time you use Fling Magic. When you Fling Magic, you can choose to target a single creature or to affect all creatures in a 20-foot burst.

WEAPON

Weapon implements are the most direct and confrontational, representing battle, struggle, and potentially violence. You can choose only a one-handed weapon as an implement, which allows you to channel energies into your weapon as well as hold your other implements once you gain them. Weapon implements are associated with the harrow suit of hammers and the astrological signs of the rider and the swordswoman.

INITIATE BENEFIT

Your weapon trembles slightly in your hand, seeking out your foe's weakness to it and interrupting their actions. You gain the Implement's Interruption reaction.

At 5th level, when you gain thaumaturgic weapon expertise, your instinctive knowledge of your weapon implement also grants you the weapon's critical specialization effect.

IMPLEMENT'S INTERRUPTION

EVOCATION | MAGICAL | THAUMATURGE

Trigger The target of your Exploit Vulnerability uses a concentrate, manipulate, or move action, or leaves a square during a move action it's using.

Requirements You're holding your weapon implement and are benefiting from Exploit Vulnerability against a creature. The creature must be within your reach if you're wielding a melee weapon, or within 10 feet if you're wielding a ranged weapon.

Your weapon senses a moment of weakness and guides your hand to strike down a foe. Make a Strike against the triggering creature with your weapon implement. If your attack is a critical hit, you disrupt the triggering action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

ADEPT BENEFIT

7TH

When your implement lashes out at your foe, even a close miss brings the weapon close enough to do harm. When you use Implement's Interruption and fail (but don't critically fail) the Strike, you deal 1 damage of the weapon's normal type, possibly applying any bonus damage due to the target's weakness.

prevent the implement from teleporting away if it succeeds at a Will save against your class DC. If the creature succeeds, you can't attempt to Call that Implement again; you must track the creature down to get the implement back.

ENHANCED FAMILIAR **FEAT 2**

THAUMATURGE

Prerequisites a familiar

By applying the best of multiple traditions of magic, you've found a more efficient way for your familiar to store its energy. You can select four familiar or master abilities each day, instead of two.

ESOTERIC WARDEN **FEAT 2**

THAUMATURGE

Prerequisites Exploit Vulnerability

When you apply antithetical material against a creature successfully, you also ward yourself against its next attacks. When you succeed at your check to Exploit a Vulnerability, you gain a +1 status bonus to your AC against the creature's next attack and a +1 status bonus to your next saving throw against the creature; if you critically succeed, these bonuses are +2 instead. You can gain these bonuses only once per day against a particular creature, and the benefit ends if you Exploit Vulnerability again.

TALISMAN ESOTERICA **FEAT 2**

ESOTERICA **THAUMATURGE**

You know how to assemble the supernatural objects in your esoterica into a number of temporary talismans. Each day during your daily preparations, you can make two talismans with an item level no higher than half your level. You must know each talisman's formula. A talisman created this way is a temporary item and loses its magic the next time you make your daily preparations.

You know the formulas for all common talismans in the *Core Rulebook* of your level or lower. You remember your talisman formulas through oral tradition or mnemonics, so you don't need a formula book for them.

TURN AWAY MISFORTUNE **FEAT 2**

ABJURATION **ESOTERICA** **FORTUNE** **MANIPULATE** **OCCULT** **THAUMATURGE**

Trigger You would attempt a roll affected by a misfortune effect. You perform a superstition, such as casting salt over your shoulder to ward off bad luck. Turn Away Misfortune's fortune trait cancels out the misfortune effect, causing you to roll normally. As normal, you can apply only one fortune ability to a roll, so if you Turned Away Misfortune on an attack roll, you couldn't also use an ability like Halfling Luck to alter the roll further.

4TH LEVEL

BREACHED DEFENSES **FEAT 4**

THAUMATURGE

Prerequisites Exploit Vulnerability

THAUMATURGE FEATS

Use this table to look up feats by name.

Feat	Level
Ammunition Thaumaturgy	1
Breached Defenses	4
Call Implement	2
Cursed Effigy	8
Diverse Lore	1
Divine Disharmony	1
Elaborate Scroll Esoterica	12
Elaborate Talisman Esoterica	8
Enhanced Familiar	2
Esoteric Reflexes	14
Esoteric Warden	2
Familiar	1
Grand Scroll Esoterica	18
Grand Talisman Esoterica	14
Haunt Ingenuity	1
Implement's Assault	18
Implement's Flight	16
Incredible Familiar	8
Instructive Strike	4
Intense Implement	18
Intensify Investiture	12
Know-It-All	8
One More Activation	6
Paired Link	4
Root to Life	1
Scroll Esoterica	6
Scroll Thaumaturgy	1
Seven-Part Link	16
Sever Magic	16
Share Weakness	10
Shared Warding	12
Sympathetic Vulnerabilities	6
Talisman Esoterica	2
Thaumaturge's Demesne	12
Thaumaturge's Investiture	10
Thaumaturgic Ritualist	4
Trespass Teleportation	14
Turn Away Misfortune	2
Twin Weakness	10
Ubiquitous Weakness	20
Unlimited Demesne	20
Wonder Worker	20

You can find the one weak point in a creature's scales, wards, or armor to get past its resistances. When you succeed at Exploit Vulnerability, you learn about the highest of the creature's resistances that can be bypassed (for example, if the creature has resistance to physical damage except silver), if the creature has one. If you prefer, you can choose the following benefit instead of one of the usual two benefits from Exploit Vulnerability.

SAMPLE THAUMATURGE

PROTECTOR

You use amulets to defend yourself and allies.

ABILITY SCORES

Raise Charisma, Constitution, and enough Strength and Dexterity for your armor.

SKILLS

Diplomacy, Intimidation, Medicine

FIRST IMPLEMENT

Amulet

FEATS

1st Root to Life, **2nd** Turn Away Misfortune, **4th** Paired Link, **16th** Seven-Part Link

Breached Defenses You can choose this benefit only if you succeeded at Exploit Vulnerability and learned the creature has at least one resistance that can be bypassed. Choose one such resistance. Your unarmed and weapon Strikes bypass the chosen resistance.

INSTRUCTIVE STRIKE

FEAT 4

THAUMATURGE

You attack your foe and analyze how it reacts. Make a Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge.

PAIRED LINK

FEAT 4

DIVINATION ESOTERICA FORTUNE OCCULT THAUMATURGE

You break a trinket such as a lodestone or jade pendant in two, creating a sympathetic link between the halves that bridges distance. During your daily preparations, you perform a short ceremony where you gift one of the two halves to a willing ally. On that ally, you can cast spells and use thaumaturge abilities that have a range of touch at a range of 30 feet instead, and the ally can cast spells that have a range of touch on you from a range of 30 feet. These effects last as long as you and the ally have their half; if either half leaves either of your possession for even a moment, or if you establish a link with a new ally during your next daily preparations, the link breaks.

THAUMATURGIC RITUALIST

FEAT 4

UNCOMMON THAUMATURGE

Your studies into the supernatural have resulted in an especially strong knowledge of rituals. You gain a +2 circumstance bonus to all primary checks to perform a ritual. You learn two uncommon rituals with a level no higher than half your level; you must meet all prerequisites for casting the ritual to choose it. You can cast these as the primary caster, but you can't teach them to anyone else or allow someone else to serve as primary caster unless they know the ritual as well.

At 8th level and every 4 levels thereafter, you learn another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites.

6TH LEVEL

ONE MORE ACTIVATION

FEAT 6

THAUMATURGE

You've forged a deeper bond to your invested items, allowing you to activate them more than usual. Once each day, you can Activate an Item you've invested even after you've used that activation the maximum number of times for its frequency.

You can do so only if the item's level is half your level or lower, the activation has a frequency of once per day or more frequent, and you haven't already used the activation this round.

SCROLL ESOTERICA

FEAT 6

ESOTERICA THAUMATURGE

Prerequisites Scroll Thaumaturgy

Your esoterica includes scraps of scriptures, magic tomes, druidic markings, and the like, which you can use to create temporary scrolls. Each day during your daily preparations, you can create a single temporary scroll containing a 1st-level spell of any tradition. The spell must be common, or you must otherwise have access to it. This scroll is an unstable, temporary item and loses its magic the next time you make your daily preparations if you haven't used it by then. It can't be used to Learn the Spell.

At 8th level, add a second temporary scroll containing a 2nd-level spell.

SYMPATHETIC VULNERABILITIES

FEAT 6

THAUMATURGE

Prerequisites Exploit Vulnerability, mortal weakness or personal antithesis

When you apply your will to invoke a vulnerability, the result is more powerful, and the vulnerability ripples out in a web from your main target to affect a broader range of creatures. This has one of two effects, based on the type of vulnerability you invoked.

While you have mortal weakness applied, your Strikes also apply that weakness against any creature that has that weakness, not just creatures of the exact same kind. For instance, if you used mortal weakness against a red dragon to apply its weakness to cold to your Strikes, those Strikes would also apply to the weakness to cold of fire elementals or any other creature with a weakness to cold.

While you have personal antithesis applied to a non-humanoid creature, you can apply your custom weakness to all creatures of the exact same kind. For example, if you used personal antithesis against an imp, the custom weakness would apply to other imps but not to other non-imp devils.

8TH LEVEL

CURSED EFFIGY ◀▶

FEAT 8

CURSE ESOTERICA THAUMATURGE

Prerequisites Exploit Vulnerability

Requirements Your last action was a successful Strike against the target of your Exploit Vulnerability, and the Strike dealt physical damage.

After your attack, you grab a bit of blood, cut hair, or other piece of the creature's body. You incorporate the material into a premade doll, paper figure, or other effigy to create a sympathetic link that makes it harder to resist your abilities. As long as you are Exploiting Vulnerability against that creature, it takes a -2 status penalty to its saving throws against thaumaturge abilities or items that use your thaumaturge class DC.

ELABORATE TALISMAN ESOTERICA

FEAT 8

THAUMATURGE

Prerequisites Talisman Esoterica

As you continue to collect talismanic esoterica, you improve your ability to create temporary talismans. You can create four temporary talismans each day instead of two.

Special You can select this feat a second time if you are 14th level or higher, allowing you to create six talismans each day instead of four.

INCREDIBLE FAMILIAR

FEAT 8

THAUMATURGE

Prerequisites Enhanced Familiar

By taking the best parts of each magical tradition, you've found a way to grant your familiar even more abilities than other familiars. You can select a base of six familiar or master abilities each day, instead of four.

KNOW-IT-ALL

FEAT 8

THAUMATURGE

Having heard every rumor or story in the book, you know that if you've heard of something in the first place, you've probably heard about it at length. When you succeed at a check to Recall Knowledge, you gain additional information or context about the given topic. When you critically succeed at a check to Recall Knowledge, at the GM's discretion, you might gain even more additional information or context than normal.

10TH LEVEL

SHARE WEAKNESS ◀▶

FEAT 10

ESOTERICA MANIPULATE THAUMATURGE

Prerequisites Exploit Vulnerability, mortal weakness

Requirements You are Exploiting a creature's Vulnerability using mortal weakness.

You select an object from your esoterica that has great personal value to you, such as a locket or treasured ring, and you grant it to an ally, establishing a personal link that allows your ally to affect an enemy as if they were you. The ally's Strikes apply the weakness from your mortal weakness the same way your Strikes do. This benefit ends when your Exploit Vulnerability ends or you Share Weakness again.

THAUMATURGE'S INVESTITURE

FEAT 10

THAUMATURGE

Prerequisites Charisma 16

Magical equipment and gear are the tools of your trade, and you know you need as many as possible to help you against the supernatural. You gain the Incredible Investiture skill feat, increasing your limit on invested items from 10 to 12. The limit increases to 14 if you have Charisma 18, 16 if you have Charisma 20, 18 if you have Charisma 22, and 20 if you have Charisma 24.

TWIN WEAKNESS ◀▶▶

FEAT 10

ESOTERICA THAUMATURGE

Prerequisites mortal weakness or personal antithesis

Requirements You're holding an implement and a weapon, you are using Exploit Vulnerability with mortal weakness or personal antithesis, and the target creature is within reach of both your implement and weapon.

As you make an attack augmented by your esoterica, you also press your implement against the creature, applying its weakness as your implement's energies sear the creature's flesh. Make a melee Strike against the target of your Exploit Vulnerability. On any attack roll result but a critical failure, you also press your implement against the creature, automatically dealing the additional damage from Exploit Vulnerability. This is in addition to any damage from your Strike, including the weakness the Strike applies from Exploit Vulnerability. This counts as two attacks when calculating your multiple attack penalty.

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SAMPLE THAUMATURGE

LOREKEEPER

You use tomes to channel knowledge.

ABILITY SCORES

Raise Charisma as well as other mental abilities, plus Constitution for survivability.

SKILLS

Diplomacy, Medicine, and Society

FIRST IMPLEMENT

Tome

FEATS

1st Diverse Lore, **2nd** Esoteric Warden, **4th** Instructive Strike, **8th** Know-It-All, **12th** Shared Warding

12TH LEVEL

ELABORATE SCROLL ESOTERICA

FEAT 12

THAUMATURGE

Prerequisites Scroll Esoterica

You've picked up more scraps of magic texts, improving your makeshift scrolls. In addition to your daily scrolls from Scroll Esoterica, add a scroll with a 3rd-level spell. At 14th level, add a scroll with a 4th-level spell. At 16th level, add a scroll with a 5th-level spell.

INTENSIFY INVESTITURE

FEAT 12

THAUMATURGE

Frequency once per 10 minutes

Your bond to your invested items enables you to put more of yourself into them. If your next action is to activate an invested item that has a saving throw DC, you can use your thaumaturge class DC instead of the item's DC if it is higher.

SHARED WARDING

FEAT 12

THAUMATURGE

Prerequisites Esoteric Warden

You ward your allies from the attacks of your foes whenever you apply those protections to yourself. When you gain a status bonus to AC and saves from Esoteric Warden, you can choose to grant the same benefit to all allies within 30 feet.

THAUMATURGE'S DEMESNE

FEAT 12

UNCOMMON ABJURATION ARCANE THAUMATURGE

You have claimed an area or location as your demesne, granting you the ability to ward and protect it. When you select this feat, choose a demesne, an area of no more than 2,000 square feet. You must legitimately own the area or, if it's a public area, you must lay claim to the area without anyone contesting it.

Once you've chosen your demesne, it's automatically protected by an arcane *private sanctum* spell with an unlimited duration, heightened to half your level rounded up and using your thaumaturge class DC in place of a spell DC, if necessary. Additionally, the demesne is attended by three unseen custodians, as a successful *unseen custodian* ritual (*Advanced Player's Guide* 245), and one object in the area gains an elemental sentinel, as a successful *elemental sentinel* ritual (*Pathfinder Secrets of Magic* 150).

14TH LEVEL

ESOTERIC REFLEXES

FEAT 14

THAUMATURGE

Prerequisites an implement that grants a reaction

Your bond to your implements is so strong that you can use their reactive abilities almost by instinct. At the start of your turn, you gain an additional reaction, which you can use for only the reactions granted by your implements.

GRAND TALISMAN ESOTERICA

FEAT 14

THAUMATURGE

Prerequisites Talisman Esoterica

You've completed your journey in studying esoteric talismans, gaining the ability to place multiple talismans on an item. Normally, affixing more than one talisman to an item causes the talismans to be suppressed, but when you Affix a Talisman, you can specially treat one item you're working on, allowing it to have two active talismans at once. This special treatment ends if you use Affix a Talisman to treat a new item with this ability.



TRESPASS TELEPORTATION 

FEAT 14

CONJURATION OCCULT TELEPORTATION THAUMATURGE

Prerequisites Exploit Vulnerability**Requirements** You are benefiting from Exploit Vulnerability.**Trigger** The target of your Exploit Vulnerability is within 120 feet and uses a teleportation effect.

You can hunt your foe to the ends of creation. You teleport along with the enemy, appearing the same direction and distance from it as you were before it teleported (or the nearest unoccupied space if your destination is occupied). Any allies affected by Share Weakness or Ubiquitous Weakness, if you have those abilities, can spend their reaction to teleport along with the enemy if they're within 120 of the enemy and choose to do so.

16TH LEVEL

IMPLEMENT'S FLIGHT

FEAT 16

PRIMAL THAUMATURGE TRANSMUTATION

By weakening your relation to the ground and strengthening your relation to the sky, you've learned to soar through the air, your implement carrying you as surely as any broomstick or pestle. As long as you're holding a thaumaturge implement, you gain a fly Speed equal to your land Speed.

SEVEN-PART LINK

FEAT 16

THAUMATURGE

Prerequisites Paired Link

Many traditions hold the number seven as significant. By exchanging pieces of a seven-part set of esoterica, you create a magical web by which your allies can affect each other at a distance. When you use Paired Link during your daily preparations, you can exchange linking esoterica with up to six willing allies, keeping one piece for yourself. In addition to the normal effects of Paired Link, if a linked ally casts a spell with a range of touch, they can target linked allies within 30 feet with that spell.

SEVER MAGIC 

FEAT 16

ABJURATION ARCANE ESOTERICA THAUMATURGE

Requirements You're holding an implement.

You apply a frayed thread, a pinch of fulu ash, or a similar undone charm to your weapon, and swing to break a spell. Make a Strike against an enemy. If you hit and deal damage, you attempt to counteract a single spell active on the target (your choice). Your counteract level is equal to half your level (rounded up), and your counteract check modifier is equal to your class DC - 10.

18TH LEVEL

GRAND SCROLL ESOTERICA

FEAT 18

THAUMATURGE

Prerequisites Elaborate Scroll Esoterica

You've completed the third and final step in your assimilation of scroll esoterica, granting you daily scrolls of incredible power. In addition to your daily scrolls from Scroll Esoterica and Elaborate Scroll Esoterica, add a single scroll with a 6th-level spell. At 20th level, add a scroll with a 7th-level spell.

IMPLEMENT'S ASSAULT 

FEAT 18

EVOCATION MAGICAL THAUMATURGE

Requirements You're holding an implement.

Your implement supercharges your weapon to shoot an impossible volley or carve through your foes. Make a Strike with your weapon against each enemy within 30 feet of you. You don't increase your multiple attack penalty until after making all the attacks. If your weapon is a melee weapon and any of the attacks are outside your reach, you Release the weapon before the Strikes, and it returns to your grasp after all of them. If your hands are full when the weapon returns, it falls to the ground in your space.

INTENSE IMPLEMENT

FEAT 18

THAUMATURGE

You have an exceptional link to your third implement. You gain the adept benefit for your third implement.

20TH LEVEL

UBIQUITOUS WEAKNESS

FEAT 20

MANIPULATE THAUMATURGE

Prerequisites Share Weakness

You've nurtured your bonds with your comrades, allowing you to share the benefits of your esoterica. When you use Exploit Vulnerability and choose mortal weakness, select any number of allies within 30 feet of you. Their Strikes apply the weakness from mortal weakness the same way your Strikes do. This benefit ends when you stop benefiting from Exploit Vulnerability. Since this effect depends on magically strengthening your bond to your allies, only allies with whom you've developed a rapport over the course of one or more days gain the benefit.

UNLIMITED DEMESNE

FEAT 20

ARCANE CONJURATION THAUMATURGE

Prerequisites Thaumaturge's Demesne

You can move your demesne here and there, bringing it wherever your journey takes you. Your demesne expands to a maximum of 10,000 square feet. Once per day, you can call your demesne forth, which takes 1 minute. This has the effects of *resplendent mansion*, except that it conjures your demesne from its previous location, with all the benefits of Thaumaturge's Demesne in addition to the those of the spell. You must be able to claim the new area, with the same restrictions as Thaumaturge's Demesne.

WONDER WORKER

FEAT 20

THAUMATURGE

Prerequisites legendary in Arcana, Nature, Occultism, or Religion
The thaumaturge's path culminates with the working of wonders. Once per day, you can align your esoterica to cast a spell of 8th level or lower that takes 1, 2, or 3 actions to cast. The spell must be common or one to which you have access. You can choose a spell of any tradition for which you're legendary in the associated skill (Arcana for arcane, Nature for primal, Occultism for occult, or Religion for divine). Use your thaumaturge class DC in place of any necessary spell DC and your thaumaturge class DC - 10 in place of any necessary counteract modifier or spell attack modifier.

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THAUMATURGE (ARCHETYPE)

Scraps of knowledge have taught you how to exploit the vulnerabilities of creatures and the powers of mystical objects.

MULTICLASS THAUMATURGE CHARACTERS

Thaumaturge suits characters who want to glean strange knowledge. It's especially useful for those who tend to fight with one-handed weapons, like swashbucklers or rogues, since they have their other hand free for an implement.

THAUMATURGE DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma 14

You've uncovered basic thaumaturgy. You become trained in thaumaturge class DC. Choose an implement; you can use it to Glimpse Vulnerability, but don't gain its benefits. You also gain a few esoterica, allowing you to use esoterica actions (page 32). You become trained in your choice of Arcana, Nature, Occultism, or Religion; if you were already trained in these, you become trained in a skill of your choice. You gain the Glimpse Vulnerability action.

Glimpse Vulnerability ◆ (esoterica, manipulate); **Frequency** once per round; **Requirement** You are holding your implement; **Effect** You glimpse a hidden vulnerability and then strengthen it to aid you. Select a creature you can see. Until you Glimpse Vulnerability again, that target gains weakness 2 against your unarmed and weapon Strikes.

Special You can't select another dedication feat until you have gained two other feats from the thaumaturge archetype.

BASIC THAUMATURGY

FEAT 4

ARCHETYPE

Prerequisite Thaumaturge Dedication

You gain a 1st- or 2nd-level thaumaturge feat of your choice.

ADVANCED THAUMATURGY

FEAT 6

ARCHETYPE

Prerequisite Basic Thaumaturgy

You gain one thaumaturge feat. For the purpose of meeting its prerequisites, your thaumaturge level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another thaumaturge feat.

IMPLEMENT INITIATE

FEAT 6

ARCHETYPE

Prerequisites Thaumaturge Dedication

You gain your implement's initiate benefit. If the benefit affects the target of Exploit Vulnerability, for you it affects the target of Glimpse Vulnerability instead.

MAGICAL KNOWLEDGE

FEAT 8

ARCHETYPE

Prerequisites Thaumaturge Dedication, trained in one of Arcana, Nature, Occultism, or Religion and expert in another. Increase your proficiency rank in one of Arcana, Nature, Occultism, or Religion from expert to master and in another

from trained to expert. You gain a skill feat associated with the skill you chose.

RESOLUTE

FEAT 12

ARCHETYPE

Prerequisites Thaumaturge Dedication, expert in Will

You've tempered your mind and become resolute against effects that strain your willpower. Your proficiency rank for Will saves increases to master.



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THE STOLEN CASEFILES

THE LAST MYSTERIES OF THE LONE ARCHIVIST

Cryptids. Secret societies. Deviant abilities. Mirror duplicates. Cults. Curses and pacts. Temporal anomalies. Mindscapes. Each topic presenting enough questions to fill a library, and each a mystery I was unable to solve. I know there must be something more behind them.

—K.H.W.

INTRODUCTION

THE ARCHIVIST'S TRAINING MANUAL

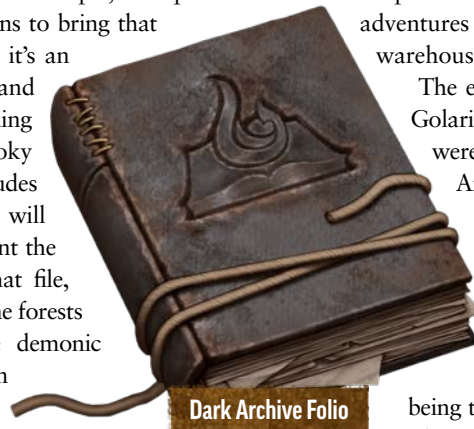
THE STOLEN CASEFILES

Cryptids
Secret Societies
Deviant Abilities
Mirrors and Imposters
Cults
Curses and Pacts
Temporal Anomalies
Mindscapes

SPELL & ITEM LISTS, GLOSSARY & INDEX

CAMPAIGN BACKGROUND—FOR GMS ONLY

The casefiles in this section each introduce setting information on a different paranormal topic, then present a variety of player and GM options to bring that topic to life at the table, whether it's an archetype that lets players command temporal magic or new space-bending hazards for GMs to use in spooky mansions. Each casefile concludes with a short mini-adventure that will make your players directly confront the paranormal topic discussed in that file, from a mysterious beast stalking the forests to the aftereffects of a strange demonic artifact. Each mini-adventure can be completed in one or two sessions, and they proceed from lower-level adventures to higher-level ones.



How your PCs initially come into possession of the Dark Archive folio is up to you. Perhaps it's buried in the back of the local tavern, left behind by a mysterious traveler who passed through. Maybe your PCs find it in their adventures through a lost library or Pathfinder warehouse, collecting dust but calling out.

The eight mysteries span the entire planet of Golarion. While the Dark Archive's agents were no strangers to global transit, the Lone Archivist took this a step further, creating a secret system to enable later agents to return to the site of his open casefiles, using a form of teleportation known as the *somnambulist's bridge*. When the bridge becomes active, usually due to an alarm, beacon, or similar signal

being triggered from the site of the casefile, the Dark Archive folio will flip open to the relevant location and the pages will glow with a hypnotic light. Viewers who gaze at the open book will find themselves growing drowsier and drowsier before finally falling asleep, during which they feel the sensation of floating gently through a dark void. When they awaken, they are at the adventure's location and can begin their daily preparation as if they had slept a full night, then proceed on the adventure. The *somnambulist's bridge* can be traversed only once to the destination and once back, after which point the folio closes the casefile, the mystery resolved.

Because these mini-adventures span only a single, short incident each, they intentionally do not reward players all of the Experience Points or treasure that they would normally receive in a full level of play. You can intersperse these casefiles between the main campaign of your players, with the folio opening to the next casefile at any point when the players are an appropriate level to take it on, or you can use the content of the casefile (or the content of an incident report) as a springboard to come up with your own paranormal home campaign. For instance, after finishing the cryptid-themed *Beast of Birchfrost* adventure, the PCs might find other cryptids in nearby towns and continue cataloging them until they are of the appropriate level to take on the next adventure, *Shaking the Helping Hand*. If you prefer to play through the adventure as a single campaign, you can also simply level your PCs up to the appropriate level whenever they clear a casefile—whatever approach best fits your group!

TABLE 4: STOLEN CASEFILE ADVENTURES

The adventures and the player level they are designed for are as follows. Each adventure is balanced for a team of 4 PCs.

Adventure	Level	Page
The Beast of Birchfrost	3rd	66
Shaking the Helping Hand	5th	86
A Song of Making and Unmaking	6th	108
Lady of the Harvest	7th	128
The Verdure of Ibydos	8th	148
Wishes in Krasnoprudny	9th	170
Tomorrow's Feast	10th	190
The Last Dream	12th	208

A number of single-page incident reports are also interspersed between the main casefiles, each describing a paranormal event logged by a different member of the Dark Archive, as well as a rules option to bring it to life at your game table.

USING THE CASEFILES IN YOUR CAMPAIGN

If your group is interested in playing through the adventure contained in this book, then ensure your PCs come across the Dark Archive folio—a small, unassuming bound book of notes and reports—within the game world, sometime before they reach 4th level to ensure they've been introduced to the story before the first adventure.



EYES IN THE FOREST, TRACKS IN THE MUD

ON CRYPTIDS AND OTHER STRANGE CREATURES

Fear gnaws at the back of our minds always, taking shape in the corners of our vision and rustling into the shapes we dare not envision. We've spent a great deal of time investigating legend given form, born from nowhere and nursed by rumor, and each time we think we've seen all the creatures our world has to offer, more crawl forth.

Cryptids aren't simply monsters, but rather beings that chafe against our sense of what's possible or right. Their very nature refuses logic. They're frayed threads of a larger tapestry. Perhaps they made sense with the whole once, but no longer, now simply disparate dead ends.

Cryptids occupy the minds of the general populace, and from there they're witnessed, or perhaps birthed. For instance, the ever-popular "Mosquito Witch" of Shimmerford. Our time there, just after the Archive disbanded when a hoax involving the cryptid entered the Chronicles, was largely spent accosted by locals peddling merchandise or self-proclaimed "cryptozoologists" chattering like summer cicadas. But it seemed clear to us something deeper was going on. In fact, the Mosquito Witch stories diverged into three different broad paths, each internally consistent but contradictory to the other two. Is this the case of three different cryptids, or perhaps one cryptid whose storyline diverged at some point in the past?

What determines popularity? Behavior? Appearance? Look at too many cryptids and suddenly normal animals appear strange. Study drawings of the Sandpoint Devil and an ordinary horse seems threatening. The Melfesh Monster's plantlike features only serve to emphasize the danger it represents. Perhaps it's inevitable the most famous of all are those cryptids, like the Sandpoint Devil, that intentionally leave behind scarred survivors to tell their tales. On the other end are cryptids that have thus far gone unnoticed in the academic community. Noted below are four cryptids that, to our knowledge, haven't been documented elsewhere.

THE IRONBOUND SIREN

I must admit few things unnerve me so much as open waters. Sometimes it feels as though as far as the sky stretches up to the stars, so mirrors the ocean down. And while the prospect of discovering the unknown excites me, I'm equally terrified of what lurks below.

Cryptids

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Serpents, krakens, and devilfish may swallow us whole and we stand helpless to do anything but pray. But what's truly frightening aren't the monstrous beasts that slither the undercurrents. Their motivations are clear. It's creatures we can't even begin to comprehend we should truly fear.

An expedition into arctic waters isn't my first choice of activity, but fishers from the Ironbound Archipelago spoke of a peculiar phenomenon where a strange choral singing could be heard in the distance. Setting out to sea, we could follow the sound. Most who set out never returned, and sometimes their vessels would arrive on shore, devoid of any signs of life save the clothes lying on deck, as if rashly discarded—reminiscent of the frequent disappearances on Lake Ocota.

Archivist Vyi was speaking to the helmsman of our vessel about some unrelated matter when we heard the sound. The singing grew louder as we approached, until our eyes caught the shining of multicolored lights below, bouncing off shards of ice. Though clear for quite a ways down, it was evident the lights were coming from much, much deeper. It was at this point the helmsman began shedding clothing, like a moth emerging from its cocoon. It took two of us to hold him back as he struggled, attempting desperately to dive into the water.

Sometime later, having managed to restrain the derelict helmsman, we set up an observation platform closer to the water, taking care to cover our ears—not that we'd have liked them exposed in sub-zero anyway. What we saw was chilling. Dozens of undressed bodies floating aimlessly around the source of the lights: a colossal jellyfish-like creature, extending nearly 100 feet across, scattering beautiful, scant light in all directions. Whatever this creature was, it seemed far more ancient than we could understand. Gazing on its light gave me an uncanny impression that in the course of its life it swam amid the stars themselves.

Upon our observation of it, the singing stopped abruptly. Though the creature made no movements toward us, the bodies pivoted to face in our direction, in unison. It was then we decided to pack up and move out. I had Archivist Galan navigate the ship until the helmsman returned to consciousness, seemingly no longer under whatever affliction had overtaken him. He reported very few memories of the occasion, simply that "it was like a warm dream."

FACSIMILE

Near Shokuro's capital city of Mukinami, a woodcutter walked into the forest, slept for one night, and returned a rich man, sporting bags full of golden coins. He first repaired his home with the money, then bought meat for his son, then gifts for his wife. Every new moon, he returned to the forest, slept for one night, then came out with a bag of gold. It wasn't long before he moved from buying necessities to luxuries, and from luxuries

to excess. The wealth twisted him, until he no longer resembled the humble woodcutter.

And then the typhoons hit. Powerful storms strong enough to tear through every home. "No matter," thought the woodcutter, only to find his hoard of gold had disappeared. He ran to the forest but to no avail. His wellspring had run dry. When he returned home, he found an angry mob of people, all complaining about the gold he'd paid them disappearing. The mob tore through his home and, in less than a day, he had even less than he started with.

This is the stuff of folktale and myth, a straightforward moral lesson about the importance of tempering one's greed. The kind of bedtime story my mother would tell (though the Varisian version of the story involves a high tide), half chiding. And we would've believed it remained firmly in that realm were it not for the ruined home in front of us. Interviews with aggrieved merchants churned out equally bizarre stories of disappearing gold, all stemming from the storms that ripped through the area. We seemed to be at a standstill until we spoke with the woodcutter's son, who'd evidently followed his father into the forest one night. He reported watching as the woodcutter tossed a coin and a large amount of meat scraps into a hole in the ground before returning home. The youth reported, quite specifically, saying this father's hands "glistened strangely, as if he'd dipped them in honey."

We took that lead and began to search the forest. The blood-swollen insects and spiked seed pods the size of my thumb left me with some sympathy for the woodcutter—I too would have leapt at any means to make my living other than felling trees in that miserable place every day. It wasn't long before Archivist Langbris, the younger one, discovered a patch of oddly uniform gravel. When we dug in, below the surface was a strange ooze of moderate size, from which we recoiled. However, upon observation, we discovered the miraculous source of the money: the ooze created materials, rather than destroyed them. Rather, it copied anything put into it. Except for meat. Any biological material put in was used to fuel the duplication.

The copies are remarkably detailed, and the ooze can even replicate complex objects, such as weapons. While testing however, we found there's one fatal flaw with these copies: they dissolve in water.

THE WALKER

It's the adjacency to normalcy, the almost-right that can cause the mind the most distress. An animal in the night rising up to stand on two legs, the improper gait of a shadow, or stretched features that don't quite fit. The Walker stalks among us, deep in the hearts of our largest cities. Most pay no heed to those they pass in the light of day. It's only at night when we see what isn't quite right, when our bodies are attuned to the paranormal.

At night in Absalom, on a leisure excursion no less, I caught sight of the Walker. It was in the form of a woman, and only in the brief torchlight did I catch her too-wide eyes and too-sharp teeth. I cleared my eyes and the figure was gone. Vexing. Had I more time, I would have gladly pursued this thread personally. Alas, we handed the assignment to another archivist who seemed delighted at “not having to go somewhere too weird this time.” The strange creature has many names across many continents. Reported sightings are erratic, but compound, the swirling rumors only reinforcing, maybe even manifesting, its presence.

I left the next day for Riddleport. It happens the previous encounter we’d had with the Walker took place there, and somewhere in my bones I knew we’d find it there again. A rash of disappearances, often late at night, and always just off major streets. Our initial suspect was a particularly irate spirit or some such, but, increasingly, bodies began turning up torn apart, missing limbs, tucked into with voracious bites. Every one of the victims seemed to have struggled. Too earthly to have been a vengeful ghost but too personal to have been a simple monster—the circumference of the bite marks indicated a humanoid mouth.

By happenstance, we encountered it one night in Oppara, catching its erratically long limbs leading up to a face completely devoid of features, save for the vague suggestion of a woman’s mouth. We attempted to apprehend the creature but were caught unaware by its preternatural strength and sent flying. It bolted, legs growing longer and longer with each stride.

ANGLER

Many times, we’re sent to investigate a string of disappearances, especially if traditional investigations turn up little of value. How people can continue to simply vanish in some of the most populated and well-monitored areas in the world is concerning. It’s important to keep one ear listening to the choir of rumor, especially in places so densely populated. It’s in those stories where we begin to narrow the scope of investigation to something more tangible. In rare cases, those rumors might cause the creature to manifest, or perhaps to metamorphose into something more.

In this case, we were in Sothis, where gossip spreads like a disease. A popular bedtime story told to misbehaving children concerned a spirit that would

cry for help, luring unsuspecting victims, only to drag them to the underworld. It was by sheer chance we heard this for ourselves, on a late night patrol through the winding streets. Though the sun had long since set, the city was still alive with lights and festivity, tables flooding from the cafes and bars into the streets, where workers enjoyed their drinks. It’s places like this where we feel at ease and most reminded of the importance of our work.

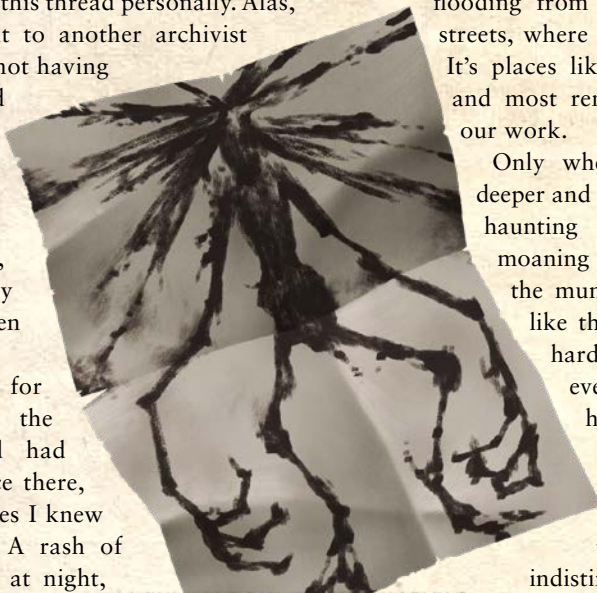
Only when we had broken off into deeper and darker alleys did we hear those haunting cries. Not screams. Liling, moaning cries. Encounters with even the mundane creatures of our world, like the Howling Banshees Incident, harden us to the monstrous, even the strange. But nothing haunts more than the sounds we hear from the mouths of ordinary people.

It took some work to trace—the sounds came indistinctly from a distance, but we located a route, albeit complicated, to the remnants of an underground laboratory.

Boards intended to seal the entrance had long since rotted out. All the while, the cries became louder, sometimes changing pitch, age, anything to get someone to notice them. When we came up on the creature, a handful of the younger archivists turned away, nauseated. Piles upon piles of human bones. A writhing mass of withered flesh sitting between, like so many worms spreading across the ground, with countless signs of experimentation—bolted-on alchemical devices, patches of scarred skin, and marks from needles, blades, and more. It was clear what had happened here and what it cost.

Archivist Nailah, an Osirian born during the Palemoon Crisis, skimmed through what records were intact enough to salvage. It’s no secret that fragile mortals seek the embrace of immortality, unable to envision the end to their time on the Material Plane. In the process of pursuing such things, creatures like this result, an attempt to emulate the power of the gods and bring new life into the world. Some attempts are more successful than others.

By many measures, the Angler was a success. It seemed to have been alive for a very, very long time. Even as we operated around it, it never stopped the cries, perhaps belonging to the countless people it had feasted on. It wasn’t very nimble, but it was strong. It took Archivist Ulf, big even by orc standards, and two others to secure it while we worked. But ultimately, it knew only how to prolong itself in twisted eternity, and had long outlived its purpose, maybe even consumed those who created it. Mere speculation.



The Walker (local child's depiction)

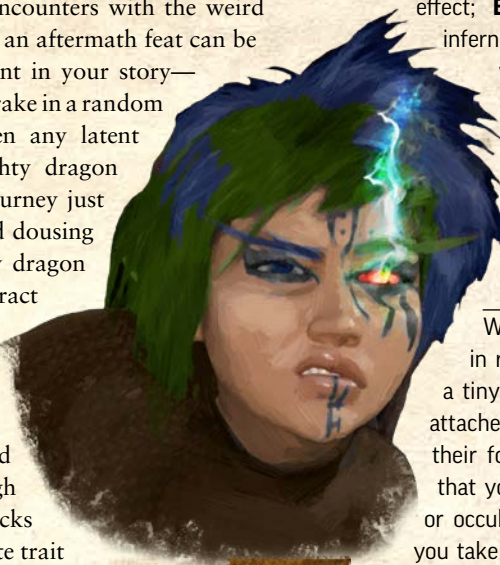
AFTERMATH FEATS

Stories abound of a battle-scarred hero, bathed in the blood of the fearsome dragon, awakening to a strange new power. The conflict changes their very being, leaving an unforgettable reminder that awakens greater power and a unique kind of heroism.

Rarity: Rare

Aftermath feats, which are always rare, represent new powers caused by dangerous encounters with the weird and deadly. The prerequisite of an aftermath feat can be met only at a dramatic moment in your story—slitting the throat of a drowsy drake in a random encounter likely won't awaken any latent abilities, but defeating a mighty dragon at the end of a long, heroic journey just might. A fool who runs around dousing himself in the blood of every dragon they slay is more likely to contract some sort of disease than manifest a new power.

Every aftermath feat is a class feat but can be taken by a character of any class, provided the character has gone through the unlikely ordeal that unlocks it. The feat gains the appropriate trait for the class of the character who selected it. If an appropriate story event occurs that fits the prerequisites of an aftermath feat of your level or lower, the GM might permit you to immediately retrain a class feat into the appropriate aftermath feat. An aftermath feat isn't something you can typically remove once you have one, so you can't retrain it in the normal manner. The GM might determine a specific quest or other procedure you could use to remove the aftermath feat.



Devil's Eye

Objection (fortune) **Frequency** once per minute; **Trigger**

You're about to attempt a saving throw against a linguistic effect; **Effect** Your devil's eye crackles with infernal glee as you discover a loophole in the wording of the triggering effect. You roll your saving throw twice, taking the higher result.

ECHO OF THE FALLEN **FEAT 4**

RARE **AFTERMATH**

Prerequisites You helped to lay a haunt, ghost, or spirit to rest.

With the utmost gratitude for your help in releasing them from their unearthly coil, a tiny sliver of a ghostly entity has remained attached to you. This manifests as an echo of their former self that follows you around and that you and anyone capable of casting divine or occult spells can see and speak with. When you take this feat, work with your GM to choose one martial weapon and one skill (or an advanced weapon if you're trained in all martial weapons) that are appropriate for the spirit; once you've chosen the weapon and skill, you can't change them. You gain the Accept Echo action.

Accept Echo (concentrate) **Frequency** once per day; **Effect**

You allow the echo to inhabit your body, gaining a glowing aura around you, shining pale-green irises, a resonating voice, and the silhouette of the spirit around your own body, all of which can be seen clearly by others. While in this state, you become trained in the weapon you chose and an expert in the skill you chose. Additionally, while you're in this state, the echo can speak and interact with the Material Plane using your body, and you gain a +4 status bonus to all saves against possession effects, as the possessing spirit protects you from other possessions.

This state lasts for 10 minutes, after which the echo disappears completely until the next time you make your daily preparations. You can Dismiss this effect.

At 7th level you become a master of the skill you chose, at 13th level you become an expert with the weapon you chose, and at 15th level you become legendary with the skill you chose.

DEVIL'S EYE **FEAT 4**

RARE **AFTERMATH**

Prerequisites You made a bargain with a devil or won a legal case or other similar duel of wits against a devil.

Your experience in the finer points of bargaining with a devil has awakened a sinister power that now inhabits your left eye. The eye is the same shape and iris color as your normal eye would be, but the sclera is a deep red instead of white and the pupil is a narrow, vertical slit. The eye grants you an abnormal understanding of the loopholes and legal processes employed to trap poor creatures that don't know any better. You gain the Objection reaction. You also become an expert in Legal Lore and gain a +1 circumstance bonus to any check you make to read or negotiate a treatise, contract, or similar text. At 7th level you become a master of Legal Lore, and at 15th level you become legendary in Legal Lore. You can use Legal Lore in place of Perception to detect verbal loopholes, double entendres, hidden meanings, code, or contradictions in a conversation you can hear. This doesn't let you fully understand coded speech but alerts you to its presence.

LINGERING CHILL **FEAT 4**

RARE **AFTERMATH** **COLD**

Prerequisites You've been brought to 0 Hit Points by an enemy that has the cold trait or an enemy's ability that has the cold trait.

The chill of ice entered your veins and never left, adjusting the internal temperature of your body. Your breath comes out in

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PATHFINDER

puffs, and your skin is as cold and smooth as the ice in your veins. You can cast *ray of frost* as a primal innate cantrip. You gain resistance to cold damage equal to half your level, and you're protected from severe cold temperatures.


ELYSIUM'S CADENCE

FEAT 6

RARE AFTERMATH

Prerequisites You've partied extensively with an azata or entered a romantic relationship with an azata.

You've been ensnared by an azata's infectious enthusiasm for life, love, and freedom that manifests as a pearlescent afterimage in your graceful movements, a spring in your soft steps, an ever-present melody in your euphonic voice, and eddies of passionate colors in your mesmerizing eyes. You gain a +1 circumstance bonus to checks to Make an Impression, or a +2 circumstance bonus if the target is chaotic good. You gain the Set Free reaction.

Set Free  (fortune) **Frequency** once per hour; **Trigger** You attempt a check to remove or counteract an effect with the confused, controlled, fascinated, immobilized, paralyzed, or restrained conditions; **Effect** You roll twice and use the better result.

JELLY BODY

FEAT 6

RARE AFTERMATH MAGICAL TRANSMUTATION

Prerequisites You've been reduced to 0 Hit Points while engulfed by an ooze.

Some of the ooze that surrounded you made its way permanently into parts of your body, turning you soft to the touch and semitransparent enough to show bones. You gain resistance equal to your level to precision damage and damage from critical hits. You can submerge up to 1 Bulk of items within your body by sticking them inside of yourself. While the protrusion of the item is still visible from the outside, the items don't count toward making you encumbered or your maximum Bulk while stored in you. You can Interact to retrieve or store an item submerged into your body.

GIFT OF THE HOARD

FEAT 10

RARE AFTERMATH MAGICAL TRANSMUTATION

Prerequisites You have succeeded at an important task given by a dragon, such as procuring a special treasure for their hoard.

In pleasing the cravings of a mighty dragon, they have deigned to impart some of their magical essence into your body. Your eyes begin to glow and change color while your limbs and neck grow a veneer of scales, all the same color as the associated dragon, accompanied by a near-insatiable desire to amass a hoard of your own. You gain the *dragon breath* sorcerer bloodline spell, emulating the breath of the associated dragon, and a focus pool of 1 Focus Point. If you already have a focus pool, increase your number of Focus Points by 1. You Refocus by counting and arranging your treasure.

SIPHON LIFE

FEAT 10

RARE AFTERMATH FLOURISH MAGICAL NECROMANCY NEGATIVE

Prerequisites You've been reduced to 0 Hit Points by an enemy with the negative trait.

Experiences with necromantic energy have left a permanent mark on you, casting you in a deathlike pallor, chilling your body temperature to be ice-cold, turning your very blood black, and giving you the power to rip out an enemy's life force. Strike with an unarmed attack. If you hit and the target is a living creature, it takes 4d6 additional negative damage, depending on its Fortitude save. If the target takes any negative damage, you gain an equal number of temporary Hit Points, which last for 1 minute.

Critical Success The enemy takes no additional negative damage and becomes temporarily immune for 1 minute.

Success The enemy takes half the additional negative damage.

Failure The enemy takes full additional negative damage.

Critical Failure The enemy takes double the additional negative damage.

PETRIFIED SKIN

FEAT 12

RARE AFTERMATH TRANSMUTATION

Prerequisites You have been petrified by an enemy.

It might have been a medusa, dracolisk, or even a fossil golem; regardless of the source, you were the target of some petrifying



Petrified Skin

effect, and an element of that stony gaze has remained with you, both protecting and slowly consuming you. Your limbs are coated with a layer of stone that rests atop your skin and covers more of your body as you lose health. You gain a stone fist unarmed attack that deals 1d8 bludgeoning damage, has the shove trait, and is in the brawling weapon group (unlike a normal fist, it doesn't have the agile or finesse traits).

Additionally, you become more petrified as your life force ebbs. When you have fewer than half your maximum Hit Points, you increase the damage die size of your stone fist from 1d8 to 1d10 and gain resistance to physical damage (except adamantite) equal to your Constitution modifier.

If you would gain the dying condition, you can choose to instead be permanently petrified and avoid the risk of death. When you do, you enter your petrified form with your full maximum Hit Points instead of the normal number. If you become unpetrified, you return to 0 Hit Points, as normal. You can't voluntarily end this petrification. Counteracting this petrification requires a casting of *stone to flesh* of a spell level equal to at least half your level, and a successful counteract check against the hard DC for your level. Other effects like *stone to flesh* have similar limitations, as determined by the GM. Each time you recover from this petrification, you gain a new scar on your skin in the shape of a long, thin crack.

DORMANT ERUPTION **FEAT 14**

RARE **AFTERMATH** **FIRE**

Prerequisites You've been brought to 0 Hit Points by an enemy that has the fire trait or an enemy's ability that has the fire trait.

A sweltering heat and sparks of flame that take the form of tiny copies of you surround your body. You're hot to the touch, gaining resistance 5 to cold and fire. Whenever an adjacent creature Strikes you with a melee attack or touches you, it takes 1d6 persistent fire damage. You gain the Thermal Eruption action.

Thermal Eruption **◆◆** (evocation, fire, primal) **Frequency** once per day; **Effect** You concentrate your thermal energy and explode it outward. All creatures in a 20-foot emanation take 14d6 fire damage with a basic Reflex save. Afterward, you lose all effects of the Dormant Eruption feat until your next daily preparations.

SINK AND SWIM **FEAT 14**

RARE **AFTERMATH** **WATER**

Prerequisites You've been brought to 0 Hit Points by an enemy that has the water trait or an enemy's ability that has the water trait.

Your body looks like it's made of flowing water, clear and pristine, providing a natural grace to all your movements. You gain a swim Speed equal to your land Speed. If you already had a swim Speed, it's increased by 10 feet. You gain the Water Transfer activity, which enables you to teleport through a body of water.

Water Transfer **◆◆** (conjuration, primal, teleportation, water) **Frequency** once per minute; **Requirements** You're on land

and adjacent to a body of water; **Effect** You sink into the water and emerge back onto land in another space within 120 feet that's adjacent to the same body of water. You can transport yourself, any items you're wearing and holding, and up to one other willing creature.

FEY LIFE **FEAT 16**

RARE **AFTERMATH** **HEALING** **NECROMANCY** **PRIMAL**

Prerequisites You helped to save a fey from a terrible fate, and you're not a fey.

There are some fates worse than death—and you worked to save a fey from one such fate. In return, your life became bound to theirs. Fey magic has since become a part of you, bringing the vibrant colors of the First World to you and all that surrounds you. Your skin, hair, all that you touch, and anything within 5 feet of you changes to the most brilliant hues possible, though the colors fade as you cease to touch an object or you move away. You gain the ability to cast *summon fey* as a 7th-level primal innate spell once per day. At 18th level the spell heightens to 8th level, and at 20th level it heightens to 9th level.

The first time you die after gaining this feat, the bond you made with the fey invokes the power of the First World to return you to life. Immediately after dying, you revive, becoming conscious (and wounded as normal) at 27 Hit Points, and you gain the fey trait. Your eyes become a rainbow of colors, and you take on a visual aspect of the fey with whom you are bound, such as by growing wings, horns, or a plantlike body. The change has no mechanical effect; for instance, the wings wouldn't allow you to fly, nor would horns grant a horn unarmed attack.

The second time you die, you reawaken in the First World with the full appearance of the fey that was bound to you. You become an NPC, unconcerned with your old mortal life. You can be returned to your previous life in the Material Plane by having allies spend 3 days building a shrine to the First World, giving three offerings that hold deep sentimental value for you or another, and holding a raucous, three-day long feast.

Any time that you die after that, you reawaken again in the First World with no memories of your previous life, and you can only be brought back by powerful magic such as a wish spell.

WALK ON THE WIND **FEAT 16**

RARE **AFTERMATH** **AIR** **MAGICAL** **TRANSMUTATION**

Prerequisites You've been brought to 0 Hit Points by an enemy that has the air trait or an enemy's ability that has the air trait.

A flighty breeze follows you wherever you go, granting a dramatic flair to everything you do. You're light on your feet, your voice gains an airy quality that allows it to travel further than normal, and your clothing and hair rustle gently around you at all times. You can Stride at half your land Speed across calm air. If you attempt to carry another creature with you while walking on air, even if it's in an extradimensional space, you fall.

CRYPTID ADJUSTMENTS

They resemble the familiar creatures common to the world, but are always just a bit off. The following sets of adjustments can make ordinary creatures suited to be cryptids.

EXPERIMENTAL CRYPTIDS

An experimental cryptid has been purposefully altered through alchemy, engineering, magic, or ritual to contain some degree of construct components. Although powerful, the process is volatile and imperfect.

EXPERIMENTAL CRYPTID ADJUSTMENTS

You can turn an existing creature into an experimental cryptid by completing the following steps. Increase the creature's level by 1 and change its statistics as follows.

- Increase the creature's AC, attack bonuses, DCs, Perception modifier, saving throws, and skill modifiers by 1.
- Increase the damage of Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Increase the creature's HP by the amount listed on the table.

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

EXPERIMENTAL CRYPTID ABILITIES

An experimental cryptid gains the experiment trait and, depending on the type of construct parts, might gain the alchemical trait, clockwork trait, or another construct-related trait as appropriate. An experimental cryptid gains the following abilities.

Darkvision

Augmented An experimental cryptid is partially artificial and designed in a way to specifically prevent biological afflictions and instant death. It gains a +2 circumstance bonus to saving throws against death effects, disease, and poison.

Operational Flaw An experimental cryptid has a flaw in its construction that can be identified with a successful Perception check to Seek against the hard DC of the creature's level. An experimental cryptid has weakness equal to its level to the attacks of any creature that has successfully located the experiment's operational flaw.

Clobber **◆◆** The experimental cryptid Strikes a creature. On a hit, the creature is pushed 5 feet (10 feet on a critical hit) and knocked prone. If this causes the creature to collide with a solid object, the creature takes an additional 1d10 damage. If the experimental cryptid is at least 5th level, this Strike deals one additional weapon damage die of damage, and if the experimental cryptid is at least 15th level, this Strike deals two additional weapon damage dice of damage.

Energy Wave **◆◆** The experimental cryptid unleashes a 30-foot line of energy of a type specific to the experimental cryptid (typically electricity or fire). Creatures in the area take 1d6 damage per level of the cryptid with a basic Reflex save. The experimental cryptid can use this ability once every 1d4 rounds. This action has the damage type's trait. If the experiments that reshaped the creature were magical, this action also has the evocation trait and the trait matching the magical tradition of the experiments (arcane, divine, occult, or primal).

Power Surge **◆** The experimental cryptid draws on its augmentations to empower its attacks. It attempts a DC 5 flat check. On a success, the experimental cryptid deals 1d6 additional damage with its Strikes until the end of its turn. On a failure, the experimental cryptid takes that much damage instead. The damage and traits for Power Surge are the same as those of Energy Wave.

This additional damage increases to 2d6 if the experimental cryptid is 9th level or higher, 3d6 if the experimental cryptid is 15th level or higher, and 4d6 if the experimental cryptid is 18th level or higher.



Experimental Bulette

MUTANT CRYPTIDS

Some strange creatures defy what's expected from others of their kind due to a peculiar mutation. A mutation can come from a wide variety of sources: a quirk in their lineage, effects from their environment, radiation from bizarre crystals, or exposure to uncontrolled magic. A mutant cryptid can defy the normal expectations of its kind. A water elemental might have a planar disjunction that changes its makeup moment to moment, or a werewolf might detest music instead of silver.

MUTANT CRYPTID ADJUSTMENTS

You can turn an existing, living creature into a mutant cryptid by completing the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- Add the rare trait.
- Increase the creature's AC, attack bonuses, DCs, Perception modifier, saving throws, and skill modifiers by 1.
- Increase the damage of its Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Increase the creature's HP by the amount listed on the table.

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

MUTANT CRYPTID ABILITIES

A mutant cryptid should typically either have all four the following abilities or just two abilities, not including unusual bane.

You might decide to give a specific mutant cryptid a unique mutant ability created just for that creature (or copied from a different creature). Such an ability replaces one of the three abilities that increases the monster's power, or replaces unusual bane if it's detrimental.

Unusual Bane The mutant cryptid gains an unusual weakness to a specific bane—such as aversion to saffron or to the sound of children's laughter. The first time each round the creature comes within 15 feet of its bane or interacts with its bane (such as stepping over a line of saffron or hearing children laugh) it takes an amount of mental damage equal to its level and must attempt a Will save with a hard DC for its level. On a failure, it's stunned 1 (stunned 3 on a critical failure).

Explosive End The mutant cryptid's death reveals one last surprise as it explodes into flame, acid, a pile of toxic goop, or something stranger still. Choose a damage type appropriate for the mutant cryptid. When it dies, it explodes, dealing 1d6 damage of the chosen type to each creature in a 10-foot

emanation, with a basic Reflex save against a standard DC of the creature's level. The damage increases by 1d6 at 3rd level and every odd level thereafter.

Shifting Iridescence (abjuration, magical) Whenever the mutant cryptid takes energy damage to which it isn't resistant or immune, after taking the damage normally, it gains resistance 5 to that damage type. If it had a resistance to a different damage type from shifting iridescence, it replaces the old resistance with the new resistance. The resistance increases to 10 at 9th level and 15 at 17th level.

Marrowlance The mutant cryptid can make wicked spears of bone erupt from its body. The creature can make marrowlance ranged unarmed attacks. Use the highest attack modifier from the creature's highest ranged Strike, as well as the damage from that Strike. If it has no ranged attacks, use moderate accuracy and low damage for the creature's level. Marrowlance unarmed attacks have a range of 60 feet and the versatile S trait.



Mutant Unicorn

PRIMEVAL CRYPTID

Scholars dream of discovering primeval creatures: remnants of an older age, long thought extinct. Primeval cryptids are resilient survivors of their kind or particularly clever individuals.

PRIMEVAL CRYPTID ADJUSTMENTS

You can turn an existing, living creature into a primeval cryptid by completing the following steps. Increase the creature's level by 1 and change its statistics as follows.

- Increase the creature's rarity to uncommon if it was common or rare if it was uncommon. If the creature was an animal, it loses the animal trait and gains the beast trait.
- Increase the creature's size by one size. If this makes the creature Huge or Gargantuan, increase the reach of all its Strikes by 5 feet.
- If the creature's Intelligence modifier is -4 or lower, increase it to -3 .
- Increase the creature's AC, attack bonuses, DCs, Perception modifier, saving throws, and skill modifiers by 1.

- Increase the damage of the creature's Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Increase the creature's HP by the amount listed on the table.

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

PRIMEVAL CRYPTID ABILITIES

Primeval cryptids gain two abilities from the list below. You can add more than two abilities if you wish to make an especially tough primeval cryptid, but you might need to weaken it in some other way to avoid making it too powerful.

Stench (aura, olfactory) 30 feet. A creature entering the emanation or starting its turn in the emanation must succeed at a Fortitude save against the standard DC for the creature's level or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the emanation, affected creatures take a -2 circumstance penalty to saves against diseases and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Broken Arsenal Fragments of broken blades and spears, the remnants of countless failed attempts to fell the primeval cryptid, remain lodged in its flesh. When an adjacent creature hits the primeval cryptid with a melee attack or otherwise touches it, that creature takes piercing damage equal to half the primeval cryptid's level (minimum 1 damage).

Grasp for Life \diamond (healing) **Frequency** once per week; **Trigger** The primeval cryptid would be reduced to 0 Hit Points; **Effect** The cryptid's will to live is second nature, and its second wind has allowed it to survive when others of its kind went extinct. The creature shrugs off death. Instead of being reduced to 0 Hit Points, its Hit Points become equal to four times its level (or 4 Hit Points for a level 0 creature).

Shockwave $\diamond\diamond$ **Effect** The primeval cryptid creates a shockwave by stomping on the ground, beating its tail on the ground, or making another similarly violent, percussive slam. Creatures on the ground within 30 feet of the primeval cryptid take 1d6 bludgeoning damage per level of the primeval cryptid (minimum 2d6 damage), with a basic Reflex save. On a critical failure, a creature is also knocked prone.



Primeval Winter Wolf

RUMORED CRYPTID

As stories spread about a rumored cryptid, the weight of collective belief transforms the creature to match the tales. The limits of its physical body no longer confine it.

RUMORED CRYPTID ADJUSTMENTS

You can turn an existing creature into a rumored cryptid by completing the following steps. Increase the creature's level by 1 and change its statistics as follows.

- Add the rare trait. If the creature was an animal, it loses the animal trait and gains the beast trait.
- If the creature's Intelligence modifier is -4 or lower, increase it to -3.
- Add Stealth with a modifier equal to its highest skill modifier.
- Increase the creature's AC, attack bonuses, DCs, Perception modifier, saving throws, and skill modifiers by 1.
- Increase the damage of the creature's Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Increase the creature's HP by the amount listed on the table.

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

RUMORED CRYPTID ABILITIES

All rumored cryptids gain the following abilities, unless they conflict with the theme of the creature.

Burning Eyes The cryptid's eyes are distinctive; perhaps they burn bright red in the dark night. The rumored cryptid gains darkvision. If the base creature already has darkvision, it gains greater darkvision.

Creature Obscura The cryptid appears in so many urban legends, it can be identified using Society or a Lore skill connected to a nearby settlement, in addition to the normal skills. However, much of the information known about it is dubious. The DC to identify a rumored cryptid is incredibly hard (rather than very hard for most rare creatures), but all failures to identify a rumored cryptid gain the effects of the Dubious Knowledge skill feat.

Shifting Form The cryptid is sustained by localized tales or reports from witnesses. As a result, its appearance morphs between different appearances. If all records of the rumored cryptid are destroyed or all witnesses die, the rumored cryptid ceases to exist.

Obscura Vulnerability The cryptid is weakened by those who seek its truth. Whenever a creature succeeds at a Recall Knowledge check to identify the rumored cryptid, the rumored cryptid becomes drained 1 (or drained 2 if the Recall Knowledge check was a critical success).

Stalk ♦ **Requirements** The rumored cryptid is undetected; **Effect** The rumored cryptid swiftly stalks prey from hiding. It Strides, then Strikes.

Vanishing Escape ♦ The rumored cryptid breaks away and fades into the background. It Strides, then Hides.

OPTIONAL ABILITIES

The rumored cryptid might have one or both of the following optional abilities.

Hybrid Form The cryptid's form morphs to be like a specific animal as the tales get longer. The rumored cryptid gains either a burrow, climb, or swim Speed equal to its land Speed.

Howl ♦♦ (auditory, emotion, fear, mental) The rumored cryptid calls out with a wretched sound no living creature should make. Each creature in a 30-foot emanation must attempt a Will save. A creature that fails is frightened 1 (or frightened 2 on a critical failure). A creature that succeeds is temporarily immune for 1 minute. The DC is the high DC for a creature of the rumored cryptid's level.



Rumored Owlbear

CRYPTID GEAR

Cryptid hunters make use of unusual gear to track down and uncover their hidden quarries, and those who find ingredients salvaged from a cryptid's corpse create new items that seem impossible to a normal crafter.

BALEBLOOD DRAFT

RARE ALCHEMICAL CONSUMABLE ELIXIR

Price 155 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This vial of murky, acrid-smelling liquid is derived from a blend of strange blood, typically coming from aberrations and cryptids. It has no special properties when used alone, but if you drink one shortly before drinking an alchemical elixir, you enhance the elixir's duration. Many tales of mysterious cryptids are actually based on encounters with people suffering the aftereffects of such concoctions.

After drinking a baleblood draft, the next elixir you drink within 1 minute that has a duration of at least 1 minute and at most 1 hour has its duration extended by 50% (so a lesser cheetah's elixir lasts for a minute and a half instead of 1 minute).

However, after pairing baleblood draft with another elixir, you suffer an eerie side effect for 1 week. This side effect never causes serious harm, although it might be inconvenient and is always ominous in appearance. All elixirs made in the same batch cause the same side effect. Drinking another draft with the same side effect extends the side effect's duration by another week, and drinking one with a different side effect causes you to suffer both effects simultaneously.

CHAOS COLLAR

COMPANION INVESTED PRIMAL TRANSMUTATION

Price 125 gp

Usage worn collar; **Bulk** L

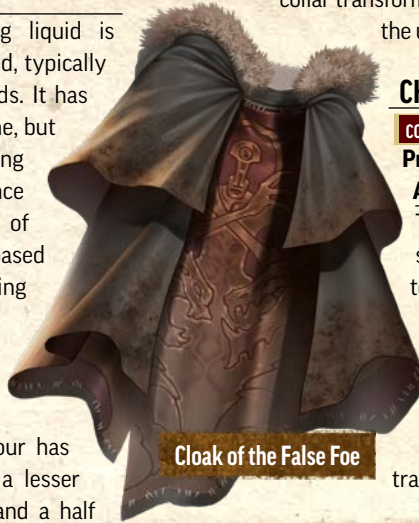
This unobtrusive collar is made to hide beneath an animal's fur or blend in against scaled skin. It's most often used by unscrupulous trophy hunters hoping to make a name for themselves by defeating threats they artificially created, using hapless animals as pawns.

A *chaos collar* fuses to its animal bearer the first time it's clasped around the creature's neck. Three nights per month, it transforms the animal into the form of a terrifying monster. The appearance is the same size as the original animal and doesn't change the animal's statistics, but it's always something new, horrifying, and unique to that particular *chaos collar*. The transformation lasts from

ITEM 10

dusk until dawn, and it occurs with complete randomness throughout the month.

An animal slain while wearing a *chaos collar* remains in the form it had at the time of its death. Once its bearer dies, the collar transforms into a scrap of dirty string and falls off, where the unscrupulous hunter can collect and use it again.



Cloak of the False Foe

CHIMERA THREAD

ITEM 4

CONSUMABLE MAGICAL TRANSMUTATION

Price 15 gp

Activate 10 minutes (Interact)

This multicolored skein is twisted together from strands of many different materials. When used to stitch together pieces from the carcasses of two or more animals, it fuses them into a single intact carcass of an outlandish-looking monster with characteristics of the component species. The thread disappears, leaving no obvious seams and smoothing the transition between the parts of the creatures.

CLOAK OF THE FALSE FOE

ITEM 12

INVESTED PRIMAL TRANSMUTATION

Price 1,850 gp

Usage worn cloak; **Bulk** L

Images of strange animals and distorted figures are woven into this coarse, fur-lined cloak.

Activate Interact (polymorph, primal, transmutation);

Frequency once per day; **Effect** The cloak rises to envelop your head and body, reshaping your appearance into that of a locally feared cryptid. If there is no such figure in local lore, the *cloak of the false foe* instead alters your appearance into a form imagined by the crafter of the cloak. One choice that occurs with disturbing frequency is a gaunt figure with triple-jointed fingers; an eyeless, hairless head with a lamprey mouth in the center of its face; and stubby tentacles waving down its neck. The transformation also grants the effects of either a 3rd-level *humanoid form* spell that lasts for 1 hour if you turn into a Medium cryptid, or a 5th-level *humanoid form* spell that lasts for 10 minutes if you turn into a Large cryptid.

While you're in cryptid form, any wounds left by your spells and Strikes appear to be the result of the cryptid's unarmed attacks and special abilities to a casual inspection. This doesn't alter the actual damage type inflicted or the effects of such attack. Someone closely studying the wounds can, with a successful DC 30 Medicine check, realize that magic has altered the appearance of the injuries.



Hoax-Hunter's Kit

HOAX-HUNTER'S KIT

ITEM 3

UNCOMMON

Price 50 gp

Usage held in 2 hands; Bulk 1

This wooden box unfolds into a stack of hinged trays holding calipers, magnifying lenses, acids and reagents, comparison sketches of species commonly mistaken for one another, and glass slides for specimen testing. When you use this kit to study accounts of a creature or what it left behind (such as spoor, tracks, or fur samples), you gain a +1 item bonus to Recall Knowledge about the creature or to Track the creature. In addition, if you fail to Recall Knowledge about the creature (but don't critically fail), you're able to eliminate at least one possibility of a common type of animal. For instance, you might be able to verify the creature isn't an owlbear, even if you get no further information.

OLD TILLIMAQUIN

ITEM 12

UNIQUE ENCHANTMENT MAGICAL

Price 2,000 gp

Bulk 3

This beloved tavern mascot is a shabby old stuffed beast mounted on an immense slab of ironwood. The beast is roughly the size and shape of a wolverine but with a broader snout, blue stripes along its upper legs and bristled back, and a club of spiked bone at the end of its long tail. No one can recall where *Old Tillimaquin* originally came from, how the taxidermic beast came to stand in its tavern, or even whether it's a genuine article. The tradition of rubbing its bronzed claws for good luck has been observed for so long that the front claws are worn to stubs. Local belief holds that as long as *Old Tillimaquin* stands, neither fire nor flood will claim its town.

Activate Interact (divination, fortune, occult); **Frequency** once per month; **Effect** You rub *Old Tillimaquin's* bronzed claws for good luck before setting out on a task that might benefit the town. You can reroll a single failed saving throw within the next 24 hours, but you must take the second result, even if it's worse than your original result. Each person who rubs the claws can benefit only once per month, but there's no limit to how many people can draw on *Old Tillimaquin's* luck.

SAMPLING AMMUNITION

ITEM 5

CONSUMABLE MAGICAL NECROMANCY

Price 22 gp

Ammunition arrow, bolt

The head of this arrow or bolt is a pointed glass cylinder with a hollow core. Upon hitting a corporeal creature, *sampling ammunition* captures a small portion of the target's skin, blood, and flesh. The sample falls to the ground below wherever the creature was hit. This sample is sealed and magically preserved inside its chamber, although it deteriorates normally once the cylinder is opened. *Sampling ammunition* can't collect samples from creatures made entirely of metal, stone, or other hard substances.

CRYPTID SIDE EFFECTS

The following side effects are appropriate for a baleblood draft or other items made from cryptids.

- Your shadow appears to be that of a monstrous, winged fiend. It sometimes claws and clutches at nearby creatures, even when you don't move.
- Light breezes die in your presence, and weather vanes within 50 feet turn slowly to point in your direction, creaking gloomily as they twist.
- Every time you cross the threshold of a sanctified place, you hear a phantom crash of thunder and are struck by a visible web of ghostly electricity, which causes no real damage but forces you to flinch.
- Your reflection appears as a pallid, skeletal version of yourself with distended fangs and sunken eyes. Any drawing or depiction of you made during this time transforms, over the course of an hour, into the same appearance.
- From dusk till dawn, wet blood wells up from the ground to fill your footsteps. Attempts to track you during this period gain a +4 circumstance bonus.
- Food and drink lose all their color after 24 hours in your possession, becoming monochrome black and white. This doesn't affect the edibility of your supplies.
- Your voice rises to a high, vibrating chorus of whispers that seems to contain at least five different voices speaking in unison. Your breath reeks of sulfur, and in cold air, the clouds you exhale are yellow rather than white.
- Your skin becomes disconcertingly clammy and anyone who touches you feels a brief, tingling numbness as though they had encountered a mild contact poison. You leave behind distinct fingerprints on every surface you touch, even those that shouldn't normally hold fingerprints—but the prints aren't your own.



Old Tillimaquin

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CRYPTID CLASS FEATS

While most druids and rangers deal with typical animals, plants, and natural creatures, you feel the call of the unknown. You've unlocked stranger techniques associated with mysterious cryptid beasts.

CRYPTIC SPELL

CONCENTRATE **DRUID** **MANIPULATE** **METAMAGIC**

Requirements You're in natural terrain.

You hide your magic in the croak of a frog, in the sway of the trees, in the howl of the wind, and the flicker of the will-o'-wisp. If the next action you take is to Cast a Spell, attempt a Nature check against all observers' Perception DCs. If you succeed at your check against an observer's Perception DC, that observer doesn't notice that you're Casting a Spell, even though verbal, somatic, and material components are usually noticeable, and spells normally have sensory manifestations that would make spellcasting obvious to those nearby. All of these are instead hidden in the natural sights and sounds of the environment.

This ability hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see you transform into a giant bear.

WOLF IN SHEEP'S CLOTHING

RANGER

Prerequisites trained in Deception

With a bit of hide, some antlers, and some cast-off fur, you can create a disguise that will fool even an experienced hunter. You can Impersonate creatures with the animal, beast, or

FEAT 4

plant traits, so long as they are either the same size or one size larger than you and have a body shape that conforms at least vaguely to your own (in other words, a typical humanoid could Impersonate a bear or an arboreal, but not a horse, giant scorpion, or assassin vine). Impersonating a larger creature doesn't change your actual size.

CAN'T YOU SEE?

FEAT 8

DRUID **RANGER**

Prerequisites trained in Occultism, expert in Stealth

The eye rebels, the mind recoils—no matter how much those who can see you try to explain what's there, their friends' gazes just skitter over you, like a bird afraid to land. A character who attempts to Point Out your location must attempt a DC 14 flat check. If they fail, their allies misunderstand them and aren't sure where you are. On a critical failure, their allies think they pointed you out in a different location entirely, chosen by the GM. Similarly, when a creature critically fails to Seek you while you're hidden to or undetected by it, it thinks you're in a different location chosen by the GM. In either case, you appear to be hidden to a creature that thinks you're in a different location, though you're actually undetected by it for targeting and further uses of the Seek action.

EERIE ENVIRONS

FEAT 8

DRUID RANGER

Prerequisites trained in Intimidation, trained in Stealth

The natural world can be scary to those not used to it—and you make it scarier still. If you're hidden from a creature, you can attempt to Demoralize it without losing your hidden condition—imitating the sounds of strange beasts or causing the foliage to rustle menacingly. When you do so, you don't take a penalty to your check if the target doesn't understand your language.

EERIE TRACES

FEAT 8

CONCENTRATE DRUID EXPLORATION MOVE RANGER

Prerequisites trained in Intimidation, trained in Survival

The tracks you leave behind are strange, somehow disconcerting and unnerving—they might travel backward, or through places no one would think to pass through. You change your tracks into eerie traces, moving up to half your travel speed as you do so. You don't need to attempt a Survival check to change your tracks, but anyone tracking you must attempt a Will save against the higher of your class DC or spell DC.

Success The tracker is unaffected.

Failure The tracker becomes frightened 1 for as long as it follows your tracks. This condition doesn't decrease until the tracker stops following you, and it comes back if the tracker resumes following your tracks. If the tracker enters into an encounter with you after following your tracks, it begins the encounter frightened 1.

Critical Failure As failure, but your disturbing traces cause the tracker to be frightened 2 instead.

FORGOTTEN PRESENCE

FEAT 8

UNCOMMON DRUID

The world conspires to keep you forgotten and unnoticed—memories cloud, ink stains out your name in ledgers, and portraits of you crack and warp over your face. Characters attempting to Recall Knowledge about you take a -2 circumstance penalty. Add *modify memory* to your spell list as a primal spell.

EERIE PROCLAMATION

FEAT 10

UNCOMMON AUDITORY CONCENTRATE CURSE DRUID LINGUISTIC
MANIPULATE NECROMANCY PRIMAL RANGER

Prerequisites expert in Occultism, expert in Survival

Frequency once per hour

Requirements You must be in either natural terrain or in abandoned or relatively unused artificial terrain (such as a darkened alley or haunted house).

You know there are places in the world that are just wrong—places where the birds don't sing and where you always feel like you're being watched. You can spot these places, and you can awaken them. To do so, you must gesture toward a 10-foot by 10-foot square you can see and make an ominous proclamation of some manner (i.e. "This is cursed ground," "That is an ill-omened place."). The next creature that enters the marked territory must attempt a Will save against your spell DC (if you're a druid) or class DC (if you're a ranger).

Success The target is unaffected.

UNSEEN ANIMAL COMPANIONS (UNCOMMON)

Cryptid animal companions look a touch peculiar, often with uncanny features or ones that seem to come from a different animal. If you take a feat that would normally allow you to choose to have your companion become a savage or nimble animal companion, you can choose to make it an unseen animal companion instead. An unseen companion increases its Wisdom modifier by 2 and its Strength, Dexterity, and Constitution modifiers by 1. It deals 3 additional damage with its unarmed attacks and deals an extra 1d4 precision damage against flat-footed targets (if the animal companion already deals precision damage, such as a cat, combine the precision damage). Increase its proficiency rank in Stealth to expert. It also learns the advanced maneuver for its type.

Failure Something goes horribly awry for the victim in the cursed ground. The details are up to the GM—it can be a purely "natural" accident (they step into an old bear trap, perhaps) or something stranger and more spectral. The target gains a condition for 2 rounds. Roll 1d4 on the table and use the failure column to determine which condition.

Critical Failure As failure, but the effect is astonishingly gruesome. Use the critical failure column, and the condition lasts for 1 minute.

d4	Failure	Critical Failure
1	Clumsy 2	Clumsy 3
2	Enfeebled 2	Enfeebled 3
3	Stupefied 2	Stupefied 3
4	Dazzled	Blinded for 1 round, then dazzled

OBSCURED EMERGENCE

FEAT 12

RANGER

Prerequisites expert in Stealth

You are, by nature, a thing of gloomy woods and barren wilds, and when you choose show yourself, a bit of this gloom clings to you, obscuring your form with strange distortions or mist. When you stop being hidden due to your own actions (not due to someone successfully finding you), you gain concealment until the start of your next turn as people's eyes find it oddly hard to focus on you. As usual for concealment involving an obvious visual manifestation, you can't use this concealment to Hide.

BIZARRE TRANSFORMATION

FEAT 14

DRUID MANIPULATE METAMAGIC

Prerequisites Wild Shape

The forms you take on defy belief—chimerical sights of twisted antlers or acidic drool. If your next action is to cast *wild shape*, you can change the damage type of a single unarmed attack granted by the *wild shape* form to one of the following: acid, bludgeoning, cold, electricity, fire, poison, piercing, or slashing. The chosen attack gains the appropriate trait.

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THE BEAST OF BIRCHFROST

Strange creatures seem to come up most often at the fringes of society, where they can easily fade into the background. The town of Birchfrost, off the Lake of Mists and Veils, has a legend of a local creature, once responsible for protecting the town. If there is anything more to this so-called “Beast of Birchfrost,” I am sure that the slightest change in circumstance might herald a dangerous change in the Beast, one the Archive would do well to mind. — K.H.W.

ADVENTURE BACKGROUND

Due east of Port Ice and off the shrouded shore of the Lake of Mists and Veils, the town of Birchfrost weathers the gales of late autumn and the seasons of political favor. As a settlement that thrives off furs the trappers bring in and the wealth of local fishers, Birchfrost’s independence is hardened against outside influence. However, this bounty depends on managing the local ecosystem. Without beavers to skin or whitefish to eat, Birchfrost would fall to the demands of Brevoy’s unsteady rule. While generational knowledge provides a guide on how many snares to put out or nets to place, the land also supplies a protector.

The Birchfrost Beast, as this protector is known, guards against greed. Local legend says the Birchfrost Beast appeared a few decades ago when a man came to town seeking fortune. He ignored the warnings of the town’s residents to limit his fishing only to what he needed for subsistence, instead casting out dozens of nets. In a single season, he brought in a catch equivalent to what an entire family would bring in over a decade. As he enriched his purse by packing the catch in caravans and selling it far

away from the shore, the rest of the town grew angry. The town knew he would leave with his boats once the lake was empty and the forests bare. Those remaining in town after his departure would be left destitute and starving.

As the town prepared to ensure they wouldn’t be starved of a future, he disappeared. Rumors abounded: one of the trappers killed the man and hid his body in the woods, the man fled in fear of such a plot, or he fell victim to a hex brought about by his own heedless greed. Seasons passed and the man’s story faded to a cautionary tale, until the day his campsite was found a hundred paces off a well-known path, torn apart by some clawed creature. Not long after the discovery, an unknown beast tore the snares from a poacher’s trap. The matching claw marks at both sites led to a rumor spreading that the town’s “guardian beast” was responsible for the incidents.

Those who live in the town have mixed feelings about the creature, some fearful and some grateful. The stories of the Birchfrost Beast seem to keep the creature living, as the power of years of belief transformed it from a territorial giant boar into legend itself. As the tales grow taller with each telling, so does the actual beast.

However, a new skipping song has enhanced both legend and source, transforming the beast into a more dangerous one: it aggressively attacks anyone it finds in its territory, not just those engaged in over-hunting.

GETTING STARTED

As the PCs doze off in front of the Dark Archive folio, the magic of the *sommambulists' bridge* takes hold. A strange drifting sensation fills the PCs' bodies as they fall asleep, and time stretches and contorts as darkness swallows them. Then, like waking from a dream, the PCs come to their senses as the bracing cold air of Birchfrost touches their cheeks—they have arrived at their destination, the Dark Archive folio slamming shut with a clap and dropping to the ground before them.

The Adventure begins as the PCs hear a commotion outside of the supply store. A local trapper, the grizzled **Tola Regoli** (NG female half-elf trapper) limps from the trailhead, without the companions who departed with her. As she drags herself into a rocking chair set outside her home, she begins to unwind the makeshift sling securing her arm. The PCs can overhear gossip already spreading about what happened: Tola went out to set snares with two other trappers this morning. She made it back, albeit with a broken arm, but the other trappers are still missing.

Read or paraphrase the following when the PCs catch her attention.

"Come around here," the scarred half-elf Tola says as she gingerly presses on her wounded arm. "You seem sturdy enough folks with time on your hands. I don't want to leave my people out there with that beast and no backup. If you're of sound body and adventurous spirit, I'd appreciate it if you could try and find them."

If the PCs express interest, Tola explains what happened. She takes a swig from her canteen to wet her throat before launching into the tale. It was a typical day of setting up traps to catch some beavers for their pelts with her crew. She works with two twins just out of adolescence, **Iri** and **Shei** (N female human hunters), who usually have good heads about them. While she and the other trappers were setting up their snares, a furred beast burst from the ground below. Tola swears it looked like a badger, but Iri was going on about a devil attacking her. The creature dug back into the ground, so Tola made the call to take the traps and leave. When she leaned over to collect them, the creature struck at her from behind. She fell on her arm and felt something in her wrist snap.

By the time she fought off the nausea and scrambled back to her feet, the others were fleeing. She was in no state to keep fighting, so she followed. As they fled through the forest, she jostled her injured arm and had to slow down due to the sudden pain. During that moment, she lost track of her allies. She thought they would follow the game trails

ABOUT THIS ADVENTURE

Recommended Level: Team of four 3rd-level characters.

The Beast of Birchfrost takes place on the shores of the Lake of Mists and Veils, where tales of the town's local cryptid appear to have changed from a local protector to something more sinister. The PCs will have to track and confront whatever this creature is to get to the bottom of the local tales.

back to town, but clearly she made it back before them. While they're capable in the woods, the attack concerns Tola. She asks the PCs to find Iri and Shei, saying she has a bad feeling about the situation.

If the PCs ask more questions about the beast, she scoffs and says she didn't believe the stories before today and wasn't expecting to see it. The Birchfrost Beast's tale is best told by a local net-maker named Ligh, since Tola stopped listening to it once she was taller than her dad's apron strings.

Treasure: If the PCs express any hesitation about facing the Birchfrost Beast, she offers to help equip them. She has a set of studded leather armor, her *+1 dagger*, and a pair of *lesser healing potions*. Even if the PCs don't express concern, she volunteers this equipment. If the PCs agree to help, she promises her finest pelt in exchange for word of Iri and Shei's safe return.

ASKING AROUND THE TOWN

After the discussion with Tola, the PCs can learn more about the Birchfrost Beast. The PCs can attempt a DC 18 Diplomacy check to Gather Information. If they follow the lead from Tola and try to find Ligh, they gain a +2 circumstance bonus on this check. On a success, the PCs meet with the young net-maker, **Ligh** (N agender human weaver), who has been collecting tales of the Birchfrost Beast. Over tea, they tell the story of the rich man's folly and the Birchfrost Beast (see Adventure Background). On a critical success, a PC gains the favor of Ligh's shy child, Mae. Mae teaches them a skipping song about the beast that hunts hunters in the woods, though Ligh chuckles and says the song's incorrect, and the beast should only attack those who don't respect the natural balance of the world.

Walk through the forest, skip through the trees

Listen to the wings flap on the breeze.

Touch a leaf, skip a beat, fall your cheeks turn red

Hunt in the Birchfrost, soon you'll be dead!

If the PCs fail the Diplomacy check to Gather Information, Ligh and the other villagers aren't willing to talk to them about the beast, worried it might take offense and strike back against them. Regardless, proceed to Hunting the Beast (page 68).

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DEPICTING THE BIRCHFROST BEAST

Throughout this adventure, the PCs will find signs of the Birchfrost Beast. Until they meet the beast after the stakeout in area **A**, they only find tracks or occasional remains, like a stray tuft of fur, tusk marks, or hooved tracks. Once the PCs see the Beast, the confusion continues. The Birchfrost Beast blends into the natural landscape and moves quickly. Its appearance is unstable, though it typically appears as a large boar with enlarged, mole-like claws it uses to burrow.

Depict the creature as though the PCs only glimpsed it and provide different PCs with different details. For example, a PC attempting to engage the Beast in melee combat focuses on its mauling tusks, while a PC that stays far away notices the claws on its hooves that help it burrow. These descriptions can (and should!) contain contradictory details, as the creature's appearance is more myth than fact at this point.

HUNTING THE BEAST

Once the PCs have finished their exploration of the town, they can find the trailhead and begin searching for the other trappers. A PC can follow Tola's tracks back to the snares with a successful DC 16 Survival check to Track. After successfully following the tracks for an hour, after 4 hours of thorough wandering if none of the PCs are trained in Survival, or if they fail four times in a row, the PCs find the site. Examining the snares reveals they were broken by a creature with large claws. Searching the site reveals two sets of tracks: Tola's and then the paired humanoid footsteps of the other trappers. With a successful DC 18 Perception check, a PC can spot disturbed areas of the ground consistent with the burrowing Tola described. A PC trained in Survival can continue to Track the Beast with a successful DC 18 Survival check.

Following the humanoid tracks doesn't require a check as their boots made clear impressions. It takes 1 hour for PCs following these to find Iri and Shei sitting at the top of a poplar tree. They lost the trail and are relieved to see help, particularly since they haven't been able to leave their perch. The Birchfrost Beast has been stalking them since they were attacked in the woods, and they beg the PCs to help them by hunting it down. If asked about the attack or the beast, both Iri and Shei tell a story similar to Tola's (see Getting Started). However, the two trappers have wildly different descriptions of the beast. Iri says it burst out of the ground with furious snapping teeth, while Shei describes how it had a tail that felled a sapling with

its force. Both of the twins are certain of what they saw, leaving the PCs to make their own sense of the strange creature. This difference is due to the beast's nature as a creature of rumor and legend whose appearance matches the viewer's expectations, so each telling is, in fact, true.

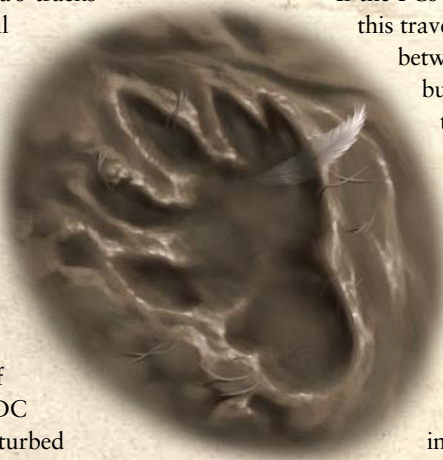
Iri and Shei explain the creature has returned every few hours, though it hasn't been able to reach them up in the tree. They last saw it on a rocky beach with good tree cover and a small cliff. The trappers recommend trying to catch the Birchfrost Beast unaware (see the Stakeout section on page 69). If the PCs took 4 or more hours to reach the trappers after departing Birchfrost, the trappers suffer from exhaustion and hypothermia and require help to return to Birchfrost safely without being caught by the Beast. Accompanying them to the town causes the PCs to lose 1 Stakeout Point, as the PCs lose valuable time.

Following the Birchfrost Beast's tracks or the trapper's instructions leads to the lakeside trail the Birchfrost Beast regularly patrols. While traveling to the trail, each PC can attempt a Perception, Nature, or Survival check to find signs of the Beast, hints about its capabilities, or the way it patrols the local woods. The DC for this skill check is 16. On a success, the PCs earn 1 Stakeout Point (2 points on a critical success; see the Stakeout section). On a critical failure, the PCs lose 1 Stakeout Point.

If the PCs earn at least 2 Stakeout Points during this travel, they discover the creature alternates between walking above ground and burrowing under the surface. These tracks show the beast has five-toed hooves with claws. On a successful DC 16 Nature check to Recall Knowledge about these tracks, a PC learns they don't belong to any known animal, though the hooves bear a passing resemblance to a boar. At that point, attempting to Recall Knowledge to learn more requires a Nature check with a DC of 30 (an incredibly hard 5th-level DC because of the beast's creature *obscura* ability), so it's extremely unlikely the PCs will be able to do so, and far more likely they will receive false information from a critical failure instead. Focus any false information various PCs deduce on contradictory descriptions to make it seem like PCs couldn't both possibly be right. Later, when they encounter the creature, they'll realize what happened. If a PC actually identifies the creature successfully, be sure to explain to them about rumored creatures and how they come to be. Their success also means the beast becomes drained, due to its *obscura* vulnerability.

A. LAKESIDE TRAIL

The lakeside trail the Birchfrost Beast frequents is approximately 3 miles from the trapping site, or about 7 miles out from Birchfrost.



Read or paraphrase the following as the PCs approach the Lake of Mists and Veils.

Just past the tree line, the elevation drops substantially. From the eroded ground, tree roots emerge like tendrils. A well-marked trail slopes down to the rocky shore below. Past the curve of the trail, haze burns off the lake. The fog still clings to the day, softening the shape of the natural features until they disappear into the milky distance. Bird calls, croaking frogs, and the rustle of trees cut through this muffled world. The sounds occasionally turn sharper, like a branch snapping under something's weight.

The drop-off between the tree line and the shore is 20 feet. The steep slope of the trail descends 5 feet per square. The shoreline is rocky and solid beneath the PCs feet, though occasional large rock formations jut out of the sand and can be used for cover. The thick brush beneath the tree provides cover for any creature within it. The lake's eponymous misty fog obscures vision past 100 feet.

STAKEOUT

The Birchfrost Beast's patrols are irregular, so finding the Beast requires patience on the part of the PCs. If they choose to follow the hunters' advice, the PCs can choose to set up a stakeout in the area where the Beast was last seen. The PCs have two rounds of preparation available, with each round lasting approximately 1 hour. However, the PCs aren't aware of how much time they have available; as far as they know, the beast could arrive after any number of rounds.

Below are some common plans that PCs might try. The DC for all skill checks is 16, though an appropriate Lore skill might be DC 14. On a successful check, the PC earns 1 Stakeout Point. On a critical success, the PC earns 2 Stakeout Points. On a critical failure, the PC loses 1 Stakeout Point. If the PCs present a plan other than the ones below, do your best to determine the appropriate skills, either using DC 16 if the plan seems reasonable, or a higher or lower DC if the plan is especially clever or implausible. Spending an hour on a stakeout plan is an exploration activity. Different PCs can attempt different plans at the same time, and each contributes to the others. For instance, if one PC is acting like a careless hunter while another searches for tracks to find the best approach and the remaining PCs prepare a counter ambush, these all contribute to the stakeout.

Coax It Out: By mimicking the stories they heard about the creature, a PC can attempt to coax the creature out. This requires the PC to purposefully mimic the behavior that summons it, such as setting traps or attempting to cast nets into the lake. A Deception or Society check is required to accurately remember the stories and reenact the actions in a believable manner.

Counter Ambush: The lakeside has ample cover, allowing a PC to set up blinds to hide behind and prepare camouflage in the hopes of spotting the beast as it moves through. PCs using this option use the Avoid Notice exploration activity. Preparing a hideaway requires a Stealth check.

Find Tracks: By assessing the area for natural game trails or tracks with a Survival check, a PC can identify the most likely approach that the Birchfrost Beast will take.

THE BEAST APPROACHES

MODERATE 3

After 2 hours of preparations, the Birchfrost Beast enters the area during its patrol of the forest. The creature's exact approach and awareness of the PCs depends on how many Stakeout Points the PCs earned.

3 or Fewer Points: The Birchfrost Beast notices the subtle changes to the local area. It's aware of the PCs as it approaches the area and takes precautions. It Avoids Notice as it approaches by burrowing from the east.

4-6 Points: The Birchfrost Beast approaches from the west, unaware of the PCs' current position.

7 or More Points: The PCs' preparations hide them expertly from the Beast until it's almost upon them. It approaches from the west and has the flat-footed condition for the entirety of the first round.



The Birchfrost Beast

Creatures: The Birchfrost Beast typically patrols this area from west to east, seeking out any trappers in the tree line before approaching the shore to find anglers. It focuses on PCs that appear to be hunters, starting with any PCs that attempted to raise its ire and Coax it Out during the stakeout, then turning to those who use abilities like Hunt Prey or items like snares during the fight. It uses hit-and-run tactics, preferring to approach from underground, use its Blur Form ability to disappear into the underbrush, and then Stalk. If reduced to less than half its Hit Points, the Birchfrost Beast attempts to flee back to its lair to the east.

THE BIRCHFROST BEAST CREATURE 5

Rumored daeodon (page 61, *Pathfinder Bestiary* 43)

Initiative Perception +13

Speed 40 feet, burrow 40 feet

Development: The fleeing Birchfrost Beast points the PCs in the right direction to find its lair, either by following the creature as it attempts to escape or finding one of the well-packed paths along the way. If the PCs defeated the Birchfrost Beast before it started fleeing, Searching the area uncovers these same tracks. Examining the tracks with a DC 16 Survival check reveals the Birchfrost Beast is the main creature using this path, but occasionally two smaller but similarly hooved creatures also use this path. Following the trampled path doesn't require any skill checks and leads the PCs down a winding route alongside the shore. After about 10 minutes of walking, the path ends by an eroded cliff (see area **B**).

B. CLIFFSIDE LAIR

Nestled into the side of the cliff is an opening, large by human standards but easily overlooked in the eroded cliffside. This naturally occurring cave in the cliffside served as the original lair of the Birchfrost Beast years ago, back when it was only a foul-tempered daeodon. When the rich man attempted to make his fortune, he camped too close to the daeodon's lair. At night, when it emerged to forage for food, it caught the rich man unaware. A scuffle ensued, and the daeodon was victorious. The transformation to the Birchfrost Beast began later, after it tore out the rabbits caught in snares during a hard winter. As its story and reputation spread, its foul, territorial nature changed with the tales, turning the Birchfrost Beast from an ordinary creature to an ecological protector.

If the Birchfrost Beast escaped, it engages the PCs in a desperate last stand at the entrance to this lair. It fights more aggressively than by the lakeside and attempts to injure the PCs enough to drive them off. Past the entrance, light leaks in, illuminating area **B1** and filtering to dim light in area **B2**. The height of this cave is 10 feet.

B1. FOOL'S GALLERY

Read or paraphrase the following as the PCs enter the cliffside lair.

Sunbeams filter through the ivy curtain at the entrance of the cave, illuminating a grisly scene in soft lighting. Humanoid corpses in varying states of decay are laid out in haphazard positioning. Over a dozen bodies are present among the sickly sweet stench of death.

A passageway in the cave winds past the corpses and into deep shadow.

This area contains the remains of the poachers killed by the Birchfrost Beast. The remains still have all their possessions and have been killed in a similar manner. A successful DC 18 Medicine check identifies the cause of death as bodily trauma from when the Birchfrost Beast charged at them with its tusks. None of the remains have been consumed or otherwise disturbed. In all, the fifteen bodies line up in a grisly timeline.

The first body is a tall human dressed in a quilted damask vest, which a successful DC 18 Society identifies as a fashionable style from approximately eight decades ago. This is the original man from the Birchfrost Beast's tale. The next six bodies have about a decade between each death, until the most recent eight that all died within the past year. The newest body is a halfling whose leg is still stuck in a snare and seems to have died about a week ago. If the PCs return the halfling's body to Birchfrost, they can be identified as a tourist who was interested in gathering local flowers for dye. The clothing and equipment on the bodies are too soiled by decay to be of any value.

B2. THE NEST MODERATE 3

Read or paraphrase the following as the PCs enter this area.

In the dim light of the cave, shadows obscure a den of long grass. The air in this space stills, diminishing sound. Damp natural clay forms the sides and floor of this area, making every footstep squelch and covering everything in cool moisture.

The Birchfrost Beast and its family nest here. Crushed acorn caps, bark, and tough bulbs litter the area, the remains of the creatures' meals. The grass den covers the mate and whelp as the PCs arrive, though their breathing and movement make it clear there are creatures here.

Hazard: A hampering web (*Gamemastery Guide* 77) spans the entrance to this area, just past the turn in the cave. The Birchfrost Beast is aware of this web and typically burrows under it when it leaves the area.

Creature: As the PCs enter this nest, the Birchfrost Beast's mate slumbers with its whelp. They sleep under the long grass nest, stirring as the PCs enter. The grunting snores are audible as they enter the area, alerting them to the presence of the creatures. Unless the PCs made an extraordinary amount of noise in the lair, the mate just stirs from its slumber as they approach, giving them a round to plan.

Prior to the death of the original Birchfrost Beast, its mate was a mundane boar. However, with the death of the

Birchfrost Beast, the mate has started to transform to take on that role. Already its snout is starting to elongate, and its hooves adapt to dig into the ground. A PC can identify this transformation with a successful DC 18 Nature or Society check. On a critical success, they also realize this transformation comes from the urban legends about the beast. If the PCs manage to subdue and capture the Birchfrost Beast alive, the transformation is more tenuous as the legends of the indomitable beast strain against the creature's defeat and seek a new claimant.

As the mate and whelp awaken, they're disoriented. The PCs have a short window of opportunity to decide what to do with the creatures before the disorientation turns to territorial defense. Below are common plans the PCs might choose. The listed skill checks all have a DC of 18. If a PC critically fails, the mate immediately attacks to defend the nest and the whelp joins in. If they present another plan, do your best to determine the appropriate skills, either using DC 18 if the plan seems reasonable, or a higher or lower DC if the plan is especially clever or implausible.

Alter the Creature's Story: The PCs might already be aware of the Birchfrost Beast's rumored nature from a successful Recall Knowledge check, though it's highly unlikely. However, seeing the transformation in process makes it much easier. They can attempt a Society check and on a success realize the mate has begun transforming into the creature of legend. With this success, they realize they can change the Birchfrost Beast's story to more appropriate behavior, such as avoiding local Birchfrost trappers. To do so, a PC must succeed at a Diplomacy, Performance, or Society check as they tell a new version of the tale. On a success, the PCs see the mate change to match the new tale, such as relaxing if the new story says the Birchfrost Beast is docile. Ultimately, they will need to spread their tale throughout the settlement to ensure it endures.

Drive the Creature from the Area: If the PCs opt to drive the Birchfrost Beast out of the area, they must first identify an appropriate alternate habitat with a successful Nature check. On a success, a PC can determine there's safe area of forest half a day's walk outside of town that makes for poor hunting and is rarely visited by any townsfolk as a result. After determining where they want to drive the mate and whelp, they must succeed at an Athletics, Intimidation, or Nature check as they herd the creatures to their new home. In their new home, the boars can't be caught in the story of the Birchfrost Beast, but in this case the story continues, awaiting a new beast to take the mantle.

Take the Creature as a Companion: If a PC is interested in taking one of the creatures as a companion, they can attempt to form an initial bond with a successful Nature check. The mate and whelp are both unfriendly to the PCs, and the DC is increased from 18 to 23. A character with wild empathy can attempt Diplomacy as normal for the ability and the DC for the Diplomacy check is only 18. A success on this check only indicates the mate and whelp are willing to accompany the PC, as fully training the creature

is beyond the scope of this adventure. By traveling with the PCs they escape the legend, just as in the previous plan, but the mantle remains.

Combat: If a PC critically fails a skill check, the moment of hesitation breaks to combat. The mate aggressively defends the nest, trying to drive the PCs out by charging and Shoving the opponent closest to her nest. The whelp is an ambitious youngster that attempts to pick off weakened or isolated PCs.

THE MATE CREATURE 3

Rumored boar (page 61, *Pathfinder Bestiary* 43)
Initiative Perception +9; darkvision 60 feet, low-light vision, scent (imprecise) 30 feet

THE WHELP CREATURE 2

Boar (*Pathfinder Bestiary* 43)
Initiative Perception +8

HAMPERING WEB HAZARD 1

Pathfinder Gamemastery Guide 77
Stealth DC 18 (expert)

CONCLUSION

After ensuring the new Birchfrost Beast won't harm the town, the PCs can return. If they bring news of the trappers or accompanied them back to town, Tola upholds her end of the promise and gives them her finest pelt, a splendid beaver skin worth 20 gp.

If the PCs return with the Birchfrost Beast, either with the body of one of the creatures or a living companion, this definitive proof turns them into local celebrities for the next month. If they stay in Birchfrost, they receive inquiries to see the Beast, tell the tale, and provide pointers to other would-be cryptid hunters. If they don't return with proof, most of the town chalks their stories up to the exaggerations of wandering adventurers.

If the PCs didn't find the lair, or if they found it and let the Birchfrost Beast's mate and whelp remain there, what happens next depends on if they returned with the Beast's body. With definitive proof, reports of the Birchfrost Beast's demise cause the transformation to slow. While the tale still has its power, the accepted belief that the Beast is dead means there's no more requirement for a replacement. While rumors might pick up again if someone goes missing, they also might die off. The PCs may be able to add their own inventions to the tale to avoid another tragedy, or may even work to aggressively squash the tale and remind the town the Birchfrost Beast was slain, creating an end for the tale and causing the need for a beast to disappear.

Even if the PCs learned of the creatures' true nature, they still might opt to keep the tale alive. Even if the Birchfrost Beast, its mate, and litter are dead, encouraging the tale will eventually cause another creature in the area to transform to match the rumors. The long-term fate of the Birchfrost Beast is truly in the PCs' hands.

SWIRLS IN THE SAND

Incident Location: Beachcomber, Shackles, Garund
Incident Type: Unknown. (Presumed Lure or Threshold?)
Reporting Archivist: Wendur Cricklee (unfinished report, later filed by Kosha Mistparter)

Journal found in Archivist Cricklee's suitcase recovered from Port Peril auction:

Day 1

I've arrived in the Shackles, sent by the Archive to follow up on a strange rumor. Many build sandcastles in their youth, but the tales from Beachcomber are different. It's not just children but a whole neighborhood building a tower in the sand. The structure is said to possess strange properties. I hope this isn't another wild cauthooj chase, but if it is, at least I'll enjoy a pleasant stay at the beach among fellow halflings.

Day 3

The rumors are true. At first, all I found were children on the beach building the same tiny, swirling tower. I took it for local custom. Only after I traveled north along the coast did I discover the truth. Hidden within a grove of palm trees is a cove where ocean waves gently lap against the sand. In the center of the cove lies the helical tower.

A gust of wind blew sand in my face as I drew close. Though it was overcast, the grains felt warm to the touch, as if under the hot sun for days. I brushed away the sand, feeling its coarseness against my skin.

Young or old, regardless of ancestry, the people seemed content with their work. They might've been on an outing save for their utmost devotion to the swirling sand spire. When I asked why they were doing it they answered with a calm smile. "We're making things ready. The swirls draw their eye and let them know it's safe."

The work required to maintain the structure never ceases. The people work in shifts at different hours of the day and continuously during rough weather or a storm.

My spells confirmed the triple helix tower is magical in nature, though

what type of magic eludes me. The image of the place does stick in the mind, however...

Day 5

Further tests yield no information. I need better equipment if I'm to ascertain what kind of powers this thing possesses. The people are unusually placid. They don't care if I cast spells on their creation—they don't even mind if I take samples. In fact, they encouraged me to do so.

Day 9

Bad dreams. I woke to find my sheets tossed on the ground in a familiar pattern. At breakfast, I spilled coffee and noticed my finger tracing the brown liquid in a helix. I see the tower everywhere now—just a natural side effect from spending so many days studying the phenomena, that's all. My will is strong, my mental and spiritual defenses are impenetrable. I'm a thaumaturge of the Dark Archive and it will take more than some silly sandcastle to get in my head. Only... why did I find myself turning widdershins while waiting in line to pay my bill? Widdershins, the same direction as the spire, the beautiful edifice of swirling sand...

Later Note: Wendur Cricklee was last seen leaving Beachcomber, heading north along the coast.

—Mistparter

SWIRLING SAND

ITEM 7

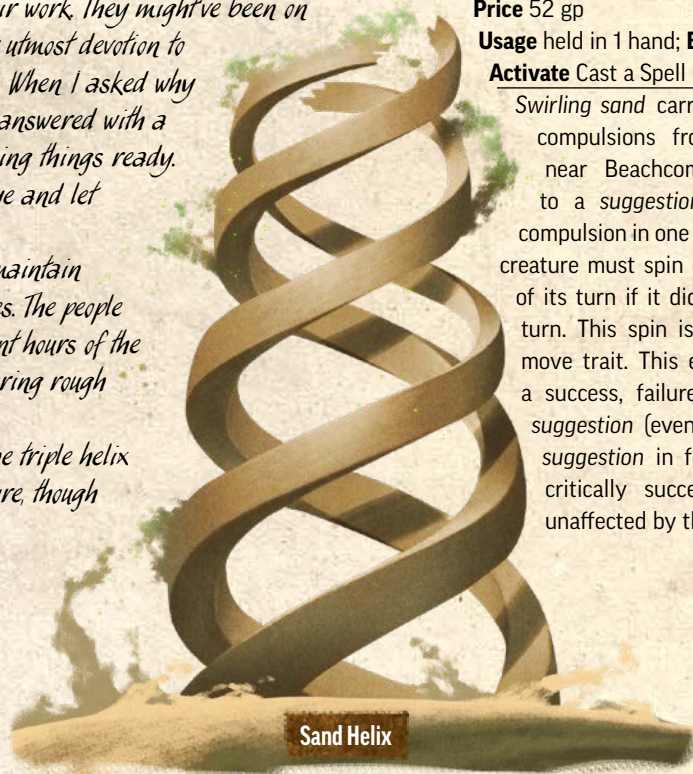
RARE CATALYST CONSUMABLE MAGICAL

Price 52 gp

Usage held in 1 hand; Bulk L

Activate Cast a Spell

Swirling sand carries a faint trace of strange compulsions from the helical sand spire near Beachcomber. Adding this catalyst to a suggestion spell implants a strange compulsion in one target of the spell. The target creature must spin counterclockwise at the end of its turn if it didn't take a move action that turn. This spin is a free action that has the move trait. This effect lasts for 3 rounds on a success, failure, or critical failure against suggestion (even if the target completes its suggestion in fewer rounds); a target that critically succeeds against suggestion is unaffected by the swirling sand.



Sand Helix

ON THE TOPIC OF THE TWIN VILLAGE

Incident Location: Podinhi Village, Johar Mountains, western Vudra

Incident Type: Keystone (possible qualities of Shadow type, pending further investigation)

Reporting Archivist: Imshaidi Jikhtari

The following is an excerpt from an interview with a man named Sawis, whom I found waiting patiently for me upon my arrival.

Imshaidi Jikhtari: Do you know who I am? And why I'm here?

Sawis: I only know what Shrivani told me: he spoke with you in the streets of Niswan, and you wanted to come study our home. Is that about right, Pathfinder?

Jikhtari: I don't know that "study" is quite the correct term. It's more I want to learn about Podinhi with your help, though I come here with the most respectful of intentions.

Sawis: As you say, Pathfinder. What do you want to know?

Jikhtari: Your twin, Shrivani, told me everyone is born a twin in this village, and you're able to speak with each other in your dreams. This is true?

Sawis: So it is. Every time there's a birth, there are twins. Sometimes even double twins, though that's rarer.

Jikhtari: And you're all able to cast dream magic?

Sawis: No, Pathfinder, we don't cast any spells. We aren't wizards or psychics. We simply talk. Just like you and I are talking now.

Jikhtari: I see. How often do you talk with Shrivani?

Sawis: About as often as anybody would talk to family, I suppose: a couple nights a week, more if something special is happening, less if we're busy. The normal amount.

Jikhtari: Of course, normal. You do understand that, normally, most people aren't born as twins, let alone twins who can speak to each other in dreams, yes?

Sawis: Normal depends on the person. For you, maybe it's strange. For us, it's part of life. Just like traveling across the world to talk to someone might be normal for you but seems strange to me.

Jikhtari: Well, I suppose I can't dispute that claim. Tell me, do you know the source of your birth, your abilities?

Sawis: The source is just us, Pathfinder. There's no special reason—it simply is. Though in the past, some have given a name to it: "dohitsaeka."

Jikhtari: Dohitsaeka? I've studied the dialect, but I'm afraid I don't know that word.

Sawis: It's a little difficult to explain. It's like being together. It means a bond so strong it remains intact no matter how far you pull it. It means two people who are separate but are also one.

Jikhtari: That is rather touching. It seems like there's no shortage of learning for me. Do you think the rest of the village would be amenable to talking to me?

Sawis: Shrivani believes you mean no harm and that should be enough for them. He's often quite right about those sorts of things. In the meantime, you're welcome to stay here. There's plenty of room and Asmani will be excited to learn you're here. She's always wanted to talk to a Pathfinder.

Jikhtari: I'd be happy to oblige such a request. Asmani is your partner, I presume? Will she be returning soon?

Sawis: That would be surprising, she's dead.

Jikhtari: Oh. I'm sorry for your loss. How, then, do you intend on telling her? Can you dream speak with her too?

Sawis: Don't be ridiculous—she's my wife, not my sister! No, I write letters for her sister Kantika to read at night and Kantika writes down her replies.

Jikhtari: One could almost say it's like she never left.

Sawis: I told you, Pathfinder. The distance doesn't matter—it's dohitsaeka.

CHILD OF THE TWIN VILLAGE

BACKGROUND

RARE

You were born in a village where everyone has a twin with a special link. You have moved to the wider world for reasons of your own, but you still have an unbreakable connection to your twin through your dreams.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in Diplomacy and Dreamlands Lore. You gain the ability to communicate with your twin in your dreams. You and your twin gain the effects of dream message every night, only between the two of you; this isn't a spell, but a natural effect. Unless your twin is another PC, your GM roleplays your twin or summarizes your interaction during these dreams.



Sawis & Shrivani



A WEB OF CONNECTIONS SECRET SOCIETIES, UNDERGROUND ORGANIZATIONS, THOSE WHO WHISPER

The irony of secret societies is that we're just one more conspiracy. Our goals are greater, our means more substantial, but when we look at these others, we see fellow spiders, all of us weaving our webs of fact and fiction, lies and truth, until we catch whatever prey we choose to hunt—or it catches us.

A secret society wears its nature in its name; it is, first and foremost, a secret. We hide our hearts from the outside world because we know others won't understand or approve of our efforts. We hide from unkind rivals, from the laws of nations or gods, and from the opprobrium of society at large. Some secret societies are harmless bands of well-meaning fools out to enjoy a pleasant evening, but most are criminals in the eyes of their peers, delvers into the taboo and the forbidden.

Second, it is a society. Unlike mere criminal gangs, there's ritual, there's rule, there's a way of order that makes us more than just a loose collection of motley allies. Most secret societies claim traditions and a long history, and when such things are unavailable, they invent them; it's something of a tradition for a secret society to claim ancestry dating to the Four Pharaohs of Osirion, Choral the Conqueror, or Thassilon. These claims are mostly lies. A few, we suppose, might be telling the truth—I did encounter once in Senghor a gentleman

who admitted to being a librarian-assassin, and that his order had been sanctioned since the days of the Azlanti. I expressed skepticism, but he spoke seven words to me then, and Archivist Onreni corroborated them later as a formula used by Azlanti judges prior to sentencing one to death. Perhaps the founder of the gentleman's order knew more Azlanti than most and used it to give their society a sense of realism, but it's not entirely impossible the group truly was ancient.

THE NATURE OF CONSPIRACY

There are three ways, we've found, of organizing a proper secret society. At the one extreme, there's the cell: small, isolated, secretive. At the other is the pyramid: hierarchical, controlled, vulnerable. In between is the Pathfinders' structure, the humble chapter, independent geographic structures, that are free enough to operate as they see fit, but organized enough to take larger-scale action as needed.

Cells are the smallest and most secretive of conspiracies. Each one consists of at least three people, rarely more than a dozen, who are known to one another. There's a single cell leader, who is in contact with a few other cell leaders, usually reporting to some higher master or facilitator. The masters of the society have no idea of the identity of most of their members, as the cell leader doesn't pass that information along. Nor does the membership know of those above them. And each cell leader knows about only their own cell.

The advantage of such an organization is it's nigh impossible to root out. If a key member is slain, then contact is lost, and it becomes impossible to follow the chain and wrap up the entire conspiracy. The disadvantage, of course, is that it becomes a trivial matter to misplace a cell, and a single death might splinter a group entirely. Archivist Meila reports she encountered two cells of a Brotherhood of Seven in Varisia. One was dedicated to the summoning of a certain daemon, the other equally committed to ensuring its eternal imprisonment. Neither seemed entirely aware their historic foes were but a rival tradition of their own secret society, and which came first is impossible to say.

The pyramid is at the other end spectrum: a traditional hierarchy of king and country with ranks, titles, and chains of command. There's a leader—one or many—and then below them officers, and below them lieutenants, and below them still the common members of the society, milling about like so many ants. The advantage of such a structure is clarity; everyone knows where they stand and who the society's leadership is. The disadvantage is the centralized nature of the conspiracy makes it vulnerable—there's but a single ruling power, often located in a single place, and if they're slain, the whole thing collapses.

Then there's the chapter. It sits somewhat between the two extremes, not as secretive or decentralized as the cell, but not as vulnerable as the pyramid. The conspiracy consists of separate chapters, each one given primacy over a particular territory. The chapters communicate and know one another on the level of leadership but aren't as siloed off as cells. There may be some overarching authority, but it's typically more a first among equals, not absolute control of a pyramid.

Societies keep their secrecy in diverse ways. Cell-structured conspiracies are usually the most absolute in remaining hidden. Their name and nature are thoroughly unknown, and the cells go to considerable lengths to keep it that way. Chapters and especially pyramids, on the other hand, tend to be too big to hide. Instead, they disguise themselves as some more innocent organization, like a wasp pretending to be a bumblebee: a social club, a hunting society, sometimes a religious sect. In such cases, usually there's an inner membership that's fully a part of the conspiracy and an outer membership that's ignorant of the society's nature and believes it to

be what it claims. On occasion, there are further layers, so a member might first believe themselves a member of a fraternal drinking club, and then a criminal conspiracy, and only then initiated into the society's deeper secrets.

Recruitment is always a challenge for secret societies. Most societies recruit from a particular pool of applicants, people who suit them on an ideological level. One society might take members from the disaffected and marginalized, another recruits from the cream of the aristocracy. They tailor their pitches to their proposed membership and recruit slowly and deliberately, drawing members into their web one hesitant step at a time. Societies with cover organizations usually have an advantage in this regard; if one is looking to recruit corrupt occultists, then managing a library is an effective way of locating such dubious characters.

The counterpart, of course, is once one's in a society, one does not leave. Many initiates swear fearsome oaths and make dire promises of vengeance should they leave or share their conspiracy's secrets. In Iblydos, I met a coterie of wizards who had to provide their true names, written in blood, to the conspiracy's grand ledger. More mundane secret societies simply ensure they have plentiful extortion options for anyone before they become a member. Others threaten to kill defectors and follow up on their threats with aplomb.

A THOUSAND SHADOWS

Over the years, our organization has encountered many secret societies and conspiracies. Though my fellow archivists have rarely been able to fully catalog their organizational structure, we've learned at least few pinpricks of information.

THE ESOTERIC ORDER OF THE PALATINE EYE

A walking contradiction in terms, the Esoteric Order of the Palatine Eye is the largest and most public secret society in the Inner Sea region. Any child may tell of its elegant cathedrals, of the three Thrones that make up its ranks, of their members' belief in the numinous power of self-enlightenment and of the raw power they wield. Yet secrets remain.

The order is a chapter-style conspiracy headquartered in Ustalav, but with tendrils snaking throughout much of the Inner Sea. After its homeland, its strongest presence is in Osirion; that ancient land casts a glimmering fascination upon the order. Each chapter, called a "Cathedral," is essentially independent, although the Cathedral of Caliphaz is first among equals. The order recruits from the wealthy and educated, and at this point, its membership is reason enough to join, as initiates are expected to support and aid one another in all endeavors. To become an ally of such a group is no small prize. The membership is further divided into the three Thrones. The Third Throne is the general rank-and-file, and most members who are interested

purely in self-advancement reside there. The Second and First Thrones, meanwhile, consist of the conspiracy's elders and sages, its mystics and hierophants.

Though the minute details are obscured, we've uncovered enough information over the years to grasp the order's twin mandate. First, they believe in enlightenment. The order teaches that all creatures possess a divine spark, and through ritual and meditation, the order cultivates this spark, fanning it into a mighty flame. In theory, a sufficiently enlightened being can do remarkable things. One is reminded of Irori's ascension to godhood.

The order's other mandate is much more pragmatic. Their members believe certain knowledge is dangerous, and so go out of their way to secure strange artifacts or obscure lore they deem unhealthy to Golarion at large. Usually, they prefer to pay someone else to do the actual acquisition, after which they ensconce the prize in one of their less public Cathedrals, away from unworthy eyes. *They* judge who's worthy, of course.

Codicil: The Esoteric Order of the Palatine Eye is fascinated with all things Osirion. We've heard it said their founder, Count Aldus Aldon Canter of Vieland, encountered the fallen angel Tabris in a tomb in that old land and learned from the angel the fundamentals that would become the order's philosophy. He wrote them in a book, the *Lost Gospels of Tabris*. We've tried to obtain a copy but have had no luck thus far.

THE WAY OF THE KIRIN

Another chapter-based conspiracy, the Way of the Kirin is an example of just how difficult it is to root out a sufficiently determined secret society. Formed in Imperial Lung Wa about 400 years ago, the Way of the Kirin presented itself as a merchant consortium on the surface while harboring a decidedly revolutionary political agenda. Reading between the lines of the denunciations that followed later, one gets the impression they were mostly crusaders for just governance, fair wages and work practices, and social rights. Needless to say, they earned a host of enemies.

When Lung Wa fell, the Way of the Kirin was caught off guard, and numerous chapters were destroyed by their foes. Some survived, however—primarily in Goka, Lingshen, and Shokuro—by going underground. Today, the society is not quite as weak as it was in the immediate aftermath of Lung Wa's fall, though it's still far from what it used to be. A few years back, it founded a few new chapters in the Inner Sea region, in

Katheer and Absalom, and forged an alliance with the Pathfinder Society for reasons that undoubtedly made sense to its members.

Currently, the Way of the Kirin is locked in a brutal struggle with the Golden League, a collection of organized crime lords that pervades Tian Xia. At its height, the way was known for wealth, honor, and a willingness to use force to defeat its foes. Perhaps its sojourn in the dark has taught it cunning now as well.

THE CAT AND MOUSE SOCIETY

A secret society of much more recent vintage, the Cat and Mouse Society was founded in Aspenthar in Thuvia about 30 years ago. It's a group with a brutal philosophy: all the world can be divided into two groups, the weak and the strong, the prey and the predator, the victim and the victimizer, the mouse and the cat. Members of the

society see themselves as cats, and believe it's their prerogative—indeed, their sublime right to do with the mice as they please.

For the outer circle of the society, this mostly translates into being aristocrats of a particularly obnoxious sort. They attend risqué parties, drink a great deal of wine, peruse scandalous art, and generally indulge in illicit vices, but only in a rote fashion. But there exists an inner circle, and I've seen it at work. Compared to the outer circle, the adepts of the society are older, more cunning, and much, much more vicious.

The central rite is the Hunt, which I once had the dubious honor of witnessing. An occult ritual exists that gives their victims the heads of mice and makes them paranoically afraid of all things feline, while binding them to reside in a certain place. The society then hunts their victims, garbed in cat masks, and kills them—the purest expression of its twisted philosophy.

Most members of the inner circle of the Cat and Mouse Society are mages of some sort, and the group as a whole has a unified pyramid structure with three leaders at its pinnacle. The High Sire is the Master of the Hunt and the keeper of the Great Black Sphinx, an otherworldly cat the size of a lion. The High Talon is the Master of the Lodge, in charge of recruitment and propaganda, the society's public face—his name is Tabar Rashem, and he is the Chancellor of the Exchequer in the royal court of Prince Zinlo (which means he is the man who would handle the actual sale of the sun orchid elixir should it take place in Aspenthar). Finally, there is the Grand Malkin, the Master of the Rites and the society's main occultist. Curiously, the man I know to be the Grand Malkin, one Kideiun Maqem, died about five years ago. Yet rumors say he somehow rules the society



through some sort of connection with a person known only as the Grand Dam.

THE MARLVIEW VILLAGE SOCIETY

I have in front of me right now Archivist Krayne's report of a peculiar little society from the River Kingdoms, in the village of Marlview. Presuming I can decipher Krayne's execrable handwriting, she was initially visiting a small village just outside Brevoy to follow up a rumor that something has been buried there since the days of Old Koloran. The villagers were entirely helpful and friendly, even when Archivist Krayne, somewhat the worse for drink, let slip what precisely she was looking for.

That very evening, two of the villagers came to her room in the local inn and tried to strangle her. Archivist Krayne, being a remarkable agent even when somewhat incapacitated with drink, was able to disarm them and presented them to the proper authorities the next morning, whereupon she was arrested for attacking two of the local worthies and was forced to escaped from the village jail (a root cellar when not in use as a cell). She reports she eventually found a tunnel beneath the mayor's house, which led her to a subterranean chamber containing, in her words, "a great sarcophagus of gleaming, ebony metal, 40 paces long and half as wide, undecorated." Archivist Krayne was forced to escape the village at that point, pursued by hunters with hounds, until she eventually crossed a river and was able to secure refuge in a major town. She was most irritated.

We believe the secret society Archivist Krayne uncovered was dedicated to watching over the sarcophagus, either to protect it from any who might wish it harm or to protect the rest of the world from whatever lies within. The society clearly had penetrated all levels of Marlview's civic infrastructure and was able to use it to force Archivist Krayne to retreat.

Marlview is not unique. For all that we focus on the great conspiracies and webs of intrigue, there are dozens, perhaps hundreds, of small groups hidden in the back roads and dismal forests of Golarion, little spiders hidden in cupboards, out of sight and out of mind.

THE EXARCHATE OF THE INFINITE CLOCK

If one is to believe Archivist Varien's increasingly unhinged missives, the Exarchate of the Infinite Clock is a rather malignant cabal of surgeons, engineers, and mages, dedicated to achieving an arcane apotheosis

through the replacement of portions of the brain with precisely calibrated magical clockworks—unlikely to be successful, but likely to have a high body count.

Archivist Varien suspects, and we think he's likely correct, they originated in Alkenstar, probably sometime in the last half-century. Precise information is difficult to come by, as the clockmakers are a highly secretive organization of small cells largely uninterested in their own history. We can say for certain that clockmaker agents have been found in much of northern Garund and western Casmaron—a cell was uncovered in Katheer about a year ago.

Clockmakers derive from the Nexian understanding of magic as a tool of the world's creation, that spells are simply leftover instructions from what came before. They further believe that with a sufficiently advanced understanding of mathematics, one can improve the power of one's spellcrafting to absurd heights. Reasonable. They also theorize that by utilizing ancient Jistkan automaton techniques, one can replace portions of the brain with occult devices that make them more powerful mages, with a theoretical "Infinite Clock" granting near-deific power. Riskier, but not the strangest thing we've encountered.

The clockmakers prefer not to experiment on themselves and instead kidnap unsuspecting victims, ideally apprentice mages or hedge-witches, and use them as a testing ground for their studies. Here is where they cross the line from strange theory to sinister conspiracy. Most victims die from such invasive brain surgery, and the few survivors, who, in fairness, do show a great deal of power, are killed lest they endanger the cell.

Assuming we can take the Katheer cell as typical, the society's clockmakers typically operate in cells of a half dozen, with a single mage-engineer conducting experiments while the rest of the cabal secures victims, deals with authorities, and makes certain there's a suitable location in which to conduct arcane surgeries. Someplace quiet, remote.

Through informants, we've gotten the impression that the clockmakers are almost as concerned about each other as they are about the authorities objecting to their gruesome research. A conspiracy of scientist serial killers is hardly a convivial bunch, and each clockmaker cell is deeply paranoid a rival is going to develop the Infinite Clock before it does. In fact, we believe the Katheer cell was uncovered through the actions of a rival cell in the form of anonymous tip-offs to the satrap's agents.



OCCULT SKILL FEATS

This section presents skill feats tied to occult and paranormal practices that any character can master, regardless of their ancestry or class. These feats represent unusual practices, so they are uncommon.

AURA SIGHT

FEAT 2

UNCOMMON CONCENTRATE EXPLORATION GENERAL SECRET SKILL

Prerequisites expert in Occultism

Frequency once per hour

You've learned how to read the natural auras of other living creatures. To do this, you must focus on a single living target without blinking for 1 minute. You can do this while performing some other minor task—such as making conversation to distract from your intentions—but you can't blink or otherwise lose your concentration. You can then perceive any or all of the following information.

- The target's current apparent attitude toward you (friendly, indifferent, and so on).
- The target's current apparent emotional state.
- A general assessment of the target's physical health, such as what conditions or afflictions it has. You might need to succeed at an Occultism check against the affliction or condition's DC to detect the presence of a specifically hidden or subtle condition or affliction.

In addition, the GM rolls a secret Occultism check for you against the target's Deception DC. If your result exceeds your target's, you can identify if they're being deceptive in some way (such as expressing a false attitude toward you or faking an emotional state). This doesn't allow you to automatically identify the exact nature of that deception, only to tell the outward appearance is false.

AUTOMATIC WRITING

FEAT 2

UNCOMMON CONCENTRATE EXPLORATION GENERAL MANIPULATE SKILL

Prerequisites expert in Occultism

Frequency once per day

When confronted with the unknown, you can receive knowledge beyond your own experience via written messages delivered by your hand. You spend 10 minutes seated while holding a writing utensil, using it to make small circular motions as you open your mind to the forces around you. You receive information as your hand writes on its own, guided by spirits. At the end of these 10 minutes, Recall Knowledge with any Lore skill in which you are not trained, using your Occultism modifier instead of your modifier with that skill. The strain of this spirit channeling leaves you stupefied 1 for the next 10 minutes.

CHROMOTHERAPY

FEAT 2

UNCOMMON GENERAL HEALING MANIPULATE SKILL

Prerequisites expert in Medicine

You firmly believe in the technique of strengthening one's life force, spiritual energies, and bodily fluids through the application of colored light. When using a torch, lantern, or other artificial light source to illuminate an area of dim light or darker, you use a combination of alchemical reagents,

medicinal components, and colored lenses to turn that light one of seven colors, allowing you to help an ally recover from persistent damage. You give that target an assisted recovery, but the target can be anywhere within the bright light of the light source instead of needing to be adjacent to you. Ambient bright light (like sunlight) drowns out your artificial illumination and prevents you from using Chromotherapy.

The color of the light you choose determines the type of persistent damage from which you help the target recover.

Color	Description
Red	You increase blood flow to heat the body, attempting to end persistent cold damage.
Orange	You cancel out electric charge, attempting to end persistent electricity damage.
Yellow	You reduce pain and mental stress, attempting to end persistent mental damage.
Green	You promote blood flow in a way that helps clot wounds, attempting to end persistent bleed damage.
Blue	You cool the body, attempting to end persistent fire damage.
Indigo	You render acids inert, attempting to end persistent acid damage.
Violet	You purify the body, attempting to end persistent poison damage.

CRYSTAL HEALING

FEAT 1

UNCOMMON GENERAL HEALING MANIPULATE SKILL

Prerequisites trained in Occultism

You know how to stimulate a body's natural healing abilities through the application of resonant crystals. Doing so requires you to use at least two semiprecious stones with a total value of 5 gp or more in place of healer's tools, which allows you to attempt to Treat Disease or Treat Poison using Occultism rather than Medicine. Examples and prices of semiprecious stones can be found on page 114 of the *Pathfinder Gamemastery Guide*.

If you're an expert in Occultism and you use gems whose total value equals or exceeds 50 gp, you gain a +1 item bonus to your Occultism check. If you're a master and the gems' value equals or exceeds 700 gp, the item bonus increases to +2; if you're legendary in Occultism and the gems' value equals or exceeds 15,000 gp, the item bonus increases to +3.

FOLK DOWSING

FEAT 3

UNCOMMON GENERAL SKILL

Prerequisites trained in Survival

You can find what you're looking for using a dowsing rod or pendulum. If you Search while wielding a dowsing rod or pendulum, in addition to the normal checks for Searching, the GM rolls a secret Survival check for you to detect the largest source of water, oil, or another natural non-bodily fluid in

the area. Even if the liquid is concealed from you—for example, if it stems from an underground spring or is piped through a wall—this technique points you in the right direction. The GM determines the DC, which is usually the trained simple DC with a hard or very hard adjustment if the source of water is small.

If you're an expert in Survival, the GM also makes a Survival check for you to detect sizable deposits of metal, minerals, and nearby graves. The DC is usually the expert simple DC, with DC adjustments for smaller deposits.

MORPHIC MANIPULATION **FEAT 7**

UNCOMMON EXPLORATION GENERAL NECROMANCY POSITIVE PRIMAL SKILL

Prerequisites master in Nature

You've attuned your natural aura to that of plant life, coaxing it to grow faster than normal. You sit for 10 minutes with a small, natural non-creature plant—such as a lone flower, a small bush, or a potted succulent—while you bring your aura in tune through meditation. You coax the plant to advance one stage in its life cycle: from seed to sprout, sprout to plant, plant to flower, or flower to fruit. If the plant doesn't have proper nutrients (if you're sprouting a seed without soil or water, for example), the plant withers 5 minutes after you complete the activity. Performing this activity more than once per day renders you fatigued and unable to use Morphic Manipulation until your next full night's rest.

READ PSYCHOMETRIC RESONANCE **FEAT 1**

UNCOMMON CONCENTRATE DIVINATION EMOTION EXPLORATION GENERAL MENTAL OCCULT SKILL

Prerequisites trained in Occultism

With a touch, you can read the psychic impressions left on objects by their previous owners. This exploration activity functions similarly to Detect Magic in that you move at half your travel speed or slower while looking for psychometric resonance. You must brush your bare hands over any objects you pass while you do this. This detects objects with significant emotional resonance attached to them, such as the joy from a child's beloved teddy bear, the sorrow from a widower's wedding ring, or the fear from a victim's murder weapon. If you're looking for a particular type of emotional resonance, you can choose to ignore other emotions. If you find an item with that resonance, you can explore that resonance with the following action.

Psychometric Assessment (concentrate, divination, emotion, exploration, mental, occult) **Requirements** Your bare hands are touching an object in which you detected psychometric resonance; **Effect** You spend 1 minute concentrating on the object to get a vision of the face of the person who imbued the item with such emotion in the first place. If the associated emotion is painfully negative, you might take 1d6 psychic damage, as determined by the GM.

SKEPTIC'S DEFENSE **FEAT 7**

UNCOMMON GENERAL SKILL

Prerequisites master in Intimidation

Frequency once per day

Trigger You are targeted by or are in the area of a mental spell or effect.

You don't believe in any mental twaddle, and you're certainly not afraid of it. You scoff and verbally refute the triggering effect, attempting a counteract check using your Intimidation modifier with a counteract level of half your level rounded up. If you succeed, you ignore the triggering effect, though any other creatures that were also targeted or in the area are still affected. If the source of the effect you successfully counteracted understands your language and has an Intelligence modifier of -3 or higher, that creature becomes stupefied for 1 round.



SECRET SOCIETY MEMBER

A secret society member is an NPC or creature that belongs to a covert organization with influence and connections throughout its local setting and perhaps beyond. Characters with this adjustment have been elevated from the outer periphery of the secret society and possess some leverage in its halls of power, able to command the loyalty of other members and use their connections to their advantage. Secret society members have received advanced training from their organization, which makes them slightly more of a threat in combat than they would be otherwise, but much of their power is expressed in social situations.

SECRET SOCIETY MEMBER ADJUSTMENTS

You can turn an existing creature into a secret society member by completing the following steps. This adjustment is best applied to NPCs and other humanoid creatures rather than beasts or other monsters.



Palatine Eye Plant

Increase the creature's level by 1 and change its statistics as follows.

- Increase AC, attack bonuses, DCs, the Perception modifier, saving throws, and skill modifiers by 1.
- Increase Deception and Society to be primary skills for the creature's new level.
- Increase either Diplomacy or Intimidation to be a primary skill for the creature's new level, and the other to be a secondary skill.
- Increase damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Increase HP by the amount listed on the table.

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

SECRET SOCIETY MEMBER SPECIAL ABILITIES

All secret society members gain the following abilities.

Connected The secret society member has numerous connections, especially within the broad band of social class from which the society recruits, but stretching further through friendships, extortion, and other forms of influence. Whenever encountering a character from a settlement where the secret society has influence, the secret society member can attempt a Society check with an easy DC for the level of the encountered character if that character is a member of the demographic from which the secret society recruits, and a DC of hard or higher for other characters. On a success, the secret society member has a connection with that character they can use to ingratiate themselves or push that character into acting the way the secret society member wants. This grants the secret society member a +2 circumstance bonus to Make an Impression, Coerce, Demoralize, or Request. On a critical success, the connection is especially strong or powerful and might even include a direct connection with the secret society. The circumstance bonus increases to +4. A secret society member can use this ability on a PC, though beyond Demoralize, the connection is more of a roleplay note informing their interactions with the PC.

Shibboleth Secret society members can communicate with other members of their secret society using coded language that seems innocuous enough to go unnoticed

by most onlookers. A creature specifically gauging the conversation, such as with Sense Motive, can attempt a secret Perception check against the secret society member's Deception DC to notice something secret has been communicated, after which they can attempt a Society check against the same DC. On a success, they discover the rough topic of the message; on a critical success, they discover the exact message.

ADDITIONAL ABILITIES

A given secret society member gains two to three of the following abilities, as befit the nature of their secret society and their role within that society. For instance, a society among the downtrodden, planning a violent uprising, might grant the tag team ability, whereas a society within a wealthy aristocracy might be unwilling to get its hands dirty and grant the get out of jail ability instead.

Get out of Jail It's almost impossible to force the secret society member to face the consequences of their actions. Their society has fingers in the halls of law and justice, and where it can't sway the verdict, it can at least arrange the escape. When the secret society member would be brought to justice for their crimes, they attempt a Society check against a simple DC, depending on the severity of their crimes and the exposure of the evidence to the public. This is typically an expert simple DC of 20.

Critical Success Not only is the secret society member exonerated but they also manage to stay clean in the eyes of the public. Those who attempted to bring them to justice are called in for harassment, libel, filing frivolous charges, or other trumped-up indictments.

Success The secret society member is declared not guilty and exonerated of their crimes in the eyes of the law.

Failure While the secret society member is initially declared guilty, they're released on a technicality, or manage to bribe or sneak their way out. While they're free, their reputation has been damaged.

Critical Failure Justice prevails, and the secret society member can't escape their sentence. Their society likely cuts ties with them and might turn to more dramatic means to ensure they can't expose the society.

Not Today! **Frequency** once per day; **Trigger** The secret society member is reduced to 0 Hit Points; **Effect** Whether it's a fellow society member waiting in the wings to spirit them away, a clever contraption, a contingent spell, or some other means, a secret society member always has an escape plan. Instead of being reduced to 0 Hit Points, the secret society member remains at 1 Hit Point. They gain temporary Hit Points equal to their level and then Stride twice. If they have the appropriate forms of movement, they can instead choose to Burrow, Climb, Fly, or Swim.

Prepared Diversion **Frequency** once per hour; **Effect** The secret society member has fellow members in all sorts of places, ready to make a distraction to help them duck from sight or make a quick attack against their foe. The secret society member either Creates a Diversion or Feints. If they

SECRET SOCIETY MEMBERS IN GOLARION

Golarion is a world of many secrets, so it's unsurprisingly full of secret societies. While some such organizations exist in isolated settlements and might be so ubiquitous within those communities as to encompass nearly the entire populace, secret societies are more common in urban areas. The regions heaviest with secret societies include decadent nobilities with storied pasts like Taldor and Ustalav, intrigue-laden courts of the successor states to Imperial Lung Wa in Tian Xia, and cosmopolitan metropolises like Absalom and Katapesh. Since Goka falls into two of these three categories, it's especially rife with secret societies.

Create a Diversion, it doesn't gain either the auditory, linguistic, or manipulate trait (since someone else has provided the diversion), and onlookers who have already been diverted by the secret society member don't receive a +4 circumstance bonus against the attempt. If they Feint, they don't need to be in melee reach of their target, and the benefit applies to both melee and ranged attacks against their target.

Prepared Trap **Frequency** once per hour; **Effect** The secret society member's agents trapped the area in advance, and the secret society member arms one such snare. The secret society member chooses an unoccupied space within 60 feet and activates a snare hidden there; the snare can be any common snare of the secret society's member's level - 2 or lower (minimum level 1). From this point on, creatures can trigger the snare as normal. During the activation, the secret society member must attempt a Deception check against the Perception DCs of creatures observing them; on a failure, those creatures realize where the secret society member activated the snare.

Skill Savvy The secret society member has a few tricks most others do not. They gain two of the following skill feats: Charming Liar, Courtly Graces, Glean Contents, Hobnobber, Lengthy Diversion, Lie to Me, Quick Coercion, or Streetwise. If they are at least 2nd level, they can also choose from among the following: Discreet Inquiry, Glad Hand, or Lasting Coercion. If they are at least 7th level, they can also choose Shameless Request or Slippery Secrets.

Tag Team A secret society member works best with other members of the same society (whether they have the secret society member adjustment and this ability or not). Any creature is flat-footed against a secret society member's melee attacks due to flanking as long as the enemy is within both the secret society member's reach and the reach of one allied creature that is a member of the same secret society. Against a creature within the reach of two or more allied creatures that are members of the same secret society, the secret society member's Strikes deal an additional 1d6 precision damage.

DARK ARCHIVE

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SECRET SOCIETY GEAR

Secret societies employ all sorts of tools to help their members and safe houses stay secret, but they've learned over time that magic items themselves can sometimes attract attention rather than divert it, necessitating the use of even more magic, in the form of wards or illusions, merely to prevent the item from alerting magically inclined investigators. Thus, they've also taken to using non-magical tools of the trade that are much more difficult to detect.

FALSE-BOTTOMED MUG

UNCOMMON

Price 5 sp

Usage held in 1 hand; Bulk L

Access Member of the Bellflower Network

This mug looks like any other; however, the bottom part unscrews to reveal a velvet-lined chamber. These are primarily used by members of the Bellflower Network to sneak messages and small objects to other possible members. The Perception DC to discover the false bottom is 15 if someone specifically examines the mug.



False-Bottomed Mug

ITEM 0

MEMBERSHIP CORDS

UNCOMMON

Price 5 gp

Usage worn; Bulk L

Access Member of a secret society

These braided wool cords are threaded with reflective metal threads in patterns specified by the purchaser. No two society's patterns are the same, and purchasers tend to return to the same weaver each time to ensure new cords match previous ones. In a room lit only by dim candlelight, the reflective metal threads shimmer in a specific pattern. Many societies use these cords to prevent outsiders from infiltrating secret meetings and often have someone at the meeting area's entrance checking cords before allowing entry.

ITEM 0

FORGETFUL DROPS

ITEM 3

UNCOMMON

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 10 gp

Usage held in 1 hand; Bulk 1

Activate \blacklozenge Interact

Access Member of a secret society

These innocuous, colorless drops can be poured directly into a victim's mouth, or slipped into their food or drink. They initially haze a victim's mind slightly, making them easier to fool; in later stages, they can lead to the victim entering a murderous confused state. Secret societies use these drops to befuddle a target or to frame them for violence.

Saving Throw DC 18 Fortitude; Onset 5 minutes; Maximum

Duration 1 hour; Stage 1 stupefied 1 (10 minutes);

Stage 2 stupefied 1 and clumsy 1 (20 minutes); Stage 3 stupefied 1, clumsy 1, and confused (30 minutes)

GLITTERING SCARAB

ITEM 1

UNCOMMON

Price 10 gp

Usage worn; Bulk –

Access Member of the Esoteric Order of the Palatine Eye

This pin is a valuable copy of a popular pin sold in markets throughout Osirion. The original pin is a solid piece, often purchased by tourists. The glittering scarab, though, can be squeezed gently, causing the wings to part and reveal an eye painted underneath them. This pin is used to gain entrance to most meetings of the Esoteric Order of the Palatine Eye. Someone who specifically examines the scarab can find the hidden eye with a successful DC 20 Perception check, though if they know about glittering scarabs, they can simply squeeze it to check for the eye.



Moonlit Ink

MOONLIT INK

ITEM 2

UNCOMMON

ALCHEMICAL

CONSUMABLE

Price 5 gp

Usage held in 1 hand; Bulk –

Activate \blacklozenge Interact

Access Member of a secret society

This alchemical ink is applied to a stamping device, typically a wooden seal or chop commissioned by the secret society and costing 1 sp. When the seal is pressed to paper, the ink briefly shows up before fading into invisibility. The stamp can be revealed by exposing the stamped item to direct moonlight for 1 minute. A character checking a good or document marked by a moonlit ink stamp must succeed at a DC 25 Perception check to spot the stamp without exposure to moonlight. In addition to its use by secret societies for their secret books, papers, and messages, some smugglers use moonlit ink to mark their goods.

PARCHMENT OF SECRETS

ITEM 3

UNCOMMON

CONSUMABLE

ILLUSION

MAGICAL

Price 8 gp

Usage held in 1 hand; Bulk L

Access Member of a secret society

This parchment is crafted with illusion magic, allowing for the transfer of secret messages. You can fill the parchment with the usual amount of text, encoding your secret message within the innocuous message.

Activate 1 minute (Interact); Effect You tap the letters of your secret message one at a time, causing the letters to glow momentarily before fading to their standard ink color, and

a symbol of your choice appears at the corner of the page. The next time someone taps the symbol with a writing instrument, the chosen letters glow again, revealing the secret message, and then the power of the parchment is spent.

SELF-IMMOLATING NOTE

ITEM 1

UNCOMMON ALCHEMICAL CONSUMABLE FIRE

Price 3 gp
Usage held in 1 hand; **Bulk** –
Activate ♦ Interact

Access Member of a secret society
This paper is crafted with an unusual formula, causing it to catch fire and self-immolate 5 minutes after being exposed to the air. The item activates automatically when the envelope is opened, which typically takes an Interact action. Anyone holding the note when it catches fire takes 1 fire damage. Often, these notes are given as practical jokes or threats, but secret societies find them quite useful when sharing information about upcoming meetings or any other relevant news. These letters must be written in haste and require the use of their accompanying envelopes, which prevent air from interacting with the paper until the envelope's seal is broken.

SIBLING'S COIN

ITEM 1

UNCOMMON

Price 10 gp
Usage held in 1 hand; **Bulk** –
Access Member of a secret society

Contrary to widespread belief, secret handshakes are not the preferred method of confirmation between secret society members, mostly because this would be obvious in the middle of a crowded street or busy tavern. Instead, societies tend to mark each other by carrying sibling's coins. The name was originally coined by a past secret society that has since fallen into obscurity, but its ingenious coins remain. The coins are innocuous, resembling common silver coins until the owner twists the outer edge clockwise. At this point, the face of the coin rotates to reveal the symbol of the secret society of the owner. Suspected compatriots often toy with their coins as a half-recognized fidget, before trying to subtly flash the inscription to their fellow conversationalist.

While it's possible to notice the coin's mechanism if you specifically check the coin (DC 20 Perception), few people individually inspect coins unless they have a reason to be suspicious of them.

SILENT BELL

ITEM 9

UNCOMMON ILLUSION MAGICAL

Price 600 gp
Usage held in 1 hand; **Bulk** L
Access Member of a secret society

This large handbell is made from cast bronze and has a

wooden handle. The outside of the bell is covered in fine etchings, showing a group of varied people sitting around a table with clouds obscuring anyone in the background. The clapper is curiously absent from this bell and, when idly rung, it produces no audible sound.

Activate ♦♦♦ envision, Interact; **Frequency** once per day; **Effect** The *silent bell* creates an invisible wall surrounding a cube, 20 feet to a side, that prevents sound from passing into or from the cube for 10 minutes. The wall isn't solid and doesn't prevent anything but sound from passing through. Since the cube is invisible, creatures can still read lips and body language through the wall.



SOCIETY PORTRAIT

ITEM 6

UNCOMMON DIVINATION MAGICAL

Price 210 gp
Bulk 1
Access Member of a secret society

These large portraits are commonly commissioned by secret societies to display their current member ranks, and to protect against members who would break their vows to keep their secrets. Each member being painted gives their consent to be traced by the portrait, and they agree to keep their vows for as long as their membership stands or until death, whichever comes first. This consent can be transferred to a new portrait if one is needed once the society expands, without needing another confirmation.

Should a member betray the secrets of their society, their image in the *society portrait* changes within 10 minutes, altering the image of the member by spelling out "TRAITOR" across their form. It provides no details on the specifics of the betrayal. The traitor can attempt a DC 30 Will save or Deception check at the time they betrayed a secret to avoid the portrait revealing their treachery. The traitorous scrawl can be counteracted by *dispel magic* targeted at the portrait (counteract DC 20, counteract level of 3).

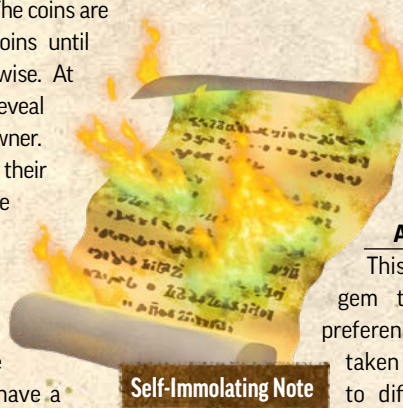
TRAITOR'S RING

ITEM 0

UNCOMMON

Price 15 sp
Usage worn; **Bulk** –
Access Member of a secret society

This ring has a thick band supporting a square-cut gem that can be customized to the buyer's preference. The thickness of the band allows it to be taken to any jeweler or blacksmith to be adjusted to different hands or fingers from the original make. There is a tiny clasp at the side of the gem that, when pressed, opens the gem, revealing a small, hinged compartment. This compartment is designed to hold one dose of poison, allowing wearers to slip the contents of the ring into the food or drink of an intended target. The compartment can be closed again by gently pressing the gem back into place. Noticing the compartment requires a DC 15 Perception check for anyone inspecting the ring.



SECRET SOCIETY MEMBERSHIP SERVICES

The following services are available to members of a secret society as long as they remain in the society's good graces. Other characters with underworld connections can attempt to leverage their connections to provide these services as well, though this might require an exchange of favors determined by the GM.

UNCOMMON MEMBERSHIP SERVICES

Service	Price
Coded signal	
Temporary	10 gp
Permanent	100 gp
Monument	1,000 gp
Counterfeit Item	
Low-grade	5% of Price*
Medium-grade	10% of Price*
High-grade	20% of Price*
False witness	
Disreputable (DC 16)	9 gp
Ordinary (level 5, DC 22)	75 gp
Respectable (level 9, DC 28)	450 gp
Honorable (level 13, DC 33)	1,500 gp
Unimpeachable (level 17, DC 38)	7,500 gp
Political favor	
Minor	50 gp
Moderate	1,000 gp
Major	10,000 gp

* A counterfeit item has a minimum price (see text).

CODED SIGNAL

Secret societies are notorious for their rituals and symbolism, and for working those symbols into their properties and belongings. The silent hunters of the Cat and Mouse Society wear cat masks and brand their lodges with the sign of the sphinx. Some of this is due to ego, some due to what might be best understood as an exercise in branding, but some is to convey messages to members.

Unlike other secret messages, coded signals make no effort to direct themselves to a specific individual. Rather, the message is clearly visible, but the actual meaning is decipherable only to members of the secret society.

Recognizing the Signal: If one isn't a member of the relevant society, then identifying the presence of a coded signal requires succeeding at a Society check, with a critical success also conveying the general meaning. The DC depends on how secretive and widespread the society is—the Esoteric Order of the Palatine Eye, widespread and famous, might use a simple expert DC of 20, while the paranoid Exarchate of the Infinite Clock might use a simple master DC of 30, and an even more obscure society might use the simple legendary DC of 40.

- **Temporary** signal examples include newspaper advertisements or temporary illusions.
- **Permanent** signal examples include graffiti on a wall or small carvings in building stones.
- **Monument** signal examples include occult symbolism on a civic landmark or in a seal of an organization.

COUNTERFEIT GOODS

Many secret societies dabble in ancient lore and rare antiquities. If one were to ask what their greatest challenge is, instead of evading police attention or dealing with the occasional mystic curse, most members would say it's separating counterfeit goods from real ones. Almost anything can be counterfeited, and counterfeiting is a major criminal enterprise with its own tricks, techniques, and intricacies. Some counterfeiters specialize in the production of adulterated coinage, while others produce beautiful legal documents with forged signatures and stolen stamps. Another class of forger produces artwork in the style of some great master, while ancient relics can be churned out by the dozen in subterranean workshops.

You can hire a counterfeiter to create low-grade, medium-grade, or high-grade counterfeit goods. In all cases, the goods can still act as mundane examples of their type (a counterfeit copy of the queen's longsword is still a longsword), and if the original is enchanted, then the counterfeiter attempts to fake the appropriate magical auras. Counterfeit goods don't have any other magical powers, though—a counterfeit scroll can't be used to Cast a Spell, for example. A counterfeit good can't be cheaper than the base item. For example, the sword couldn't be cheaper than a longsword, nor the scroll cheaper than a piece of parchment.

An item sold to a store goes through a rigorous vetting process that is extremely likely to detect a counterfeit, so a secret society member can't simply create counterfeits and then sell them at a profit. Counterfeits excel in situations where the item's hand-off is illicit or the item doesn't need to pass intense scrutiny from an appraiser.

Detecting Counterfeits: Determining something is counterfeit requires inspecting the item and succeeding at a relevant skill check against the counterfeit's DC. Typically, this is Crafting, but one might use Religion to detect a fake reliquary or Medicine to realize a potion is mere snake oil. Low-grade counterfeits typically have a very easy DC of the item's level, medium-grade counterfeits typically have a standard DC of the item's level, and high-grade counterfeits typically have a hard DC of the item's level.

FALSE WITNESS

There comes a time in every thief's life when they need a friend, an ally, a boon companion who will look a judge straight in the eye and swear over a stack of holy books that the two of them were out drinking—yes, your honor, all night, never left my sight for more than a minute, you have my solemn oath. Lucky thieves have a friend who is willing to be an alibi; for everyone else,

there's the false witness, a professional in the art of fraudulent testimony.

Some false witnesses are truly freelance, willing to claim to have seen someone for the price of a round of drinks. More respectable witnesses, however, tend to be associated with thieves' guilds, secret societies, and other conspiracies. Such organizations can match a person in need of an alibi with a witness with no apparent connection to them, and they often have large enough numbers that no one witness appears before law enforcement often enough to arouse suspicion. The most expensive and professional false witnesses use memory charms or similar techniques to render their testimony foolproof. Typically, a false witness charges per incident, providing a false alibi and, if necessary, hiring other witnesses to back themselves up and thus foul an investigation.

False witnesses generally know better than to ask questions, but depending on their background, might refuse to protect—and might even turn in—someone involved in a particularly heinous crime. A tavern keeper might have no qualms about covering for burglars and footpads but will gladly send a child murderer to the gallows.

- **Disreputable** false witnesses fall into two main types: people considered unreliable to a typical investigator—barflies, beggars, petty criminals—and poor actors, their perjury painfully transparent to any court taking a cursory effort to cross-examine them.
- **Ordinary** false witnesses are usually on the edges of the criminal community but can at least pass themselves off as respectable: retired thieves, relatives of criminals, or the like.
- **Reputable** false witnesses are upstanding members of the community, though typically ones with secrets: a merchant who acts as a fence on the side or a clerk with gambling debts. This is the highest level that's ever available to characters without membership in a secret society or similar conspiracy (such as a spy network or thieves' guild).
- **Honorable** false witnesses are pillars of society and likely have no illicit connections save for their contact with the society or conspiracy: well-to-do aristocrats who were discussing business with the subject or somber church deacons who report the subject prayed all night for a loved one's soul.
- **Unimpeachable** false witnesses provide signed affidavits from impeccable sources like the High Priest of Pharasma, the Chief Magistrate of the Royal Court, or the king's favorite aunt.

Detecting False Testimony: To defeat a false witness's testimony, an investigator must succeed at a check against

the DC listed in the table. The check used depends on the investigation: Perception to Sense Motive versus spoken testimony, Society to determine forgeries, and so on. A false witness can sometimes stymie an investigation where the lead investigator is sufficiently lower level than the false witness, and they might be able to delay or befuddle a more serious investigation.



Third Eye Crown (Counterfeit)

POLITICAL FAVOR

For many, the allure of being in a secret society is the chance to place their hands on the levers of power in government.

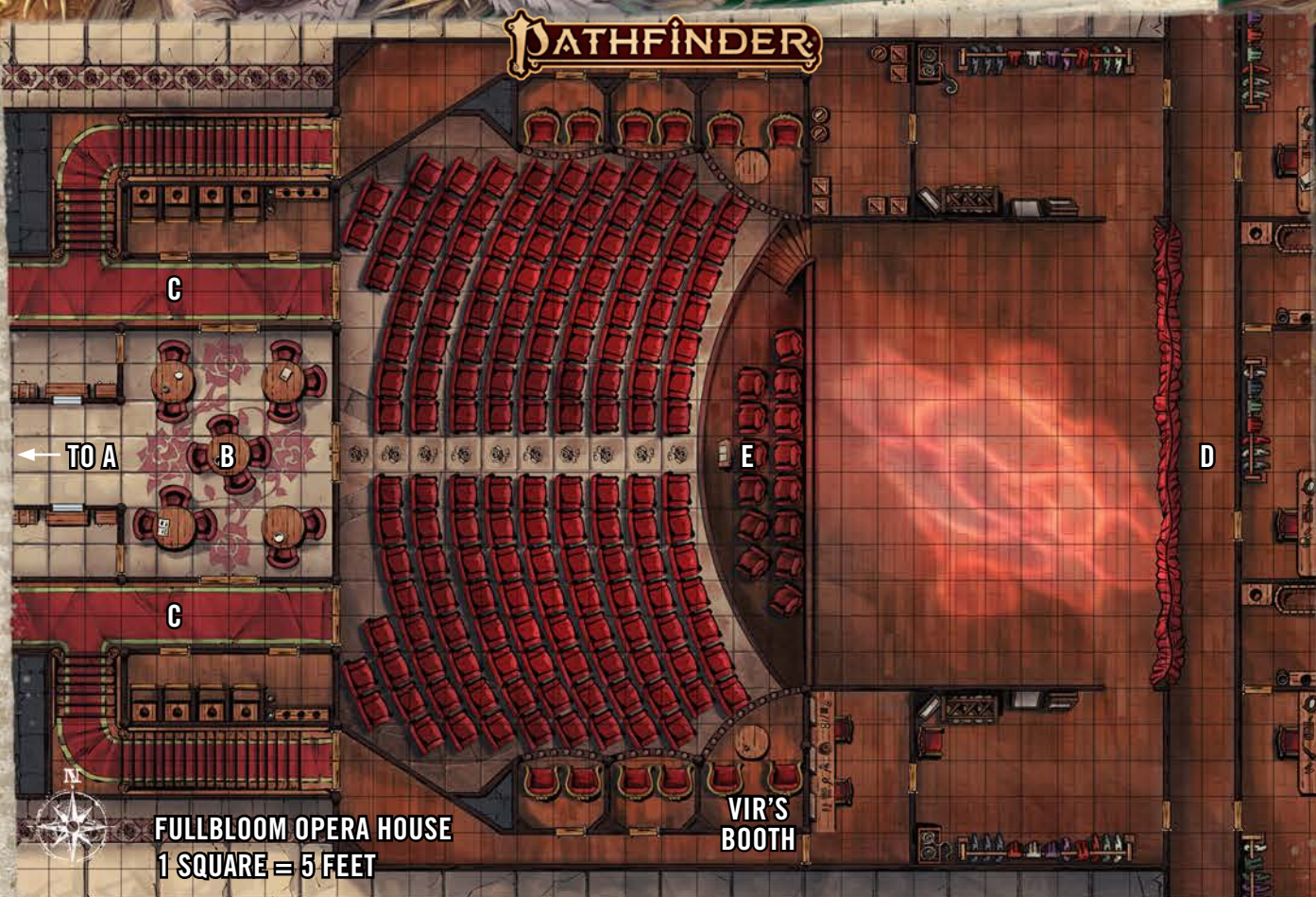
Members can rub elbows with the great and good, introduce themselves to politicians and powerbrokers, and form bonds through shared allegiances unavailable to the common rabble. They can

lean on those connections for a favor, some little trifle that might matter a great deal to them.

Purchasing political favors typically requires membership in a secret society that has significant political sway in the region (such as the Esoteric Order of the Palatine Eye in Ustalav). At the GM's discretion, characters with similarly deep connections (perhaps by virtue of having the royalty background) might also be able to purchase political favors. While the options below assume the favors are being purchased with cash, in most secret societies, favors are more likely to be traded for other favors or services rendered. The granter of the favor isn't necessarily a member of a secret society, but anyone in high office is invariably entangled in webs of favor and obligation.

The degree of the favor is based on how much effort it requires of the decision-maker and how much risk to which it exposes them. This can vary depending on the NPC. A moderate favor that takes days or weeks of work for a lord in high standing might be fulfilled with one sentence from a monarch.

- **Minor** favors involve little risk and can be done in a matter of minutes, or at most, a few hours. Examples include signing a search warrant against a target of no political importance or arranging the loan of some horses from a military stable.
- **Moderate** favors require work from the politician and the expenditure of at least some political capital, such as having the government purchase a specific building, or reassigning a meddlesome city watch officer. Typically, only NPCs of 11th level or higher can grant such favors. If an NPC is a specialist with a higher level for some tasks, that higher level could apply here, as determined by the GM.
- **Major** favors are serious, politically fraught, or otherwise controversial: pardoning a notorious criminal or granting a royal trade monopoly. Typically, only NPCs of 17th level or higher can grant such favors, with exceptions for specialists.



SHAKING THE HELPING HAND

Even the Dark Archive can't keep tabs on every single club or society, which is why it's so vital to cultivate connections with those who can. Vir Zhees has long helped us keep tabs on the various societies in Absalom high society, her shrewd interpersonal skills, social position, and long elven lifespan making her uniquely suited for the task. Yet, we should always be wary, for those who deal in secrets know how to keep them, even from us. — K.H.W.

ADVENTURE BACKGROUND

Vir Zhees (NE female elf collector) is a longtime contact of the Dark Archive, though a dubious one. An eccentric and dilettante, the elf merchant has taken her last two centuries residing in Absalom to weave together a complex web of social influence across the city. Vir has been working with an organization in Shadow Absalom recently that takes payment in captives. She's hired a group of mercenaries to abduct servants from an upcoming opera, with the aim of carting them off to a rendezvous point in the opera's basement where they can be whisked away through a portal to Shadow Absalom. She has convinced two proxies of members of Absalom's Low Council, **Mechna Vellerine** (LE female human representative) and **Erat Orzell** (NE male tiefling human representative), to assist her by bringing mercenaries disguised as their own servants. To allow them to converse freely, the proxies fabricated a dispute between the two of them that Vir is ostensibly helping to resolve.

Word of Vir's unsavory dealings reached the ears of the Helping Hand, a secret organization of commoners in Absalom who check the excesses of the aristocracy.

Two members of the Helping Hand, **Bahvan** (N male human spy) and **Jaynt** (CN female tiefling human spy) infiltrated Vir's household. While snooping through Vir's files, Jaynt learned of Vir's plan, but she was caught by a loyal servant of the house. Bahvan rushed to the scene, drawing his blade and sending the loyal servant away. In an attempt to prove his devotion to Vir, he severed Jaynt's hand before helping her escape.

With Bahvan openly accompanying Vir and Jaynt hiding among the opera guests, they plan to stop Vir's mercenaries from carrying out the abductions and frighten Vir into confessing her crimes to escape the wrath of the slighted agents of Shadow Absalom. With so many secret plots swirling about the opera, however, it's anyone's guess which group will come out on top.

Who claims victory will ultimately hinge upon the actions of new player in Absalom that none expected—a group of adventurers following notes from the now-defunct Dark Archive. Following rumors about the treasures in Vir's collection, as well as suggestions that the collector may have gotten in over her head, these adventurers arrive at Vir's manor hours before the opera is set to begin.

GETTING STARTED

The *sommnambulist bridge* created by the Dark Archive folio deposits the PCs in Absalom. From there, the PCs can ask around about Vir Zhees or draw upon their own knowledge. They determine the following information based on a DC 20 Diplomacy check to Gather Information, or a DC 20 Society or DC 18 Absalom, Mercantile, or Underworld Lore check to Recall Knowledge.

Critical Success As success, and the PC has also heard rumors that Vir Zhees' desire for curios sometimes drives her to black market contacts. If she can discreetly procure products that catch her interest, she doesn't ask too many questions.

Success Vir Zhees is an elven merchant whose pride and joy is her collection of curios. Her negotiation skills combined with her lack of political ambition make her a sought-after mediator in disputes. The PCs easily locate Vir Zhees's manor house in the Petal District.

Failure The PC has never heard of Vir Zhees.

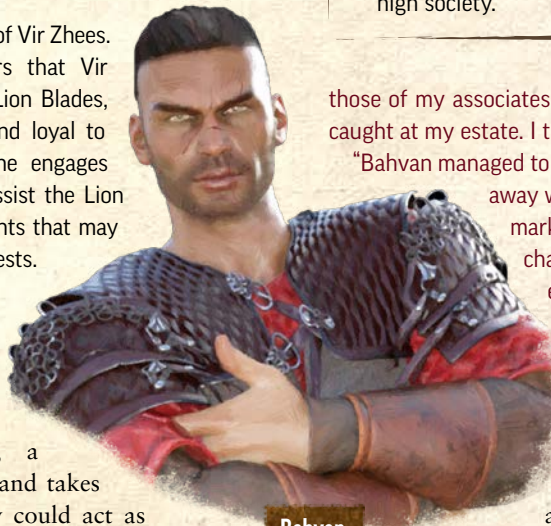
Critical Failure The PCs hears that Vir Zhees is affiliated with the Lion Blades, spies based out of Taldor and loyal to Grand Princess Eutropia. She engages in clandestine missions to assist the Lion Blades in tracking down agents that may pose a threat to Taldor's interests.

If all the PCs fail, they can pay a local newsie 1 gp to show them the way to Vir Zhees's estate.

When the PCs arrive, a guard, Bahvan, greets them and takes their measure, deciding they could act as insurance for the Helping Hands' plans. Bahvan escorts them to the dining room to meet with Vir. Bahvan assures a wary Vir that these guests are just the people to help with their current predicament. Read or paraphrase the following.

Bahvan leads the way into a lavish dining room where a finely dressed elf woman stands, lost in thought. Her eyes are fixed on a glove that rests at the center of the table. It's hewed of black velvet, rimmed with dried blood at its opening—the empty hand a stark focal point against the white marble of the large surface.

"Please, have a seat. I am Vir Zhees, and I understand you are here to meet with me? We can discuss business later, but for the time being, there are more pressing matters at hand. My guard Bahvan assures me you are the type of people who might be able to help?" Vir continues, her voice grave. "This is the third time in recent memory that someone has been meddling with my affairs and



Bahvan



Vir Zhees

ABOUT THIS ADVENTURE

Recommended Level: Team of four 5th-level characters.

Shaking the Helping Hand takes place in the Petal District of Absalom. On the request of a wealthy patron who had been targeted by a mysterious secret society, the PCs attend an opera. The patron fears that this society will attempt to sabotage a meeting that she is holding with proxies for government officials. In fact, the secret society, known as the Helping Hand, had come to the opera to stop the patron and proxies from abducting servants and trading them away to traffickers from Shadow Absalom. If the PCs uncover the truth, they can stop these abductions and assist the Helping Hand with exposing these criminals from Absalom's high society.

those of my associates, and the first that someone has been caught at my estate. I think I'm being watched.

"Bahvan managed to claim a hand before the miscreant got away with a scroll. The glove bears a strange mark: look close." She gets up from her chair and slides the glove toward the edge of the table for inspection.

The PCs can observe the mark. It looks like an infinity symbol turned vertical, crossed with an X at its middle and pointed on its top arc. A PC who succeeds at a DC 18 Society check or Absalom

Lore check to Recall Knowledge surmises that the mark signifies membership in some sort of secret society; with a critical success, the PC recalls that it's associated with an organization called the Helping Hand, a group of people from the lower classes of Absalom who work to expose corruption.

After showing the PCs the glove, Vir continues.

"I'd hoped this was just a few scattered thieves looking for a chance to loot my considerable treasures, easily countered. But Bahvan caught this intruder snooping through my documents, specifically the ones about a meeting I'll be conducting at the Fullbloom Opera House tomorrow. If my documents were merely trade manifests, that would certainly be concerning, but as a public servant, I hold information of a more sensitive nature. Absalom has many factions, and it has been my honor and pleasure over these past few decades to apply the skills I've learned as a merchant to help government officials

INTRODUCTION

THE ARCHIVIST'S TRAINING MANUAL

THE STOLEN CASEFILES

- Cryptids
- Secret Societies
- Occult Skill Feats
- Secret Society Member
- Secret Society Gear
- Secret Society Membership Services

Shaking the Helping Hand

- Deviant Abilities
- Mirrors and Imposters
- Cults
- Curses and Pacts
- Temporal Anomalies
- Mindscapes

SPELL & ITEM LISTS, GLOSSARY & INDEX

find common ground. Tomorrow's opera-house meeting is a mediation of a trade dispute between members of Absalom's Low Council, as represented by their proxies." Vir taps the symbol on the glove. "I fear that whatever organization uses that symbol plans to disrupt the mediation, but I don't know what their ultimate aims are.

"And so we come to my request: please accompany me to the opera. Keep a watchful eye out for people with that symbol or others who might seek to disturb the mediation. If you do come across such dangerous individuals, do what you can to capture them for official questioning and trial."

After the meeting, Vir offers lodging and says she has opera-appropriate clothing on hand, though the occasion doesn't exactly play well with being armed. As a registered and recognized guard of a member of the city elite, Bahvan is best equipped to bring the group's arms and armor into the venue without stirring up a scene. Bahvan agrees to find a lavatory in which to stash the PCs arms and armor, and then to inform them of its location.

A NIGHT AT THE OPERA

The Fullbloom Opera House in the Petal District lives up to its name this evening. Attendees stroll through the gated grounds of the opera house and up to the building itself, the outside of it looking like a lavish cross between a domed temple and an unfurled golden rose. A tastefully verdigris ironwork fence outlines the wide perimeter of the venue and its surrounding garden. The central gate is open, welcoming in the players to walk the paths that spiral through the garden, as well as the main avenue that leads to the triple flight of wide marble stairs at the facade of the building itself. The who's who of the Petal District mingle, indulging in delectable appetizers. Members of the operatic orchestra play gentle songs to accompany the sociable chatter in the garden.

The attendees trickle into the theater, wearing a dizzying array of finery. If the PCs opted to accept Vir's outfitting or wear their own fashionable and fancy attire, they fit right into the crowd. If they've opted to wear more common clothing, they get questions from the staff, and the venue's security takes keen note of any arms the party bears without a golden reason to look the other way (1 gp for each individual sighting, or 20 gp to pay off security so that the venue guard will not hover around the group).

As the party makes their way indoors, Vir explains she intends to head to her reserved box house right after procuring sweetberry wine from the bar. She asks them to look out for suspicious parties bearing the mark of her assumed enemy, then leaves them to mingle for the 20

minutes leading up to the seating for the performance of *The Cyclical Conundrum of Cynthia and Evelyn*.

Conspicuously, Bahvan is nowhere to be found in the crowd, though Vir seems unconcerned, explaining that he likely is scouring the box before the performance.

ANATOMY OF THE OPERA HOUSE

The PCs can freely roam the opera house before the show starts. Use these locations as backdrops.

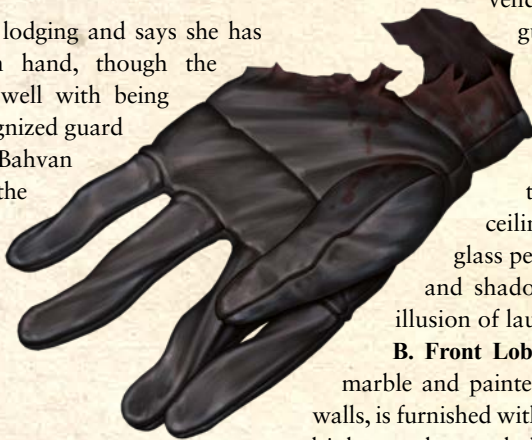
A. Entrance/Box Office: The Box Office is a partitioned space immediately beyond the front doors. Three ticket vendors attend it, as well as four guards—two at the entrances, and two at the doors leading to the lobby and front of house. The dome is a stone relief of flowering branches. A statue of the goddess Shelyn points to the ceiling, where multicolored glowing glass petals create a stunning array of light and shadow; the way some fall creates the illusion of laughing and crying faces in profile.

B. Front Lobby: The front lobby, hewed from marble and painted with flowers on the ceilings and walls, is furnished with plush seats where guests can enjoy drinks or play cards before the show. Waitstaff operate two well-stocked bars, taking drinks to tables or private boxes. A doorway leads straight into the performance hall, and two more doorways lead to the hallways.

C. Hallways: These hallways connect to the performance hall, washrooms, and staircases that lead to the private boxes on upper floors. Each private box is outfitted with a good lock (*Core Rulebook* 290). Two security guards patrol each floor.

D. Backstage: The backstage area has lavish makeup and dressing rooms, a backstage proper (hidden by two gigantic curtains), and a prop room. A spare curtain rests along the east wall of backstage proper. While this curtain seems ordinary, it becomes a portal in Act III. Behind the backstage proper is a door leading into a performer's lounge, which has an emergency door out of the back of the building. Before the performance, the cast and crew are gathered here and backstage proper.

E. Performance Hall: The hall is filled with several rows of general seating at the ground level that slope in toward the stage, each divided into 2 sections with avenues for ushers to navigate. In front is an elevated stage for an orchestra, and behind that is a further elevated stage for the main performance, which has two staircases flanking its proscenium, strategically cast in shadow. Until the performance begins, the main stage is hidden behind a pair of rose-red curtains. The hall air is cool and smells pleasantly of peony, and when there is no performance happening, elaborate candelabras dangle from the ceiling, casting a calming blue light from the flame of their torches.



INVESTIGATION

The PCs can use a variety of strategies to investigate the opera house, including the following. Each PC has time to follow two leads before the show begins; if the PCs pick a different tactic, use these as a guide. Since time is limited, the PCs likely want to split up to cover more ground.

SPEAKING WITH STAFF

As opera guests, it's easy for the PCs to catch the attention of staff. In general, staff are polite but brief; with so many guests, they can't afford to get caught in discussions. If the PCs ask staff members about the gloves, they don't have more information; it's common for people to wear gloves to the opera, and they see far too many guests. A PC who succeeds at a DC 22 Perception check to Sense Motive notices one of the staff members, **Henrietta** (N female human custodian), is hiding her familiarity with the gloves.

As the PCs are talking, they hear a commotion. A harried staff member named **Savi** (N nonbinary human waiter) trips and falls, dropping a tray full of drinks, which splash on the face, suit, and long, plaited beard of **Alaric Brunstone** (NE male dwarf weapons dealer), a bald man wearing a suit of pinstriped blue corduroy and white cotton gloves. Alaric looms over the fallen Savi and screams at him for soiling his beard and outfit. A PC who succeeds at a DC 20 Society check or DC 18 Absalom Lore check to Recall Knowledge knows Alaric is a weapons dealer who owns a chain of stores in the Coins district.

The other guests don't intervene, but the PCs can put a stop to this. They might calm, trick, or frighten Alaric into standing down (DC 18 Diplomacy, DC 20 Deception, or DC 24 Intimidation). Alternatively, if the PCs call his name or otherwise prove that they recognize him, Alaric turns on a dime to business and apologizes to the PCs (but not Savi) for his unseemly display. Before the show, Henrietta approaches the PCs and asks them to swing by the bar to speak with the bartender **Kevel** during the first act.

SPEAKING WITH MECHNA

Mechna Vellerine is a proxy for the Ivy District's low councilwoman, Jostlin Ferqyr. She is embroiled in the fictitious dispute Vir is mediating. Well-dressed folk hover as she complains Erat Ozell is just like Brythen Blood, the councilman for whom he is a proxy. He has his "head in the clouds" and spends too much time on "academic frippery" and not enough time attending to "what actually needs to be done to run the city." A PC who succeeds at a DC 18 Society or DC 16 Absalom Lore check to Recall Knowledge knows Brythen is the High Curator of the College of Mysteries, an elite magical academy, who prioritizes the academy and finds politicking dull. While the complaints are plausible, a PC who succeeds at a DC 20 Perception check to Sense Motive realizes that she is playing up her annoyance for the crowd. A pair of servants attend to Mechna as she complains. One fans her while the other brings her a drink from the bar.

EAVESDROPPING ON ERAT AND VIR

Vir Zhees is speaking with the other party in the fabricated dispute, Erat Ozell. Erat wears a sharp suit and has the look of a librarian. He's a proxy for Brythen Blood, the Petal District councilman and High Curator of the College of Mysteries. Erat loudly complains about Mechna Vellerine and the councilwoman for whom she is a proxy, Jostlin Ferqyr. He claims Mechna's insistence on doing things by the book stifles innovation and is a parody of the admirable traits of Abadar that Councilwoman Ferqyr exemplifies. A PC who succeeds at a DC 18 Religion check or DC 16 Absalom Lore check to Recall Knowledge knows Councilwoman Ferqyr is the Keeper of the Vault of Abadar, Absalom's largest bank and center of the faith. As a follower of Abadar, Councilwoman Ferqyr advocates for structure and protocol. While Ozell's complaints are plausible, a PC who succeeds at a DC 20 Perception check to Sense Motive realizes he is projecting his voice more than normal and exaggerating his complaints.

After a short conversation, Erat, Vir, and a pair of servants slip into a side room. Any PCs who wish to follow unnoticed can attempt a DC 18 Stealth check. If no PC is caught, the PCs catch a snippet of the conversation between Erat and Vir. Erat assures Vir her people are "ready for the deal," says that "Vellerine's are too," and says he's "looking forward to continuing this conversation later."

SEARCHING FOR GLOVES

Gloves are standard in opera attire, so there is no shortage of them. Finding gloves that bear the insignia is more difficult, but PCs who succeed at a DC 20 Perception check spot the symbol on the white cotton glove worn by the busy bartender **Kevel** (N male human bartender). Kevel is swamped by orders and tries to brush off any conversation. If the PCs ask about the glove and succeed at a DC 20 Deception or DC 18 Diplomacy check, he sighs and asks them to come back to speak with him during the first act.

SEARCHING FOR BAHVAN

Bahvan stepped away from Vir to confer with fellow Helping Hand members, blending into the crowd. Finding Bahvan requires a successful DC 22 Perception check. PCs who succeed notice him conversing with servants, many of whom seem to recognize him. If a PC finds him, they can attempt to tail him with a DC 24 Stealth check. On a failure, Bahvan notices the PC and doesn't engage in suspicious behavior. On a success, Bahvan approaches a socialite wearing a stylish eye mask and a pair of long black gloves. She greets Bahvan with a kiss on the cheek and smilingly whispers something in his ear while rubbing her right wrist. A PC who succeeds at a DC 22 Perception check hears her message, "That hurt like hell. I'll play nice until we take her down, but don't think we're done here." Should the PCs confront them, they ask the PCs to speak with them out in the lobby during the first act.

ACT I

After the attendees have mingled for some time, the doors to the Performance Hall open, welcoming in the audience. Ushers whisk Vir away, off to the left staircase. "Look for me in booth A3 on the right side if you have news for me!" she says. She dons a mask for her night at the opera.

The blue flames illuminating the hall dim once the ushers manage to seat everyone. With darkness comes anticipatory silence. Suddenly, a wistful vibrato starts the performance with a cold open. As the lush curtains rise, a beautiful song tumbles out of the orchestra and the lights of the stage bloom, pulling the image of a woman singing in a tower into the audience's focus.

Most of the crowd has its attention on the performance, but a few stand out. Up in Vir's box, Bahvan is fixated on one woman, Jaynt. In the middle, third row from the front, Jaynt is staring back at him. Vir doesn't notice, but the PCs do with a DC 23 Perception check, as well as seeing Bahvan rubbing his fingers on the covered wrist of his right glove. Jaynt gets up from her seat at a crescendo, using the distraction to run off to the dark and out into the front of the house. Bahvan departs soon after.

The PCs can choose to follow Jaynt or Bahvan, but they'll have to act casually. Each PC must attempt a DC 18 Performance or Deception check to not rouse suspicion or a DC 20 Stealth check to escape notice. If the two don't notice the PCs, they head to the bar to talk to Kevel. If the PCs successfully tail either of them, they witness the following.

The tiefling woman strides up to the bar, leaning onto the counter over an empty stool. Bahvan lingers, watching from a distance.

"Do you have it," she asks, in a whisper, "the sleep?" The bartender Kevel grins through his blond goatee warmly, reaching behind the bar and procuring a show program which looks a bit larger than the ones that have already been distributed to the audience. She takes it from him, orders a glass of red, and touches the back of her gloved right hand to the back of his.

If the PCs are caught, the person they're following leads them close enough to call for help before confronting them. Proceed to Meeting the Helping Hand below.

MEETING THE HELPING HAND

It's likely the PCs have motive and opportunity to speak with the Helping Hand ringleaders during the first act.

Creatures: Kevel, Jaynt, and Bahvan are confident the "program" Kevel handed Jaynt will take care of Mechna, Erat, and their mercenaries (it's a 4th-level *scroll of sleep*), but they don't know who will come to take the captives. To convince the Helping Hand to share their plans, the PCs will need to earn the trust of two of the three agents.

Bahvan is optimistic the PCs might help. He asks them to let him know what they have uncovered. If they mention the Helping Hand or express suspicions about Mechna, Erat, or Vir, he judges them able to handle the truth.

Jaynt is disinclined to trust Bahvan after he cut off her hand and wants to test the PCs. She asks them what should happen when the powerful use their station to abuse others. If the PCs give an answer that indicates respect for the system to handle the situation, she scoffs. If they give an answer that suggests people sometimes need to take matters into their own hands, she asks them to tell her a time they acted on that principle. So long as the PCs can provide a satisfactory example, they pass Jaynt's test.

Kevel has a more neutral opinion. If the PCs already earned his trust by talking to him or helping Savi, he vouches for them. Otherwise, the PCs can convince him with a DC 20 Deception or DC 18 Diplomacy check.

If the PCs succeed, they warn the PCs not to sit in the west side during Act II, as Jaynt will use magic to disrupt a plan to traffic innocents for profit. Bahvan tells the PCs where to find their weapons and armor, in a bathroom on the second floor. Proceed to the Helping Plot on page 91.

INTERMISSION

Vir tracks down the PCs, asking if they've found anything. She mentions that any interference jeopardizes trade with Shadow Absalom, an important arrangement for the city. If the PCs press her, she explains she's personally at risk from the threat; thus, it's imperative she make her meeting.

If the PCs haven't figured out what's going on, Bahvan says he's dug up a lead and asks them to meet him in a lavatory during the second act to retrieve their arms.

The PCs can also snoop around more and perform one round of investigation. If they look for gloves, the DC of the Perception check decreases to 18, and they see the insignia appearing on the gloves of more servants and even some of the guards.

ACT II

The audience re-congregates and the opera continues. Despite the vigorous performance between the play's star-crossed lovers, the audience starts to yawn and tire, save for an absent Bahvan, and the conspicuous tiefling woman—reading the "program" she procured from the bar.

Most attendees on the boxes along the right side, including Vir, Mechna, and Erat, doze off as Jaynt activates a *scroll of sleep* (4th level). While the PCs' seats aren't in this area, it's possible PCs may be present. Any such PCs must attempt a DC 23 Will save. The PCs might choose to awaken Vir. She tearfully claims she's being pressed by fetchling merchants to provide folks who "won't be missed" to test out magical wares before taking them back to Shadow Absalom. She knows it's wrong but has been convinced that refusing will stifle magical trade and cause dire consequences for her. This is the story she told Mechna and Erat. Vir cares little for the fate of anyone but herself.

If the PCs haven't figured out what is afoot, they're likely to go to the lobby to investigate or the second-floor

bathroom to retrieve their weapons and arms, at which point they run into Bahvan and—a beat later—Jaynt.

“The Helping Hand has no wish to harm any of you,” Bahvan says. We only want your help—Vir is not the kind of person you think she is! Give us two minutes to explain, and we could end up saving a life tonight, and many more tomorrow.” Kevel the bartender and two valets creep in from the sides, looking apprehensive about the possibility of a skirmish.

Proceed to the Helping Plot below.

THE HELPING PLOT

If the PCs earn the trust of the Helping Hand or confront them, Bahvan explains they are members of a network of Absalom servants and workers that protect each other from the aristocracy. They’ve been investigating people going missing at gatherings. Jaynt found a seamstress friend named Paroma in a basement with no memory of the past fortnight. Others never returned, so they’ve planned a rescue. Jaynt takes out a note, which says, “At performance’s peak, pass through curtains behind curtains behind curtains when you wish to meet.” The PCs might be able deduce what this means; if not, give them a DC 22 Perception or DC 16 Performance check to realize it refers to a curtain backstage, behind the curtains that divide the main stage from the hall and those from backstage. The NPCs can also come to the same conclusion. If the PCs have questions, use the information from the Adventure Background to fill in details.

Joining the Helping Hand: Assuming this convinces the PCs, Bahvan tells them to prepare for a fight. Jaynt inverts her gloves, exposing the symbol, and taps the back of her hand to PCs who accept the solidarity gesture. “Tonight, you’re one of us!” she says. Continue to Act III.

Opposing the Helping Hand: Alternatively, the PCs might insist on fighting. Kevel, Jaynt, and Bahvan would rather save their strength, but if believe the PCs intend to sell them out to Vir, they attack.

KEVEL **CREATURE 1**
Male innkeeper (*Gamemastery Guide* 239)

JAYNT **CREATURE 3**
CN female human tiefling mage for hire (*Gamemastery Guide* 226)
Perception +7; low-light vision

BAHVAN **CREATURE 4**
Male bounty hunter (*Gamemastery Guide* 227)

This ends the adventure. Vir offers each PC 50 gp. The city arrests the Helping Hand. Vir is alone, and simply says a deal was made. Mechna and Erat are gone.

ACT III

By this point, the group has likely realized what they are looking for is behind the stage, accessible by the hallways leading to the staircases down into the back of the house. A guard sympathetic to the Helping Hand provides the group with a key to the backstage area.

On entering, the PCs see shadows that are unnaturally long. On the east wall, a spare curtain reflects no light and flutters despite lack of wind. A PC who succeeds at a DC 20 Arcana, Nature, Occultism, or Religion check to Identify Magic realizes the curtain functions as a portal. If the PCs pass through the portal, they are met with a mysterious fetchling agent. Read or paraphrase the following.

A woman wearing a shadowy mask and a dark cloak flecked with starlight slinks from the darkness. Despite being barely louder than a whisper, her voice echoes. “Where is Vir Zhees?

Don’t tell me you’re sent to tell me that she’s not planning to hand over the merchandise? Or perhaps...” The woman grins viciously, revealing rows of too-sharp teeth. “Perhaps you are the merchandise? A bit heartier than my usual fare, but you’ll do. Come quietly, and my servants will allow you to live.”

Unless the PCs surrender immediately, the fetchling agent chuckles. “Pity. We’ll make use of their corpses then. Kill them all.” She vanishes into shadow, and at the same time, the portal vanishes, leaving the PCs trapped in a shadowy version of the Fullbloom Opera House’s main stage. Seven fetchling agents in dark robes, each wearing masks evoking trees made of twisting shadows, drop down from above the stage, silent as twilight.

SHADOW’S MINIONS (6) **CREATURE 2**
Elite fetchling scouts (*Bestiary* 26, 117)

SHADOW’S LIEUTENANT **CREATURE 4**
Mastermind (*Gamemastery Guide* 246)

CONCLUSION

With the agents defeated, the PCs can search for a way home. A PC can re-open the portal from this side in 10 minutes with a successful trained DC 20 Arcana or Religion check. Otherwise, after an hour, Jaynt manages to reactivate the portal from the opera-house side.

Jaynt pens a missive to both Jostlin Ferqyr and Brythen Blood about their representatives’ scheme and exposes Vir’s meeting during the Encore. Vir, Mechna and Erat are arrested by the authorities. Jaynt leaves the PCs with her opera glove, itself embroidered with the Helping Hand sigil, with a note written in ink up the arm that says, “Reach out if you require a Helping Hand.”



Jaynt

THE EMPTY VALE

Incident Location: [REDACTED] Village, Avin Prefecture, Taldor, Avistan

Incident Type: Hiatus

Reporting Archivist: Rhine Laufent

Day 1

The people here are scatterbrained, to put it kindly, prone to déjà vu. Investigations into water supply, air quality, miasma, and other possible environmental sources turned up nothing unusual. Checks for local cryptids, ancient ruins, and magical artifacts are thus far negative on all fronts.

Day 2

This village seems entirely unremarkable. There was little reason for me, as the sole archivist sent to this location, to select an inn room spacious enough to house two—not when nearly every other room remains available. As proficient an archivist as I may be, it still seems careless to breach the Dyad Protocol, even on a case as inconsequential as this. Perhaps the inanity of the village occupants is transmissible.

Day 4

It has been a few days since my last entry. I was told upon arriving the bread is baked daily here, but the loaf I was given almost shattered my teeth. When I filed complaints to the innkeeper she seemed lost, claiming none in the inn even knew how to bake bread. An odd occurrence, to be sure, but one that would not pique my interest were it not in line with an emerging pattern of other seemingly trivial abnormalities. All the luggage and supplies for the expedition are in my room on the second floor, but none claim to have carried it. The damnable lot is far too heavy for me to have done it alone.

Furthermore, a scant few belongings located in my effects undeniably don't trace their origin to me. A handful of incense sticks—I'm not a religious woman—and a small silver necklace, a frivolous trinket of no use to me. Perhaps unrelated but vexing, so I will make a point to make note: I found at least one of my spell tomes marred by coffee stains. While I recall riding the carriage here, I, for the life of me, can't remember booking nor boarding it. I usually leave such matters to... someone? Something? Odd.

Day 9

A more thorough investigation of the residents has revealed many are experiencing the same lapses in memory as I. It has become evident I wasn't the sole archivist assigned

to investigating this village. I feel out of balance; an uncharacteristic hollowness drags in my chest and a haziness clouds my usual sagacity. Attempts to rationalize the unaccounted for memories lead my mind down strange paths or invoke the sudden affliction of terrible headaches. In return I find my physical investigation proceeding more certainly than before, as if my hand were guided by another's, as if a voice were speaking to me from a corner I can't turn my head to see.

Were I to posit my own theory, it's possible this village harbors an anomalous tear in the fabric of reality; if one were to wander too close, they would inexorably "fall out" of existence. Yet I feel compelled to continue the investigation.

Day ?

I'm unclear how much time has truly passed since my arrival. The origin of my escalating exasperation appears to be a bewildering phenomenon, a rift between realities, as I previously surmised. Theoretically, it erases evidence of its own existence, existing only for brief moments. Entities and objects can pass through this rift into nonexistence—at which point, reality reconstructs over what's missing, like scar tissue over a wound. I'm writing this, taking care to frame my mind in the space of what might be happening, lest my words become entangled in this accursed causality. If these lines return blank, there is something terribly awry.

Upon my return, I will request a formal inquiry into the Archive's records to cross-reference this event, and, perhaps, to locate any potentially erroneous or otherwise inconsistent associated documentation.

Signed,
Archivist Rhine Laufent

[Subject Unknown]

EMPTY WHISPERS

BACKGROUND

RARE

You knew someone once, and now you know only a life stitched together and healed over, nary even a scar remaining. You hear voices of souls that have fallen through the cracks of reality, creatures who have been removed from memory, banished planar entities, and similar. Their whispers guide you.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Occultism skill and the Planar Rift Lore skill. You get a Planar Rift Lore check to sense planar rifts, even if you aren't specifically Investigating or Searching for them, as well as locations where magic has been used to remove the memory of an object or creature from existence.

THE ANVIL AND THE DUCK

Incident Location: ██████████ Village, River Kingdoms, Avistan

Incident Type: Figment

Reporting Archivist: Murana

FROM THE JOURNAL OF HUMPHREY L. WYNFALL

Randall and I elected to finish our breakfast before setting out to see the commotion. As we arrived at the forge just north of the square, we saw a few others who had taken interest in the proceedings: the local herbalist, an elven man wearing hunting leathers, and an armored town guard among them. Aldric, the blacksmith, was gesturing to the duck sitting in the center of his workshop.

It was plain to anybody in the room: the man's anvil, which I had seen there not a day before, had been replaced by the largest duck I've ever seen! Remarkable size, and quiet as a temple mouse, just sitting there pleased with itself. Randall could scarce believe his eyes at first—the man insisted the anvil hadn't changed before I pointed out that of course, this was a duck that sat before him.

With the herbalist's help, we calmed the blacksmith and collected the facts. He heard nothing all night, but when he awoke this morning, some prankster had replaced his trusty anvil with a duck. Despite the man's best efforts, the duck wouldn't leave. We tried shooing it away, scaring it off—I even had Randall set off one of his noisemakers, and there the duck sat! Even lifting it scarce budged it; never have I met a more dense or stubborn animal in all my years of travel.

The remainder of our

day was spent trying to get the blasted thing to move. Marcus, the guard, applied the flat of his blade to the duck's backside, resulting in naught but a loud metallic clang from the tail feathers. The herbalist's poultices only produced ghastly smells and induced rust upon the duck's beak, typical for this species of waterfowl, I presume. Around dinnertime, one of the children brought another duck, fetched from the pond, in the hopes it would encourage its larger compatriot to leave, but neither duck showed any interest in the other. The second duck did induce a powerful confusion in the hunter, however, and they spent the remainder of the evening trying to figure out how to pluck a feather from the larger creature.

Everyone who agreed to an interview swears the anvil was replaced by a duck for two days and then returned. None appear to have puzzled out the obvious illusion yet. Still trying to track down Wynfall's companions; the guard mentioned was buried in Magnimar years later, the rest are still in the wind.

FALSE NATURE

SPELL 4

UNCOMMON ILLUSION

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range touch; **Target** one unattended item or one item you're holding

Duration until your next daily preparations

You create an illusion that makes an object seem to be something entirely different. When you Cast this Spell, speak aloud a declarative statement that the target is a different, nonspecific object. Your statement can't presuppose any other facts. For instance, you could claim an object is "a stone" or "an antidote," but not "the Starstone" or "the antidote to the lethal poison you already drank." Creatures who previously observed the target receive an immediate Will save to disbelieve, but on a failure, the illusion temporarily rewrites their memory that the object was something different. A creature who failed their Will save, or didn't already see the item's original form, must Interact with the illusion as normal to receive a Perception check against the spell DC to disbelieve. When the spell ends, targets remember the object's true nature, even if they never disbelieved the spell.



False Nature



SPONTANEOUS IGNITION OF SUPERNATURAL MIGHT ON SO-CALLED “DEVIANT ABILITIES” AND OTHER ANOMALOUS POWERS

The wise and learned scholars at the Arcanamirium or the Egorian Academy of Magical Arts would have you believe that they understand magic. While they indeed note the great unknowns, the sublime mystery of thrumming power on the whole, I get the sense that they feel they know every way by which a mortal can wield magic.

That everything has been deciphered and decoded, classified and categorized and calculated, with just a few little loose ends awaiting tidying. But there’s always more to wonder at.

In reality, we are all woodlice squatting in a rotten log, telling ourselves that as we understand the log we understand the world, for that is all there is. And so we happily feast until the odd ray of sunlight breaks in, and all the learned woodlice stroke their chins and proclaim themselves baffled. Pray our log is never overturned entirely.

Over the years, my fellow archivists have stumbled across a considerable number of individuals with potencies that stubbornly fails to align with traditional understandings of the supernatural, which we’ve taken to calling “deviant abilities” for convenience. Their powers are not the codified spellwork that we think of most often as magic. Instead, they represent strange

anomalies, twists of circumstance, or other alien codes that result in logic-defying abilities. They obey no harmony we understand; if we think we comprehend these things, then we delude ourselves.

I’ve gathered together here a few of the more noteworthy casefiles from the Archives.

POPPY

Let’s begin with a relatively mundane example, insofar as that word has any meaning at all in our line of work. Poppy is a halfling girl born, we think, in 4697 AR, in what was apparently a rather abusive familial situation in a farming village out on the edges of Nirmathas. Archivist Feries was unable to get much detail—one “does not

talk” about such things in the nameless community that Poppy hailed from—but the key point is that at a certain stage, the abuse escalated to physical violence.

As best Archivist Feries was able to piece together, on the night of the 17th of Rova, 4718, Poppy stepped in to try and shield her younger sister from a brutal beating by their father. This both redirected and intensified their parent’s wrath, and in the ensuing confrontation something extremely strange occurred. The local plant life began to produce pollen. Pollen with a very strong soporific effect. The effect spread out from Poppy’s farm in a rough circle, knocking out half the village. Poppy’s father, curiously, received such a strong dose that he never woke up, dying in a coma some weeks later. Poppy herself went into what, reading between the lines of Archivist Feries’s report, was a species of allergic shock—it fell to her sister to nurse her through the subsequent illness, and to spirit them away when suspicion in their father’s death fell upon them.

Archivist Feries was able to track the pair for some time by following up on rumors of unexplained comas or entire areas falling asleep, but the trail went cold in central Taldor. It is possible that Poppy and her sister were killed, but I suspect—no, I know—that the girl is still out there somewhere; as her powers were reliant on a specific ecological environment, it could be that she’s simply left it behind. Maybe the sisters now safely reside in Oppara or some such city, living peacefully and staying away from parks or gardens.

In any case, Poppy’s situation is a good study of several typical elements of a deviant ability manifestation. First, they rarely conform to traditional spellwork, and are often extremely complex or situational. Archivist Feries consulted with several druids, and at best a few suggested some theoretical ways that Poppy’s effect might be achieved, but none had ever experienced something like this firsthand. Secondly, the abilities come unexpectedly, but are often triggered as a result of extreme stress, whether violence, emotional conflict, or similar. Though not an absolute rule, most deviant abilities manifest in unhappy situations. Third and lastly, the ability is both powerful and taxing. Poppy was able to knock out several square miles, but the shock of it quite nearly killed her. Whether with practice she would have learned to control her powers more effectively is an interesting question, but one we do not have the means to answer.

SILVERSMITH

Another file I have here relates the case of one Silversmith, the scion of a minor Nidalese noble family near Pangolais. From an extremely young age, Silversmith displayed what I might term “argentokinesis”—the ability to manipulate silver, and only silver. According to the family servants I interrogated after the fact, the youth’s talent was discovered when, at the age of four, he was found casually rearranging the crests on the family silverware.

The family, displaying uncommonly good sense knowing the danger that comes from power over silver in a land of monsters that recoil from its touch, contrived to keep young Silversmith’s power under wraps.

With plenty of time to practice and a relatively safe environment, Silversmith seems to have mastered his ability to an uncommon degree. By the age of twelve he was able to transform silver from solid to liquid and back, and by eighteen could shape silver at a range of sixty paces. Around when the youth was twenty, several rival noble families found themselves attacked by a lethal assassin (the young man *did* come from Nidalese aristocracy). It was on one such foray that he was eventually discovered, and the family forced to publicly repudiate their wayward scion. How much of that is true remains questionable, but Silversmith has been seen operating as a rather debonair killer-for-hire in several other parts of Avistan.

GLOWWORM

As a best estimate, most deviant abilities manifest around when the subject reaches adulthood, with the second largest contingent acquiring them in early childhood. Glowworm is one of the exceptions, a tengu woman, a widow, living in Kwanlai. Powers manifested at the age of about sixty-three. I’ve been unable to determine what the inciting event was for this—chances are good that there were no other witnesses to it, and only Glowworm knows for certain. In any case, Glowworm’s powers relate to the silk manufacture that is her village’s specialty, and to a tradition of silk-weavers singing while they work.

Glowworm’s song causes the silk she is working on to glow with a soft, inner light, which thereafter never entirely fades. I have a sample before me right now, and to the best of my abilities I’ve been able to determine no other powers or characteristics. Just glowing silk, albeit very well made. Nevertheless, Glowworm’s silk is in high demand, as it has been variously termed auspicious, blessed, or simply lucky, and it is interesting that as near as I can determine, none of the wearers of her silks have suffered from unfortunate accidents or unexpected diseases.

The old woman can only produce a small amount of silk per day—the process is extremely exhausting and causes her internal body temperature to rise to a worrisome degree if she continues for too long. At present, Glowworm remains in her village, her silk fetching a high price, and a few suitable gifts to the local lords allow her to stay where she is. How long that situation can remain stable, or what will happen when someone insists on her exclusive production, is anyone’s guess.

ABYSS

This is a file I have from Archivist Krayne, who discovered rumors of a “shark-talker” while in the Shackles. Investigating further, she discovered that a

certain child in one of the island communities was reportedly able to speak with sharks, and possibly other marine predators, and persuade them to leave certain fishing boats at peace. I had absolutely no desire to address a casefile concerning not only the open ocean, but also anomalously empowered marine predators, but thankfully, Archivist Krayne proceeded to travel to the community in question herself.

When she arrived, she found that someone else had a similar idea—a local pirate lord had attacked the fishing village, killed a fair number of the local inhabitants, and kidnapped the child with the goal of using him to control an armada of sharks, for some reason. Krayne stole a fishing boat and set out in pursuit, catching up with them not far from the Island of Empty Eyes in the northern archipelago. There followed some highly vigorous negotiations, and despite throwing several pirates overboard, Archivist Krayne was eventually outmaneuvered. It was at this point that, if I can read her rather horrendous script correctly, both pirates and Archivist noticed that the child had gone oddly quiet, was bleeding from the eyes, and was writing something in crimson tears upon the deck.

Whereupon, Archivist Krayne reports, they were attacked by a monster. I suspect that Krayne may have had a few drinks when she wrote this report, but in any case, she writes that a hundred-foot shark with three heads and tentacles overturned the pirate vessel. Krayne was able to escape by means of clinging to a spar, but most of the pirates were either drowned or devoured. She lost track of the child, codenamed “Abyss,” in the chaos—perhaps the boy drowned, but equally likely is that he fled atop his pet sea monster. Krayne herself eventually washed ashore on the Island of Empty Eyes and was marooned among the cyclopes for a few weeks prior to building a raft and returning to civilization.

TRAVELER

This file comes from the Terwa Uplands along the western coast of Garund, not that far from the Shackles, as a matter of fact. The subject is, at present, a middle-aged dwarven artisan working in Cloudspire, whose peculiar ability is a form of astral travel. When Traveler sleeps, his mind separates from his body and goes onto oneiric journeys—at least some of which lead to real, if impossibly distant lands. Initially, we were able to confirm that Traveler has visited Irrisen, Shenmen, and the Crown of the World, among other places.

Until discovered by Archivist Messerzeinig, Traveler was unaware that these journeys were anything except particularly vivid and inspirational dreams. These dreams the Mbe’ke dwarf then proceeded to translate into masterful works of iron and bronze-crafting, covering fine plates or decorative urns with imagery drawn from Jadwiga ceremonial dress and Lung Wa imperial calligraphy. Archivist Messerzeinig first realized that

something was amiss when they were purchasing a set of trade goods in Cloudspire that had certain Tien symbols on them that would not normally be found so far from Tian Xia. This investigation led them to Traveler, and thus to the revelation of Traveler’s bizarre dreams.

Under Messerzeinig’s tutelage, Traveler began to push his abilities further, traveling more frequently and more distantly. After a few years, Traveler was able to leave Golarion entirely, describing “a world strewn all in red dust,” or “a place where night and day are countries to be visited, not times, and all dwell in the dusk-dawn.” Traveler and Messerzeinig’s reports became increasingly fascinating, glimpses of distant shores. Then, rather suddenly, they went silent.

Archivist Krayne stopped by to investigate on her way back from the Abyss case in the Shackles. Traveler and Messerzeinig were discovered dead in Traveler’s shop. No signs of violence on their bodies, but for a look of profound terror on their faces. One wonders what Traveler saw, and what he told Archivist Messerzeinig.

THE GLUTTON

This gentleman first came to our attention as a sideshow act on the Isle of Kortos. A young Absalomian man of Thuvian heritage, Glutton had discovered at an early age a curious set of powers. First, he could eat anything that he could fit into his mouth. On stage, he happily devoured twigs, whole eggs (shell and all), rocks, bullets, live mice, and at the conclusion of his act, he drank a flask-full of alchemical acid, all without the least sign of injury or discomfort. Secondly, he could consume far more than his body should be able to contain, and never seemed to run into limits of gut or gorge. Finally, though this particular talent Glutton was cautious about advertising, he could unhinge his jaw and tear his cheeks in a manner something like a viper and swallow a small rosebush in one gulp.

The cost of this power was an endless, unceasing hunger. Glutton’s appetite could not be sated, and though he ate as much as six people, he still continuously complained of hunger—and indeed, showed certain signs of malnourishment, especially in the gaunt, loose-skinned aspect of his figure.

In his act, Glutton claimed to be a former soldier. Possibly accurate? At the very least, he wore a genuine Thuvian military uniform, though the sideshow did slather on a great deal of unnecessary gold braid. He was cashiered out when he was found to be impossible to feed, and took up with the sideshow as a way of getting at least close to the food that he needed.

About a year ago, Glutton was accused of a particularly heinous crime. A child had vanished from a small village on the western slope of the island. Glutton, perhaps out of guilt, or perhaps simply sensing the way that the wind was blowing, promptly vanished, causing rumors to spread that he had eaten the child. We were planning to dispatch

an archivist to investigate, but the recent situation has left us too short-handed to follow up. Assuming that Glutton hasn't been executed by some enraged vigilante, he is probably hiding in Absalom.

JUGGERNAUT

This casefile comes entirely second-hand, from an associate of the late Archivist Messerzeinig in Katheer, who was able to acquire certain files that used to belong to a local cell of the Exarchate of the Infinite Clock—a rare and dangerous conspiracy that seeks to unlock the hidden powers of reality through a great deal of involuntary surgery.

About seven years ago, the Katheer cell had embarked on a major experiment. They procured a set of just over a dozen unwilling subjects, mostly by kidnapping young adults in and around the city's poorest areas. They then carved open each subject's skull and replaced portions of the brain with a complex clockwork mechanism. Of the 14 original subjects, 11 died during the operation or within a week of it. Two with signs of brain damage, otherwise nothing of interest. But the 14th, a young Keleshite woman, began to demonstrate a very strange ability.

This woman, Juggernaut, was able to merge her body with objects of metal and stone, integrating them into her own flesh with commensurate increase in strength. In a burst of genuine if ill-omened brilliance, the Clockmakers began to provide her with especially choice metal components, including a sliver of inubrix skymetal and an enchanted Alkenstari engine. In retrospect, they probably should have expected what followed—as soon as Juggernaut was strong enough, she killed two of her captors and escaped. The Clockmakers were still trying to recover their experiment when they were uncovered by the Satrap's agents. Juggernaut's present location remains unknown.

MAGPIE

Archivist Harachi encountered this bizarre individual in Razatlan, while following up an unrelated investigation. A series of corpses had been discovered in a line of villages, consistent with a killer moving through the region, each corpse missing its eyes. In the normal course of events, this would be disturbing enough, but according to Harachi, these corpses were not missing their eyes in the sense of them having been scooped out with a knife or pecked away by predators. Rather, a smooth expanse of skin occupied the space where the victims' eyes should have been. As if their eyes had never

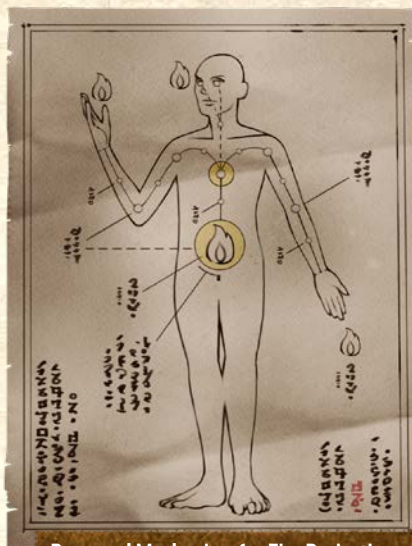
been there. The actual cause of death was a knife, either a slit throat or a pinpoint strike to the heart.

Archivist Harachi diverted from his course to follow up on these strange deaths, and he soon came to the conclusion that he was not the only person following the line of deaths—a group of blue-painted soldiers were also investigating the murders. Harachi attempted to join their number with his customary “tact” but was rebuffed and ordered to leave the country. While finding out that the soldiers had official backing was interesting, Harachi politely declined and had to go into hiding.

Archivist Harachi finally caught up with the killer in the historic ruins of Yovala, near the border. The murderer had been traveling as a pilgrim, wrapped in bandages to hide what was claimed to be a disfiguring disease. Harachi managed to identify them by connecting the pilgrim to a prior victim by means of a stolen knife, and presented himself as a fellow bandit seeking a partner. The false pilgrim initially agreed, and then, as Archivist Harachi expected, attempted to consume him when his guard was down.

Without their bandages, the murderer—Harachi never did discover the individual's real name—proved to be covered in blinking, all-gazing eyes, which the murderer had somehow “scooped” from the corpses of their victims. To what purpose remains opaque, but Harachi does report that the murderer crowed about “seeing every possibility” and “I have their sight and my sight and soon I'll have your sight and I will see and see and see” and similar babbling. They also proved uncommonly difficult to subdue. Archivist Harachi, thankfully, is an extremely able shot with a pistol, and the murderer was neither notably quick nor particularly strong or skilled but was nevertheless able to keep up with Harachi by virtue of some kind of spotlights emitting from their many eyes, which seemed to predict the trajectory of the archivist's bullets and which withered any grass or bark they touched, though leaving the stone and sand completely unarmed.

How things might have ended remains unclear, as before things could reach a conclusion the blue soldiers arrived and tried to arrest both murderer and Archivist Harachi. Harachi was forced to withdraw, though not before setting fire to a section of forest. While he is reasonably certain that the murderer did not escape the conflagration (also damaging one of the historic ruins, no doubt), he does admit to being a bit preoccupied with dodging Razatlani soldiers to confirm by finding the body. Follow-up investigation is necessary.



Proposed Mechanism for Fire Projection



DEVIANT ABILITIES

The frost struck in the time it took him to look. No waving fingers, no incantation, no circle of ancient runes hanging in the air. Just ice covering everything he laid eyes on, his breath hanging white in the summer afternoon as chills wracked his body.

Rarity: Rare

Though Golarion contains classically trained spellcasters, descendants of magical creatures, and entire species who can invoke ancestral patrons for supernatural aid, there are always some who gain unique and unstable powers in strange or unorthodox ways. GMs can use the rules here to grant these so-called deviant abilities to their players and incorporate them into their games. A deviant ability can be the result of exposure to exotic energies, a boon from a powerful entity, cutting-edge scientific experimentation, or any other process that makes sense for your story.

ACQUIRING A DEVIANT ABILITY

There are two main ways to approach deviant abilities in your game: as an intentional and persistent part of a player's character that is intrinsic to them and grows throughout their career, or as a more turbulent and transient power they gain as part of an ongoing campaign, intended to be acquired at a certain point in the story and to eventually burn out or fade away when that chapter of the story is told.

BACKGROUND DEVIANT ABILITIES

A background deviant ability is a core part of a character's concept—a character may simply have been born with the power to light things on fire by whistling, or they may have gained it as part of whatever incident set them down the road to adventure.

When using background deviant abilities, the player should get to decide what type of deviation they want and build their power. As the player grows, they should be able to improve their deviant ability, whether through special training, seeking out objects of power, or self-improvement, represented as taking additional deviant ability feats.

If everyone in your party wishes to make deviant abilities a part of their character, or for a setting where these abilities are more common, consider using a variant similar to the free archetype variant rule (described on page 194 of the *Pathfinder Gamemastery Guide*) to grant each character an extra class feat at 2nd level and every even-numbered level thereafter that they can use only to take deviant feats. In most cases, they can gain every possible deviant ability feat by 16th level in this fashion, so there's no need to grant extra feats after that.

CAMPAIGN DEVIANT ABILITIES

A campaign deviant ability comes about as part of the story of your campaign. The party may find themselves with strangely expanded senses after taking shelter beneath an ancient monolith, or they might drink from a spring of pure magic in a grove and find themselves able to command the elements. As the GM, you should decide the specifics of the deviant abilities yourself, matching them to the event and themes of your campaign. The players might not discover the full capabilities or quirks of their new abilities immediately. Consider waiting for a dramatic moment to reveal that a player has gained a deviant ability, perhaps letting them unleash an unexpected blast of lightning right when they need it the most.

Because a campaign deviant ability is normally only present for a level or maybe two, you usually don't have to worry about advancing the ability or adjusting campaign rewards to take stock of your PCs' additional powers. Rather, simply keep in mind that the players might have an extra source of damage or utility ability up their sleeve while they are in a given town or dungeon. Be clear with your players that their newly acquired abilities are temporary; for instance, it might be that the powers the players gained from the ancient monolith will fade once their journey takes them too far. If a player enjoys their deviant ability and wants to keep it even after the moment in the campaign has passed, work with them to develop a story that fits their character—maybe they take a piece of the monolith with them, letting them keep their powers. In this case, you can give them the opportunity to retrain some of their existing feats into deviant ability feats or let them take those feats again in the future.

BUILDING A DEVIANT ABILITY

Decide what deviant ability you want to build, and what event led to the deviant ability or awoke it. Each ability comprises a main **classification**—grouping energy projection or enhanced physiology together—with an attendant **backlash** effect that can occur when the unstable power is pushed too far, and finally, one or more strange **quirks** (page 103) that personalize the deviant ability further.

If building a background deviant ability, take a feat from the classification that best matches the power you want—these ability classifications determine the general theme of your ability, as well as what type of backlash can happen if your ability runs rampant. For instance, if your power is to breathe blasts of electricity, you could take the Storming Breath feat from the dragon classification, which covers energy manipulation. Once you have gained a feat in a given classification, you can take only feats from that classification, as well as universal deviant ability feats. If you are playing with campaign deviant abilities, simply grant your player the abilities that best fit the story, ignoring the split between classifications if needed.

DEVIANT CLASSIFICATIONS

The Dark Archive classifies deviant abilities into broad categories, typically filing them according to their ultimate effects, since the source of the deviations range so widely. If you are advancing your deviant ability, you can do so with the below deviant feats. Feats with the deviant trait are class feats, but can be taken by any class. When you take the feat, it gains the trait appropriate for your class.

DEVIATION SAVES AND ATTACK ROLLS

Many deviations allow for a saving throw or have other abilities that change as you go up in level. The DC for any saving throw called for by a deviation is the higher of your class DC or spell DC. The attack modifier of a deviation is 10 lower than that DC, unless the deviation calls for a Strike, in which case the attack modifier is the normal attack modifier of the Strike. A deviation's counteract modifier is equal to your counteract modifier.



BACKLASH

The same blood that lets one of the dragon-descended spit out a gout of flame is precisely what keeps the inside of their mouth from being singed in the furnace. Deviations, unfortunately, lack these safeguards, their powers coming from haphazard circumstance and interactions rather than intentional design. A character using their deviation always risks the chance of backlash.

Whenever you attempt to use a deviation, roll a DC 5 flat check. On a success, you use your deviation and the DC for subsequent checks increases by 5, to a maximum of 20; on a failure, you use your deviation and then suffer a backlash effect, after which your flat check DC resets to 5. Backlash progresses from mild, to moderate, to severe. When you have already taken mild backlash in a given day, the next time you would take backlash, you take the moderate backlash instead, and if you have already taken moderate backlash, you take the severe backlash instead, and your deviation can't be used for the rest of the day—attempting to use it simply brings pain. When you make your daily preparations, your flat check DC returns to 5 and your next backlash returns to mild.

Any effects from backlash can't be reduced, prevented, or otherwise bypassed. Conditions and damage you take from backlash can't be reduced or prevented by resistance or immunity, but still triggers any weakness you have to it.

AWAKENED POWERS

A deviant ability's unstable nature means it can grow in power at a later point, responding to a stressful moment or continuing to evolve along a mysterious path. "Awakening" lines in deviant feats represent possible paths the power's awakening can take. You don't gain the awakening unless you take a feat that grants you those benefits. You can gain only one awakening for a given deviant feat.

UNIVERSAL FEATS

These feats are useful for any deviant ability user. If you're using the background approach, you can select these feats regardless of your classification.

AWAKENED POWER

FEAT 4

RARE DEVIANT

Your power spontaneously evolves or reconfigures itself. You gain one awakening benefit for a deviant feat of 4th level or lower.

Special You can take this feat multiple times. Each time you do, choose a different deviant feat of 4th level or lower, and gain one of its awakening benefits.

GREATER AWAKENED POWER

FEAT 10

RARE DEVIANT

Your power undergoes yet another awakening. You gain one awakening benefit for a deviant feat of 10th level or lower.

Special You can take this feat multiple times. Each time you do, choose a different deviant feat of 10th level or lower, and gain one of its awakening benefits.

DRAGON

Deviant abilities often trace their origin to massive concentrations of energy, such as being at ground zero of a detonating magical artifact. These energies can linger within an individual to grant them deviations falling under the dragon classification—gouts of flame, electrical breath, and the like—projecting and absorbing it to great effect.

When you gain a dragon-type deviation, choose a type of damage, from cold, electricity, fire, or sonic. All abilities you gain from this deviation deal this type of damage and add the corresponding trait to the ability. You also use this damage type for the damage and weakness from your backlash.

BLASTING BEAMS

FEAT 2

RARE ATTACK DEVIANT EVOCATION MAGICAL

Requirements You have a free hand.

A directed beam of heat or an arc of lightning is one of the simplest ways to project energy. You fire a blast or beam from one hand. Make an attack roll against a creature within 30 feet. If you succeed, the beam deals 1d6 damage for every 2 levels you have to the target, or double damage on a critical success.

Awakening Your beams blast through targets. Instead of making an attack roll to damage a single creature within 30 feet, you can use Blasting Beams as a 2-action activity to damage all creatures in a 60-foot line, with a basic Reflex save.

Awakening You can choose to launch smaller, quicker beams from your eyes instead. These deal d4s instead of d6s, but the attack has the agile trait, and you don't need a hand free to make it, though your eyes must be uncovered.

CONSUME ENERGY

FEAT 2

RARE ABJURATION DEVIANT MAGICAL

Trigger An enemy within 60 feet uses an ability that has the trait corresponding to your deviation damage type.

Your connection to energy is so much stronger than the offending display in front of you, allowing you to claim it for yourself. Attempt a counteract check against the triggering effect as you draw it into your body. If you successfully counteract the ability, you gain temporary Hit Points equal to double the counteract level of the ability, which last for 1 minute.

Awakening The energy you consume helps empower your abilities. The next ability from the dragon classification that you use increases its range by 30 feet if it has a range, or increases its area by 10 feet if it's a cone or line. If you don't use this benefit within 1 minute, it fades.

Awakening You channel some of the seized energy into your next attack. Choose one of your weapons or unarmed attacks. Until the end of your next turn, Strikes with the chosen weapon or unarmed attack deal an additional 1d6 damage of a type matching the energy you consumed.

STORMING BREATH

FEAT 6

RARE DEVIANT EVOCATION MAGICAL

You spit out a freezing breath or sonic scream. You deal 4d6 damage, plus 1d6 damage for every level you have beyond 6th, to all creatures in a 30-foot cone, with a basic Reflex save.

Awakening Your blast powerfully batters your foes. A creature that critically fails its save is knocked prone.

Awakening The kickback of your blast helps you make a speedy escape. When you use this ability, you Fly backward 15 feet in a straight line directly opposite your blast. This movement doesn't trigger reactions based on movement.

PROPULSIVE LEAP 

FEAT 10

RARE **DEVIANT** **EVOCATION** **MAGICAL**

By expelling flames from your feet or levitating through electrical repulsion, you propel yourself through the air. For 1 minute, you gain a fly Speed equal to your Speed or 20 feet, whichever is greater. If you aren't on solid ground at the end of your turn, you must attempt another backlash check for your deviation, though you remain airborne even if you fail your check unless the damage from the check renders you unconscious.

Awakening You blast through the air at great speed, gaining a +15-foot status bonus to your Fly speed from Propulsive Leap.

Awakening You can use your propulsion as a makeshift weapon. The first time each round you Fly starting from the ground, all creatures adjacent to you take 1d4 damage for every 2 levels you have, with a basic Reflex save.

BACKLASH: ENERGETIC MELTDOWN

As you channel energy through your deviant abilities, some of it turns back on you, spiking your body temperature or dancing across your skin.

Mild Backlash You take damage equal to your level as energy scours your body.

Moderate Backlash Energy wracks your body. After taking the damage, you gain weakness to the energy type of your backlash until your next daily preparations. The weakness is equal to one-third of your level. You also lose immunity to the energy type if you had it, until your next daily preparations.

Severe Backlash Whatever furnace or well within you that provides the energy for your deviation overloads completely, cascading out of you in an uncontrolled burst. You deal 1d6 damage per level to all creatures in a 30-foot emanation with a basic Fortitude save. You automatically take full damage without attempting a save.

TROLL

Especially common when a deviant ability is born of scientific experimentation, the troll classification connotes improved physical abilities. While often thought of as biological mutation, clockwork implants and personal magical enhancements are equally likely mechanisms.

BONE SPIKES 

FEAT 2

RARE **DEVIANT** **EVOCATION** **MAGICAL**

Sharp shards of bone tear forth from your elbows, wrists, or other parts of your body. For 1 minute, you can make bone spike unarmed Strikes, which deal 1d6 piercing damage and have the versatile S and sweep trails. When you take the Bone Spikes action, you can choose one weapon on your person and duplicate its weapon runes onto your bone

spikes (with the exception of any runes that couldn't apply to the bone spears).

Awakening Your bones grow longer, lashing flexibly at range. While you have bone spikes, you can Interact to give your bone spikes reach 10 feet until the end of the current turn.

Awakening Grooves in your bone spikes form a channel for venom. Your bone spikes deal 1d4 persistent poison damage, which increases to 2d4 at 10th level and 3d4 at 18th level.

TITAN SWING 

FEAT 2

RARE **DEVIANT** **MAGICAL** **TRANSMUTATION**

Your limbs tense as you deliver a mighty swing. Make a melee Strike. If it hits, you deal an extra die of weapon damage and push the target back by 5 feet. If you're at least 10th level, increase this to two extra dice and push the target by 10 feet, and if you're at least 18th level, increase it to three extra dice and push the target by 15 feet.

Awakening On a critical hit, you push the target back double the normal distance and knock it prone.

Awakening On a hit, you deal 1d6 persistent bleed damage. This increases to 2d6 at 10th level and 3d6 at 18th level.

HIGH-SPEED REGENERATION 

FEAT 6

RARE **DEVIANT** **HEALING** **MAGICAL** **NECROMANCY**

Trigger Your turn begins.

Your wounds knit together with barely a thought. You regain Hit Points equal to double your level. When you gain this deviation, the GM secretly selects one type of energy damage or precious material, such as fire or cold iron. When you take damage of that type, your wound smokes until the end of your next turn, preventing you from using High-Speed Regeneration.

Awakening Your regeneration can automatically save you from the brink of death. Once per day, you can use High-Speed Regeneration when your Hit Points would be reduced to 0 instead of the usual trigger. You avoid being knocked out and remain at the number of HP you regained.

Awakening Regrowth invigorates you. You gain a +10-foot status bonus to your Speed until the end of your turn.

TECTONIC STOMP 

FEAT 10

RARE **DEVIANT** **EVOCATION** **MAGICAL**

You cause minor tremors that topple your enemies. All creatures in a 30-foot emanation who are standing on the ground take 1d6 bludgeoning damage for every 2 levels you have, with a basic Reflex save. A creature that fails its save also falls prone.

Awakening Your stomp also ejects large fragments from the ground. You raise up to three stone chunks from the ground in unoccupied squares in the emanation; the stones can't be adjacent to one another. The chunks are 5 feet tall, block movement, and are large enough to Take Cover behind. They have AC 10, Hardness 8, and Hit Points equal to your level. They are immune to critical hits and precision damage. A stone chunk crumbles away when it has 0 Hit Points, and all of them crumble after 1 minute or when you use Tectonic Stomp again.

Awakening Your stomp rattles those who fail horribly. A creature that critically fails its save is also stunned 1.

BACKLASH: STRAINED METABOLISM

Your body's overclocked physiology requires larger-than-usual amounts of nourishment, leaving you weakened when it kicks in mid-combat.

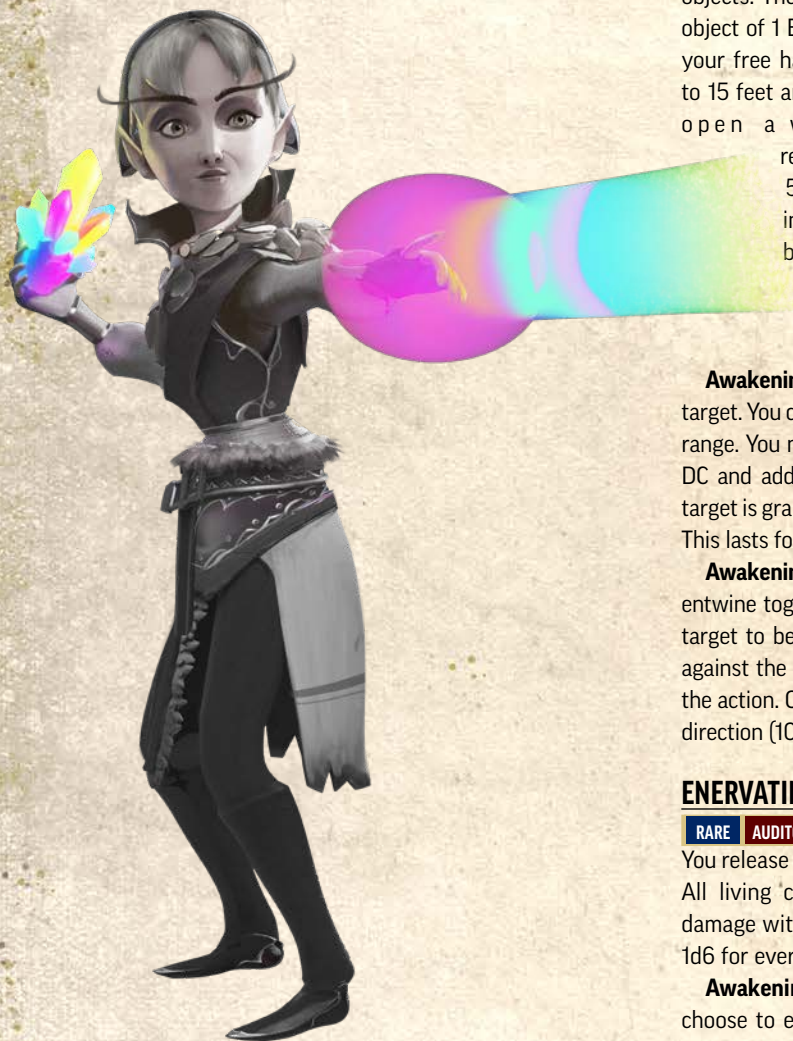
Mild Backlash Your metabolism immediately burns through your body's energy stores, making you enfeebled 1 and clumsy 1 until you take a bite of food (which usually requires 2 Interact actions: one to retrieve the food and another to consume it).

Moderate Backlash Ravenous hunger wracks your body. You are enfeebled 1, clumsy 1, and fatigued until you can eat a full meal, which requires at least 10 minutes.

Severe Backlash The strain on your body is truly incapacitating. You become sickened 2 as nausea wracks you, and you are also enfeebled 1 and clumsy 1 until you can eat a full meal (which requires you to no longer be sickened). You are fatigued until you can get a full night's rest.

WRAITH

Wraith-type deviations often result from contact with otherworldly presences or artifacts, comprising a strange assortment of abilities that involve realms beyond our own.



EERIE FLICKER

FEAT 2

RARE CONJURATION DEVIANT MAGICAL

Trigger A enemy's Strike would hit you and you weren't already concealed, hidden, or undetected by that enemy.

Your body flickers momentarily into the Ethereal Plane. You become concealed for 1 round, and the flat check for concealment applies to the Strike that would have hit you. If the flat check fails, the Strike misses you.

Awakening When your body flickers, you momentarily assume a terrifying form. If a creature fails the flat check against concealment from your Eerie Flicker, it becomes frightened 1, and it doesn't reduce the frightened condition from this effect at the end of the same turn it gained the condition.

Awakening You can choose to compress your flickering movement into a single moment, increasing your chance to avoid the triggering attack in exchange for a shorter-lived effect. If you choose to do so, the flat check for concealment against the triggering attack increases to DC 9, but the concealment affects only the triggering Strike.

GHOSTLY GRASP

FEAT 2

RARE DEVIANT EVOCATION MAGICAL

An invisible arm extends from you to grab and manipulate objects. The arm reaches up to 15 feet, grabs an unattended object of 1 Bulk or less, and immediately deposits it in one of your free hands or at your feet. Alternatively, it reaches up to 15 feet and performs a simple Interact action like pushing open a window, though it can't perform actions that require significant mechanical dexterity. For every 5 levels you have, the amount the hand can lift increases by 1 Bulk, and the arm's range increases by 15 feet. Being ghostly, the arm can affect ghosts, spirits, and other incorporeal entities, though in most cases, you need an awakening for this to be useful.

Awakening Your invisible arm can grab on to an unsuspecting target. You can modify the power's target to be 1 creature within range. You make an attack roll against the creature's Fortitude DC and add the attack trait to the action. On a success, the target is grabbed by the arm (or restrained on a critical success). This lasts for 1 round or until the creature Escapes.

Awakening You summon additional ghostly arms that entwine together to push targets. You can modify the power's target to be 1 creature within range. You make an attack roll against the creature's Fortitude DC and add the attack trait to the action. On a success, you can move the target 5 feet in any direction (10 feet on a critical success).

ENERVATING WAIL

FEAT 6

RARE AUDITORY DEVIANT MAGICAL NECROMANCY

You release a terrible wail that tears at the spirits of all nearby. All living creatures in a 20-foot emanation take negative damage with a basic Fortitude save. The damage is 4d6, plus 1d6 for every level you have beyond 6th.

Awakening Your scream echoes in the mind. You can choose to emit a silent psychic wail instead, which changes

TABLE 5: ABILITY QUIRKS

d10	Quirk
1	Temporal Effectiveness The deviation's power feels slightly stronger (or slightly weaker) at a specific time of day.
2	Musical Notation Your deviation produces strange ethereal tones or chimes when activated, or you activate it through singing, whistling, or similar performance.
3	Strange Biology When you gained your deviation, you grew extra eyes, a set of chitinous antennae, or some other strange biological feature unusual for your ancestry. While you might be able to hide it underneath clothing, your deviant abilities all center around this organ, so it must be uncovered and unobstructed for you to use your deviation.
4	Chromatic Absorption Whenever you use your deviation, you absorb or mute a specific color from an object near you, and any manifestation of your deviant ability has that color. The absorbed colors return to your surroundings within an hour.
5	Selective Application The deviation works slightly better (or slightly worse) on a certain type of creature (such as gnomes or caterpillars) or material (such as glass or silver).
6	Atmospheric Disturbance When you use your deviation, tiny clouds, light wind, or other small atmospheric disturbances occur within 5 feet of your body.
7	Fractal Sign Your deviation causes sand, droplets, small insects, or other lightweight objects to organize themselves into strange, geometric patterns whenever activated.
8	Harmless Wound When you use your deviation, trace amounts of blood drip from your eyes or nose.
9	Strange Fuel Each day, you must consume a small amount of a specific material, such as quartz or holy water (which you can do harmlessly), or your deviation is painful to use.
10	Forgotten Prayers When you gain your deviation, piecemeal knowledge of a forgotten language fills your mind—not enough to communicate, but enough that you control your deviation by commanding or beseeching some higher power in the language.

the damage type to mental, changes the save to a Will save, removes the auditory trait, and adds the mental trait.

Awakening Your wail saps your foes' strength. In addition to the normal effects, living creatures in the area are enfeebled 1 for 1 round on a success (but not a critical success), enfeebled 1 for 1 minute on a failure, and enfeebled 2 for 1 minute on a critical failure.

DISTANT WANDERING ◀▶

FEAT 10

RARE DEVIANT EVOCATION MAGICAL

Your body falls unconscious and your spirit projects out of it. While in spirit form, you can't consciously move your body, and you are invisible and inaudible, though a creature still might notice the signs of your presence and passing, just like for an invisible creature affected by *silence*, or a *prying eye*. You can freely move about, though you can't touch or move anything, cast spells, attack, or otherwise affect anything around you. Despite your ghostly form, you are not incorporeal and can't pass through barriers you couldn't in your body. Most effects can't harm your spirit form, though some spells, like *spirit blast* and *spirit song*, explicitly damage a creature's spirit.

You can return to your body as a free action. If you are in spirit form at the beginning of your turn, you must attempt another backlash check for your deviation, returning to your body if you fail.

Awakening Your spirit moves at the speed of thought. You gain a fly Speed and a +20-foot status bonus to your Speed while in spirit form.

Awakening Time seems to pass more slowly while you are projecting your spirit, letting you notice things around you. When you enter spirit form, you can Recall Knowledge or Seek. You are quickened while in spirit form and can use the extra action only to Recall Knowledge or Seek.

BACKLASH: ENCROACHING PRESENCE

Seeing and touching the beyond leaves you open to its alien influence, warping your perceptions and thoughts.

Mild Backlash Something inexplicable touches your mind, leaving you with lingering horror. You become frightened 3.

Moderate Backlash Disorienting visions and figments cover your vision, as if you're seeing through another set of alien senses. For 10 minutes, all creatures become concealed to you as they are covered in visual distortions only you can see.

Severe Backlash Your life force is siphoned away as the presence tugs your soul to wherever it resides. You become doomed 1 and drained 2 until your next daily preparations.

QUIRKS

No two deviant abilities are exactly alike, and even when two characters gain the same ability in the same event, individual factors like age, ancestry, and personality alter how their abilities manifest. Every deviant ability has one or two quirks, determined when the ability is gained. If playing with background deviant abilities, collaborate with your player to decide the quirk, maybe each suggesting one. If playing with campaign deviant abilities, simply pick quirks that fit the story or roll randomly.

You can also use the quirks on Table 5 as a guide to invent new ones for your players. These quirks don't normally have any mechanical effect, since their purpose is only to alter minor details of a power to make them stand out, though they may have narrative implications on occasion. If you want to give a quirk a mechanical effect, it should never grant more than a +1 status bonus or -1 status penalty, and even then the statistic or check it applies to should be narrow and not in the direct control of the character with the quirk.

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DEVIANT SPELLS

While the supernatural magic of deviant powers exist outside the frame of spellwork, the Dark Archive has been able to develop several new spells for its field agents, especially psychics, by studying the abilities of various unique individuals. A selection is presented below. A list of all the spells in this book by level and tradition can be found on page 216.

SPELL DESCRIPTIONS

BILOCATION

SPELL 9

CONJURATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 10 minutes

You exist in two places at once. When you Cast the Spell, another copy of yourself appears in an adjacent square. During *bilocation's* duration, whenever you act, you can choose which of your selves does so, and whenever one of you uses a move action, you can both move. Your two selves share Hit Points, and any condition or effect on one affects both. If both of your selves are in the area of the same effect, or targeted by the same multitarget effect, you are only affected once. Even if you are reduced to 0 Hit Points or killed, both selves remain until the duration expires. Your link continues at any distance, even across planar boundaries. You can Dismiss the Spell, and if you do so, you choose which of the selves vanishes and which becomes you, allowing you to extricate one of your selves from a dangerous situation.

BRACING TENDRILS

SPELL 3

EVOCATION **FORCE**

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

Visible tendrils of force anchor your body to the ground, preventing unwanted movement. Whenever you're on the ground and a creature or effect attempts to forcibly move you from your space, you can use your spell DC in place of your Fortitude DC as the DC of the check to move you. If a creature wouldn't normally need a check to move you, it must succeed at an appropriate check (usually an Athletics check for physical movement) against your spell DC or you are unmoved; if an effect wouldn't normally need a check to move you, it must counteract *bracing tendrils* or you are unmoved. When a creature fails to move you in this way, you can choose to have the tendrils lash back and push them 5 feet away from you.

While the tendrils anchor you in place when you come to a stop, they uproot easily to cooperate with your own voluntary movement, so you can still move freely while under the effect of the spell.

EMPTY PACK

SPELL 2

ILLUSION

Traditions arcane, occult

Cast ♦♦ material, somatic

Range touch; **Target** 1 container of 2 Bulk or less

Duration 1 hour

You render every item inside the container you touch invisible, although the container itself remains visible. The items within are undetected to all creatures, though a creature can attempt to find an item by reaching into the bag, making an item hidden to them instead if they succeed. Additionally, the spell doesn't prevent the items from making protrusions in the bag, adding weight, making noise when jostling around, and so on. However, the spell prevents anything within the container from falling out if it's upended. Any object removed from the container becomes visible and remains visible even if returned to the container.

Heightened (4th) The duration is until the next time you make your daily preparations.

ETHERIC SHARDS

SPELL 5

EVOCATION FORCE

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 60 feet; **Area** 20-foot burst

Saving Throw basic Reflex; **Duration** 1 minute

You reach out and sow glittering splinters of force throughout the area, otherworldly caltrops of will and ectoplasm. The area is difficult terrain, even to flying or incorporeal creatures. Any creature that moves through the area takes 1d4 piercing damage per square traversed, with a basic Reflex save made at the end of each move action they take through the area.

Heightened (+2) The spell's area increases by 5 feet, and the piercing damage increases by 1.

FALLING SKY

SPELL 8

EVOCATION INCAPACITATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 60-foot tall, 30-foot radius cylinder

Extraordinary telekinetic pressure smashes down through the area, battering creatures within it to the ground. All flying creatures in the area descend to the bottom of the spell's area, taking twice as much bludgeoning damage as if they had fallen the distance moved, to a maximum of 60 falling damage if they fall 60 feet. They take this falling damage even if the spell's area is entirely in the air and they don't hit the ground, as they concussion against the bottom of the spell's area at great speed. Creatures on the ground and within the spell's area, including flying creatures forced to the ground, must attempt Fortitude saves.

Critical Success The creature is unaffected, and if it was flying, it isn't knocked prone even though it took falling damage.

Success The creature is knocked prone.

Failure The creature is knocked prone and stunned 2.

Critical Failure The creature is knocked prone and stunned for 1 round.

FOCUSING HUM

SPELL 3

DIVINATION ENCHANTMENT

Traditions divine, occult

Cast ♦ somatic, verbal

Area 15-foot emanation centered on you

Duration sustained up to 1 minute

You infuse the air around you with a sustained hum that allows creatures within it to resist distractions. The DC of any flat check to Cast a Spell while stupefied for creatures within the area is 2 lower. Confused creatures in the area don't attack anyone, including themselves, and instead lose the ability to speak coherently. You take a -2 penalty to Stealth checks to Hide and Sneak.

IMPLEMENT OF DESTRUCTION

SPELL 4

EMOTION ENCHANTMENT FEAR MENTAL

Traditions divine, occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 enemy, and 1 weapon that is either unattended or wielded by you or a willing ally

Saving Throw Will; **Duration** 1 minute

You solemnly declare that the target weapon will bring death to a foe, implanting an irrational fear of the weapon into the target enemy. This link echoes at the forefront of the enemy's mind, forming a looming sense of omnipresent dread. The effect is based on the target enemy's Will save.

Critical Success The target enemy is unaffected.

Success The target weapon deals an additional 2d6 mental damage the first time it hits the target enemy before the end of the spell's duration.

Failure The target weapon deals an additional 2d6 persistent mental damage to the target enemy. If the enemy is critically hit by the weapon, the enemy is doomed 1 for as long as it takes this persistent mental damage.

Critical Failure The target weapon deals an additional 4d6 persistent mental damage to the target enemy. If the enemy is critically hit by the weapon, the enemy is doomed 1.

Heightened (+2) Increase the mental damage by 1d6 on a success, and increase the persistent mental damage by 1d6 on a failure or by 2d6 on a critical failure.

KINETIC RAM

SPELL 1

EVOCATION FORCE

Traditions arcane, occult

Cast ♦ to ♦♦♦ verbal

Range varies; **Targets** 1 or more creatures

Saving Throw Fortitude

Gathering kinetic energy, you either focus it in a straight line or disperse it as an encircling ripple. Any creature targeted by this spell must succeed at a Fortitude saving throw or be pushed 10 feet away from you (or 20 feet on a critical failure). The spell's area or range and how many creatures it affects is based on how many actions you spend when Casting the Spell.

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- ◆ The spell targets one creature within 15 feet.
- ◆◆ The spell targets one creature within 30 feet. The distance the target is pushed if it fails is doubled, and on a critical failure, the target is also knocked prone and takes 1d6 bludgeoning damage.
- ◆◆◆ The spell targets all creatures in a 5-foot emanation.

MOMENTARY RECOVERY SPELL 7

CONJURATION TELEPORTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 60 feet

You instantly teleport yourself and any items you're wearing or holding from your current space to a clear space within range that you can see. If this teleportation would bring another creature with you—even if you're carrying it in an extradimensional container—the spell is lost. After you vanish but before you arrive, you can take up to 2 actions (or the number of actions you spent to cast *momentary recovery*, if it was fewer than 2 actions). You can't target any other creatures or objects with anything during these actions and any effect with a duration that you create during these actions ends immediately when you arrive. After you arrive, you are slowed 1 until the end of your next turn.

MOTH'S SUPPER SPELL 3

NECROMANCY

Traditions occult, primal

Cast ◆◆ somatic, verbal

Duration 1 hour

You sigh, and your breath transforms into delicate, black-winged butterflies and huge death's-head hawkmoths. They flutter about you briefly, and then range forth in search of sustenance—fresh-spilled blood, by preference, but rotting corpses, flowering plants, or even left-behind food will do in a pinch. They then return, perching on your hair or shoulders and whispering their secrets into your ears. This has three effects.

- You heal 2d4 Hit Points every 10 minutes.
- The first time during the duration when someone successfully Treats your Wounds, you regain an additional 4d4 Hit Points.
- You gain an imprecise sense out to 30 feet that senses only freshly spilled blood and rotten flesh.

Heightened (+1) The amount of Hit Points healed every 10 minutes increases by 1d4 and the amount of Hit Points regained from the first Treat Wounds increases by 2d4.

PHASE BOLT CANTRIP 1

ATTACK CANTRIP EVOCATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

You point your finger and project a bolt of magical energy that stutters in and out of phase until it reaches the target. Make a ranged spell attack roll against your target's AC; if the target has any circumstance bonuses to AC (such as from a shield or

cover), reduce that bonus by 2 for this attack. On a success, you deal 1d4 piercing damage plus your spellcasting ability modifier. On a critical success, the target takes double damage.

Heightened (+1) The bolt's damage increases by 1d4.

POLTERGEIST'S FURY SPELL 6

EVOCATION

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Area 20-foot emanation

Saving Throw basic Reflex; **Duration** sustained up to 1 minute
Your fury spills over in a telekinetic storm of terrifying proportions. Any loose, unattended objects of 1 Bulk or less within range are picked up and begin to orbit you at breathtaking speeds. All creatures in the area take 6d4 piercing damage with a basic Reflex save. Each time you Sustain the Spell, you can increase the radius of the storm by 10 feet, to a maximum of 100 feet. The storm moves with you and provides you with lesser cover, though you can't use this cover to Hide or Sneak. Allies within the storm who roll a success on their Reflex save against your *poltergeist's fury* get a critical success instead, as you attempt to avoid hitting them.

Heightened (+1) The damage increases by 1d4.

RALLY POINT SPELL 3

UNCOMMON CONJURATION TELEPORTATION

Traditions arcane, occult

Cast ◆◆ material, somatic, verbal

Range touch; **Area** one 5-foot square

Duration 1 minute

You mark the area touched as a rally point. During the spell's duration, you can take a single action, which has the concentrate trait, to teleport to the rally point along with items you are wearing or holding. This teleportation fails if the area is occupied, if the rally point is more than 120 feet away, or if you try to bring along any other creature, even if it's in an extradimensional container. Once you teleport to the rally point, the spell's duration ends.

Heightened (7th) You can target up to four other creatures within 30 feet, in addition to yourself. Each of you can teleport to the rally point once during the spell's duration, by taking a single action, which has the concentrate trait. The duration no longer ends once you teleport to the rally point, though you still can't teleport to the rally point again.

SEA OF THOUGHT SPELL 3

CONJURATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 60 feet; **Area** 15-foot burst

Saving Throw Fortitude; **Duration** 1 minute

You cover the area in a sloshing torrent of semi-solidified thought, roughly ankle high. The area becomes difficult terrain, similarly to a shallow bog. Each round that a creature starts its turn in the area, it must attempt a Fortitude save against the shifting waves of thought. On a failure, it takes a

-10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it is also knocked prone.

Heightened (+1) The radius of the spell's area increases by 5 feet.

SHADOW SPY

SPELL 3

NECROMANCY

Traditions occult, primal

Cast 1 minute (material, somatic, verbal)

Range 120 feet

Duration until the next time you make your daily preparations
You mix blood, soil, and shadow together to form a half-real homunculus in the shape of a crow, sparrow, or other bird. You then command the bird to fly to a location within range and observe all around it. The bird has the statistics of a homunculus, save that it has all of your senses and shares your Perception modifier. Once the spell's duration elapses or upon a trigger you set (which must be fairly simple—"at dusk" or "when the judge leaves"), the bird flies to your location. If you wring its neck and drink its blood, you learn all that it saw since its creation.

SOFT LANDING

SPELL 4

ABJURATION

Traditions arcane, occult, primal

Cast 1 minute (somatic, verbal)

Range 1 mile; **Area** 20-foot tall, 60-foot radius cylinder with the ground at the bottom

Duration 1 minute

You create a magical field that buoys any creature or object falling into the area, providing a harmless landing from any height. As you generally fall 1,500 feet per round, you can cast this spell while you are falling to ensure a safe landing, provided you can see your landing point and it's within range.

TELEKINETIC BOMBARDMENT

SPELL 7

EVOCAION

Traditions arcane, occult

Cast 1 minute (somatic, verbal)

Range 500 feet; **Area** 10-foot burst or 30-foot line

Saving Throw Reflex

You grasp a piece of the landscape—such as a tree, carriage, or piece of masonry—and lob it in your foe's direction. Your missile crashes down in either a 10-foot burst (for most missiles) or a 30-foot line (for something long and tall, like a tree or a ship's mast), dealing 14d6 bludgeoning damage and turning its area into difficult terrain as it breaks into rubble. All creatures in the area must attempt a Reflex save. If the area is a line, it doesn't have to start from your square but can instead start anywhere in range, as long as the entire area remains within range.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is knocked prone.

Critical Failure The creature takes double damage, is knocked prone, and is stunned 1.

Heightened (+1) The damage increases by 2d6.

WARP STEP

CANTRIP CONJURATION

Traditions arcane, occult

Cast 1 action (somatic, verbal)

When you walk, the earth warps beneath your feet—your steps extend, distance contracts, and everything is just a little bit closer. You gain a +5-foot status bonus to your Speed until the end of your turn. You then Stride twice. You can use *warp step* to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.



Shadow Spy

INTRODUCTION

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YLLALDO CASTLE
1 SQUARE = 5 FEET



A SONG OF MAKING AND UNMAKING

Xopatl has always struck me with a sense of wonder, its ancient, long-lost magic casually defying what we thought possible. The area around Yllaldo Castle has, for several years now, seen an unusually large number of people, or even nonsapient creatures, gaining spontaneous deviant powers—at first one every few years, then yearly, and then more frequent. Accelerating. There must be a cause. Powerful things dwell there, and nothing so powerful is ever lost. —K.H.W.

ADVENTURE BACKGROUND

As the meteorite that contained the *Starstone* fell upon Golarion, pieces of the meteorite rained down across the lands. Countless pieces fell on Arcadia, and while many pieces housed skymetals, others held even greater treasures. Some of these fragments held a power not unlike the *Starstone*, having become magically irradiated by to the *Starstone*'s power. These magical fragments led to the rise of powerful, nigh deific individuals, particularly among central Arcadia. The hero-gods of Xopatl helped shape the land and lead the young nation to a time of prosperity, using their powerful abilities to defend the region from threats of all kinds.

One of these hero-gods was Yllaldo the Manifester. Yllaldo was among the oldest and most powerful of Xopatl's hero-gods and would regularly leave the nation to face dangers that other hero-gods couldn't. While this typically included armies and mighty beasts in other regions of Arcadia, Yllaldo's greatest victory took place somewhere beyond even Golarion itself.

Yllaldo's abilities allowed him to sense dangers from other planes that threatened Xopatl. The most notable of

these dangers was the demon lord Nolimarthos, Keeper of the Unmaking Song. Yllaldo traveled to the Abyss and faced Nolimarthos, slaying the demon lord after a legendary battle. As Nolimarthos perished, he bellowed a note of his destructive melody, a note that continued to ring from his now dead body. Yllaldo sensed that the demon's lord power lived on and the note would continue to reverberate throughout the Great Beyond, causing great destruction if left unchecked. Rather than allow the malevolent tone to continue unabated, Yllaldo took it upon himself to silence this evil sound forever.

Yllaldo took the demon lord's jawbone, which contained the malign resonance, and brought it with him to Xopatl. Once there, he worked with his fellow hero-gods to destroy the jawbone. Unfortunately, even together, the hero-gods were unable to destroy the bone. They found that the power of the note made it impossible to destroy the jawbone in its current state. The hero-gods would have to wait for the note to ring for some time and lose some of its power before the jawbone was susceptible to destruction. The best the hero-gods could do was seal away the jawbone and wait until a later time to destroy it.

To help with this goal, Yllaldo constructed an enormous keep near the agricultural town of Tapláche, located on Xopatl's southern border. He created a sprawling, maze-like network of tunnels beneath the keep and placed the jawbone within a magically sealed chamber hidden among the depths. Yllaldo remained at the keep for centuries, guarding it from intruders and using the keep as a watch point against any threats from the nation of Nalmeras to the south. Once Yllaldo passed away near the end of the Age of Darkness, a number of Xopatl's citizens moved into what they called Yllaldo Castle. The castle would change hands several times over the following centuries, with the most recent residents of the keep being an order of monks who call themselves the Order of Yllaldo and took residence in 4608 AR.

The Order of Yllaldo has been trying their best to maintain the castle while committing to regular patrols of the tunnels beneath the keep. The depths of the keep are home to countless monsters and other terrors that took residence over the millennia of the keep's existence. A recent patrol attempted to clear out a bulette that had taken residence in a cave. The battle was unsuccessful and the monks fled from the creature. As the bulette returned to its den in a cave beneath the keep, it collapsed one of the walls to the sealed chamber containing Nolimarthos's jawbone, exposing its resonance to the world once more.

While the note reverberating from the jawbone had become severely weakened during its containment, it still had significant power. This power echoed throughout the chamber, bouncing off the chamber's magical wards countless times over millennia. This caused the wards to weaken over time, allowing for the wall's accidental destruction. Now free, the note rang out from beneath the keep, its power changed. Rather than causing outright destruction, it granted power to beings near the keep.

Local farmers, travelers, animals, and more soon found themselves transformed by the resonance and gaining a number of abilities. These abilities manifested in different ways, with some creatures gaining control over the elements or others gaining enhanced physical abilities. Most became overwhelmed with this power, however, and simply perished, destroyed by the power of the resonance. Unclear as to what has caused the development of these abilities, but recognizing it began after the encounter with the bulette, the Order of Yllaldo activated a beacon left by the Dark Archive, calling for specialists to aid in righting the situation.

GETTING STARTED

The *sommambulist bridge* ferries the PCs to Yllaldo Castle, in the magic-saturated Arcadian nation of Xopatl. As they approach the rose-pink stones, head monk of the order, **Edibaro Jolínarez** (LN male human caretaker), strides out to the meet them. Edibaro takes a moment to explain the situation to the PCs before taking them to the tunnels beneath the keep.

ABOUT THIS ADVENTURE

Recommended Level: Team of four 6th-level characters.

A Song of Making and Unmaking takes place in Yllaldo Castle, a keep near the town of Tapláche, in the Arcadian nation of Xopatl. A strange artifact is causing people to spontaneously manifest unique abilities and powers. Rather than a blessing, these abilities have led to chaos or loss of life as they often consume those who awaken them. The PCs venture into the depths of Yllaldo Castle with a contingent of monks to investigate the matter, but when the artifact grants the group abilities, only the PCs survive the awakening. The PCs will have to use their new powers to explore the tunnels and defeat the new guardian of the artifact if they are to put a stop to the demonic song once and for all.

As the adventure begins, read or paraphrase the following.

A muscular man with simple robes opens his tattooed arms in greeting. "Ah, welcome, heroes! I am glad to see you have come to aid our humble order in our time of need. I am Edibaro Jolínarez, head monk of the Order of Yllaldo, ever in your service." Edibaro bows slightly.

"As you may have heard, there have been strange goings-on in and around Yllaldo Castle of late. I've learned of locals waking with awesome and nightmarish abilities, but becoming overwhelmed with their mysterious powers, often hurting themselves or others in the process. While I can't explain the reason for these, I do believe I know when they began. Our order routinely scours the network of tunnels and chambers beneath the keep to clear out any creatures that might have taken up residence. During one of these undertakings, we ran into a powerful bulette that caused a sizable amount of destruction. We magically sealed off the area in hopes of returning later to finish the task, but the first transformations and awakenings of abilities began shortly afterward. We believe that something occurred during that engagement with the bulette that might be the cause for all of this.

"Unfortunately, many of our order are now bedridden, injured as others transformed or sickened by their own, and I'm afraid our numbers are too small to safely return beneath the keep to investigate. We assumed a group of investigators such as yourself could take the lead and assist us with the matter. Hopefully we can put an end to this whole matter altogether."

Before heading into the tunnels, the PCs might have a few questions for Edibaro. The following are a few possible questions and Edibaro's responses.

What are these transformations? What abilities are people gaining? "It's hard to say. We've seen everything from extreme strength to astral projection. When these abilities awaken, the person sometimes undergoes a

physical mutation—one brother grew a second, fanged mouth over his heart that spits bolts of lightning.”

These abilities are hurting people? “In a lot of cases, yes. These abilities are sometimes powerful, and the newfound power can overwhelm the person. Many people manifest an ability and almost immediately fall comatose. In other cases, the ability is unleashed in a destructive manner that hurts the person and others around them. One traveler began to unintentionally throw things about their guest room as they were unable to control their new telekinetic abilities. Even for those who survive the initial awakening, their newfound abilities are often incapacitating and unstable.”

What’s in the tunnels below the castle? “Any number of things. The chambers have been used over generations as storage, dormitories, libraries, and more. Since the tunnel network appears to be massive, there could be any number of different chambers below. The area where you’re going appears to have been used as burial chambers. The bulette seemed to have dug into the tunnels by chance and even appeared to be carving out a den for itself. I would work under the assumption that it’s still living in the den and won’t take kindly to visitors.”

Who is coming with us? “I’m sending a few of our monks with you. Some of them are already downstairs, the rest will lead you down to the appropriate area. I have to remain here to tend to some of the ill.”

Once the PCs are ready, a trio of Yllaldo monks lead the PCs down into the tunnels.

CHAMBER FEATURES

The stone tunnel and chamber walls here were all carved by Yllaldo during the keep’s original creation. Unless otherwise noted, the ceilings for all tunnels and chambers are 20 feet tall. The walls feature a regular pattern of glimmering bas-relief stars along the wall; while this glimmer isn’t enough to light a chamber on its own, touching a star with an Interact action causes all the stars in a chamber to glow brighter, filling the given chamber with dim light. Touching the star again deactivates this light. All doors are made from large, heavy stone (Hardness 21, HP 84, BT 42), but open as easily as any

simple door. The doors don’t have an obvious locking mechanism, but they do have a magical means of locking and unlocking via a spoken command. Though the monks normally share this command with guests and visitors, their distraction in the ongoing crisis means they don’t think to share it with the PCs immediately, forcing the PCs to have to learn it themselves (or remind an available monk). A character that recognizes that a door is magical and succeeds at a DC 20 check to Identify Magic can learn the command word, which is the same for all the doors in this wing of the complex.

AI. ENTRYWAY

LOW 6

The monks lead the PCs deeper and deeper into the keep for a few minutes before the band arrives at the entrance to this wing of chambers. The monks note a set of obvious guides along the floor that the PCs can use to return to the surface if they need. When the PCs arrive, read or paraphrase the following.

A large pair of stone doors, set with a carved star, is the only feature in the otherwise empty hallway.

One monk proceeds toward the door, intent on leading the group inside, but just as she reaches out, she lets out an anguished cry. Two more pained screams follow, as all three monks drop to their knees, erupting in flames. The cries grow quiet as the flames seem to burn away what life remains in the monks. A moment later, the monks’ bodies rise, still burning on despite being exhausted of fuel. They howl in pain as they reach out to attack!

Creatures: The monks’ constant exposure to the power of Nolimarthos’s jawbone finally ignites, quite literally. The three each gain a deviant ability related to manipulating fire... but become immediately overwhelmed by it and die as they are consumed in its power. This fiery death combined with the power of the jawbone’s tone causes the three monks to immediately rise as combusted—corpses that suffer eternal burning in their new unlife. The combusted attack the nearest target, keeping their distance from any PCs that make use of ice or water abilities, such as *ray of frost* or *hydraulic push* spells. The trio unleash their Blazing Howl whenever available.



Edibaro Jolinarez

BURNING MONKS (3)

CREATURE 4

Elite combusted (*Pathfinder Book of the Dead* 80, *Pathfinder Bestiary* 6)

Initiative Perception +8

Ignition: Once the combusted are destroyed, the power of Nolimarthos's jawbone begins to affect the PCs. As they catch their breath, the PCs feel an alien vibration within their own bodies. What at first feels like a light hum quickly grows into a shiver and then an overwhelming but inaudible tone that the PCs feel throughout their own bodies. The tone catalyzes the awakening of a deviant ability. Each PC must attempt a DC 30 Fortitude save. On a failure, the PC falls unconscious for 1d4 rounds, or 1 minute on a critical failure. The PCs end up unharmed regardless, as they're able to otherwise endure the process and manifest their own set of new deviant abilities as a result. Grant each PC one deviant power from the deviant power system earlier in this chapter—this can be either a 2nd-level power with an awakening, or a 6th-level power with no awakening. Grant each PC two quirks as well; one should be the musical notation quirk, representing the strange tone that their powers stem from, and the second should be unique to the PC. Try to give your players abilities that don't necessarily match their backstory or character theme to underscore the anomalous nature of the powers.

The PCs might be in shock at this development. They might take a few moments to assess their situation, testing out their abilities. They might even consider returning to meet with Edibaro, explaining the unfortunate death of the monks and the strange development of new abilities. While Edibaro is distraught at the loss of more of his order, he remains focused on the task at hand. He sees the PCs' new abilities as a boon; since the PCs are (seemingly) able to control their new abilities to a much greater extent than the others, Edibaro believes it will give the PCs an edge when facing the other dangers that might lie beneath the keep. He encourages the PCs to push on but understands if they need some time to come to terms with their changes. When the PCs are ready, they can continue further into the chambers.

A2. TOMB

Several stone coffins lie along the length of this large chamber. Each coffin appears ancient but bears carvings and decorations that remain relatively intact. A set of doors in the northern and southern walls lead out of the room. Larger doors allow passage to east and west.

While Yllaldo the Manifester didn't originally have plans for the chambers beneath the keep, it wasn't long after his death that other inhabitants began making use of the rooms. This room became one of many tombs beneath the keep, honoring notable local figures. The identities of the dead here have been lost to time, but the countless generations of castle residents have done much to help maintain the coffins.

Magical Ward: As they retreated from this area, the Order of Yllaldo performed a ritual to seal off

the doors that allow further access to the chambers beyond. The ritual created a magical shield of force that prevents contact with the door. The shield is a 10th-level abjuration effect. The shield has 100 Hit Points and recovers 10 Hit Points every round it's not destroyed. Additionally, attempts to damage the shield are likely ineffective, as anything less powerful than a +2 *weapon* or other 10th-level effect is unable to damage the shield. If a character takes the time to study the shield, they can learn about the shield's nature with a successful DC 27 check to Identify Magic.

The PCs are likely to have a difficult time with making it past the shield, but they luckily have a different means of bypassing it: two magical foci that act as keys, created when the shield was raised. The monks in rooms **A3** and **A4** each have one of these keys. Once the PCs touch both keys to the shield, it dissipates instantly, allowing access to the door and the rooms beyond.

A3. LIBRARY

MODERATE 6

Several large stone tables stand in this room, each spaced evenly. Shelves built into the wall hold hundreds of books, several of which lie open on the central tables. Doors in the southwestern and southeastern part of the wall lead in and out of this room.

The books in this room were collected by the multiple generations of castle inhabitants. As a result, the volumes here cover a variety of disparate and unrelated topics. The monks usually grab books from here and take them upstairs to read and study, thus forgoing the need for chairs in this room.

Creatures: Ximena and Adabero, two warrior monks, were waiting to be relieved by other members of the order, as well as the PCs. Much like the others, the demonic jawbone's tone eventually sparked deviant abilities in both of them; however, these monks survived the awakening of their abilities—Ximena gained a perfectly cylindrical dimensional portal in the palm of her hand that emits blasts of freezing arctic wind, while Adabero can disincorporate his body into fractal patterns of roiling smoke and ash. The shock of the new abilities has left them disoriented and hostile, causing them to attack anyone that enters this room, including the PCs or any other monks, using their new powers as often as they are able.

If the PCs manage to subdue the monks, either by knocking them unconscious or other means, they are both more lucid once they come back to their senses and are quick to apologize once they have the opportunity. They can explain the details on the magical wards in room **A2**, including the fact that the keys can dispel the shield. They also offer their key to the PCs and note that the other monks should have the other key. If the PCs ask the monks to join them, they follow along until the

warded door is opened, but they don't venture beyond it, noting that they're afraid of their new abilities and don't want to accidentally hurt the PCs.

Treasure: The monks here brought several books with them to help perform their ritual, which remain open on the table. One of the foci attuned to the ritual is also here. The focus is in the form of a small, glowing piece of iron in the shape of a diamond.

XIMENA AND ADABERO CREATURE 5

Weak wardens (*Pathfinder Gamemastery Guide* 225, *Pathfinder Bestiary* 6)

Initiative Perception + 10

Blasting Beams (Ximena only; page 100) The beams deal cold damage.

Eerie Flicker (Adabero only; page 102)

A4. DORMITORY

This plain chamber contains multiple beds along the southern wall. Two separate doors in the northern wall allow access to the room beyond.

The monks use this room as a guest dormitory when large groups come to visit the castle.

Creatures: A pair of monks were resting in this room when the jawbone awakened the power of astral projection in them; unfortunately, their ability was too potent and their spirits are currently lost somewhere deep in the Antarkos Ocean, safe but unable to find their way back. While their bodies are alive, they are comatose and will remain so as long as they have their ability.

Treasure: One of the ritual foci, a simple glass disc, fell beneath one of the beds in here, forgotten in the chaos of unleashed power. A character can locate the disc with a successful DC 16 Perception check.

A5. FIRST HALL MODERATE 6

This large hallway connects to other chambers in the area. The eastern hall has collapsed and is blocked by rubble. Two characters could work together to clear out the rubble, but the work takes 4 hours and the exhausting work leaves the characters fatigued.

Creatures: The bulette isn't the only creature living in the depths beneath the keep. A pair of stag beetles kept a nest in a cave down here, but they were crushed to death during the monks' fight with the bulette. The power of the jawbone has reanimated the beetles' corpses, and now they lie in wait to attack anyone who enters the chamber. 1 round after the PCs enter this hall, one of the beetles crawls out from the rubble in the eastern hall and attacks. The second beetle crawls out 1 round later. The two mindlessly attack the nearest creature.

BEETLE CARAPACES (2) CREATURE 5

Pathfinder Book of the Dead 148

Initiative Perception +12

A6. CRYPT

This chamber contains several niches built into the wall. Each niche holds a body, most of which are fully decomposed.

Treasure: One of the bodies in the niche has a tin of *healer's gel* (*Secrets of Magic* 168) in one hand. Noticing the tin requires a successful DC 18 Perception check.

A7. BURIAL CHAMBER MODERATE 6

A number of bodies are lying in the various niches built into the walls in this room.

Creatures: Several bodies were reanimated by the power of the jawbone, transforming into sulfur zombies in the process. The three zombies are obviously glowing with a dull light, but they don't begin moving until 1 round after a character enters the room. The zombies fight until destroyed, chasing anyone beyond this room if possible.

WEAK SULFUR ZOMBIES (3) CREATURE 5

Pathfinder Bestiary 36, 303

Initiative Perception +10

A8. PRAYER ROOM

This chamber features a multitude of religious symbols and other iconography carved into a wall. The room was used as a simple room for prayer. The array of religious symbols expanded over millennia as castle residents added their deities' symbols. The wall now contains hundreds of different religious symbols.

Treasure: A strand of *holy prayer beads* lies on the ground in the southwestern corner here. A worshipper of Kazutal left the beads here several years ago, and they've never been claimed since.

A9. SECOND HALL MODERATE 6

This hall connects to the bulette's den.

Creatures: The jawbone's power manifests in different ways. While it mostly creates the potential for destruction in the form of abilities, the tone also has the means of calling forth destruction in the form of planar creatures like demons and sahkils. A pair of wihsaak sahkils were called into this room around the same time that the PCs' own abilities awakened. The sahkils have spent their time here slowly investigating the area. Unfortunately for the sahkils, they are somewhat trapped here. The bulette forced the sahkils out of its den, but the multitude of religious symbols in the prayer room also kept the sahkils at bay, confining them to this space between.

The sahkils are frustrated with their situation and immediately attack anyone that enters this room. They don't follow anyone into the prayer room but are happy to keep fighting in the cavern beyond, using their flight to keep away from their foes. The wihsaaks fight to the death.

WIHSAAKS (2)

Pathfinder Bestiary 3 220

Initiative Perception +14

A10. STORAGE

This room was originally used to store food and alcohol, but the residents that used this room left the castle several centuries back, leaving the crates and barrels in this room to decay.

Treasure: One crate contains various bottles of spoiled wine. Among these bottles is a *decanter of endless water*. A character that spends 20 minutes searching through the storage containers can locate the decanter. Otherwise, a character can notice the decanter immediately with a successful DC 20 Perception check.

A11. CAVERN

Yllaldo originally connected the chambers in this area to this natural cavern, intending to transform into an underground garden. The hero-god eventually decided against this plan, hoping to seal off the area to provide even greater protection for the room containing the jawbone. Yllaldo was never able to return and finish the task, though, and it remained unfinished until his death.

A bulette took residence in the large cave, having found it by chance. When the monks fought with the bulette in the cave, its rampage destroyed several walls connected to the cavern, including the sealed wall leading into area A12. The massive cavern remains the home for the bulette. The ceiling rises to 40 feet in this cave.

Creatures: While the bulette would likely have run away after its fight with the monks, the power of the exposed jawbone compelled the bulette to remain. Its greater proximity to the jawbone caused the bulette to develop unique sound-based abilities that share the same tone as the jawbone's song. The bulette now paces around in the room, ignoring anyone beyond the cave. It attacks anyone that enters, intending to defend the jawbone with its life. While it doesn't chase anyone beyond the cave to the south, it will enter the sealed room to protect the jawbone.

EMPOWERED BULETTE

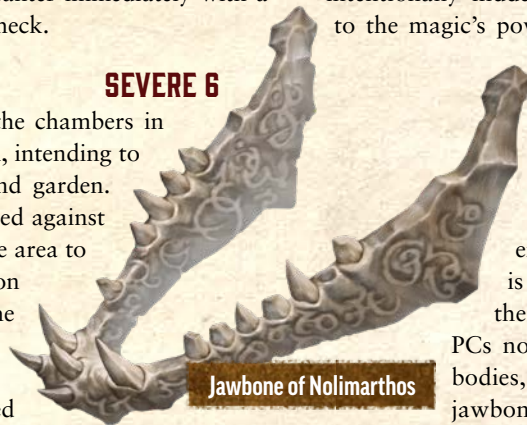
Pathfinder Bestiary 48

Initiative Perception +18

High-speed Regeneration The bulette's body vibrates at hypersonic speed before its wounds close. This High-Speed Regeneration can be suppressed by cold damage, which slows the bulette's metabolism.

Storming Breath The bulette can emit a grinding scream that deals sonic damage. When it uses this ability, it Flies backward 15 feet in a straight line directly opposite its blast. This movement doesn't trigger reactions based on movement.

CREATURE 6



Jawbone of Nolimarthos

SEVERE 6

A12. SEALED ROOM

The walls of this room are marked with countless magical runes, glowing and dimming in alternating patterns. A massive bone marked with similar runes rests on a stone altar in the center of the room. The southeastern portion of the room has collapsed, opening out into a large cavern. A barely perceptible humming fills the air, cloying against the skin.

Yllaldo and the other hero-gods created this magical safe room to seal away the power of Nolimarthos's jawbone. The bone itself also bears several runes to help contain the jawbone's power. The room was intentionally hidden away to avoid any disruptions to the magic's power. Unfortunately, with the wall's collapse, the power of the seals weakened significantly, allowing the tone of Nolimarthos's song of unmaking to ring out beyond this chamber.

The song's power is nearing its end after millennia, and the jawbone is now vulnerable. Having gained their powers from the jawbone, the PCs now have its resonance within their bodies, which they can use to destroy the jawbone once and for all. If the PCs enter the chamber, the jawbone's tone compels them to leave the chamber. A character that succeeds a DC 23 Will save can approach the jawbone. On a failure, a character takes 2d10 nonlethal mental damage (double damage on a critical failure) and can't approach for 10 minutes. Once a character can reach the jawbone, grabbing the bone causes the tone to subside. This allows the other PCs to approach safely. If all of the PCs touch the jawbone together, their collective resonance causes the jawbone to shatter, putting an end to Nolimarthos's song forever.

CONCLUSION

With Nolimarthos's jawbone destroyed, the last remnants of the demon lord's song of making and unmaking come to an end. This also puts an end to the deviant abilities affecting the region. Anyone that developed an ability due to the jawbone loses it within the next few hours as the embers of power sputter out, which also reverses the effects on the monks.

Once the PCs return to Edibaro, he praises the PCs for their work in destroying the jawbone and ending the uncontrolled outbreak of deviant abilities. If the PCs ask Edibaro about the jawbone, the monk is not able to share any information on it. He was unaware of the jawbone's existence and chalks the jawbone up to the mysterious nature of the hero-gods of ancient time. For now, the PCs can rest well knowing that the people of Xopatl are safe from this danger.

DARK ARCHIVE

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THE INN OF HEALING

Incident Location: [REDACTED] Inn, Verduran Forest, Andoran, Avistan

Incident Type: Fountain

Reporting Archivist: Aether Kels

When tragedy sunk my great-aunt's vessel, I, eldest of her grandnieces, was called away to settle her affairs. Of great many worthwhile items, I felt oddly struck by one of them: an antique, unlabeled bottle full of rich liquid. Though sealed shut with wax, it wasn't quite full. The red liquid looked superficially like many wines I have encountered, yet it was clearly unlike any of them. I can't say whether I knew this from its viscosity, or color, or from no clear sign at all. Curious, I took it downstairs, setting it on the windowsill before I slumbered.

Near midnight, I awoke with a start. The bottle, slightly aglow, caught my eye—I felt a curious fright. Full moon's light revealed within it deep, swirling bands of red...

"Imbibe me, all will be well..." Did I hear it, or was I too worn from stress?

Suddenly a leather-bound diary fell from a high shelf with a CRACK! The pages stared at me, the book open to perfectly display a specific entry. I snatched it up, curious about the page it had fallen to and began to read. What follows are the contents of that entry:

After arriving at Mirus Inn, I took respite in the garden. 'Twas there I met the inn keep, who looked not over 30 summers old, long braids shining in the moonlight. She walked with an ethereal grace. Her smile eased every pain in my heart. Before I retired, she motioned toward me, handing me a glass of wine. "Try this," she said. "Let your heart be glad." The draft—a deep, bold red—felt kind on my throat. Immediately, I felt immense lightness to my step, ease in my heart. I slept with sweeter dreams than in many moons.

In the garden under early light she greeted me with a weary smile. I presumed she'd not slept well, and thinking no more of it, saw her not till late meal. She reappeared after supper, carrying another glass of wine. "For you," she said, voice low. "Thank you, m'lady!" I said, winking, hoping I'd give her cheer. If she laughed then, I don't know. She stumbled forward as I caught her arm to break her fall. Why was her skin so cold? She smiled weakly, limping away. The wine, rich as last time, left my heart further at ease. Retiring much renewed, I slept well through the night.

Next day, I strolled through an oak grove nearby, finding a strange, long ditch. A tall stone there bore two chalk tally marks—odder still... a handprint in the dirt nearby, as if someone recently

scrambled out. I shivered deeply, retreating toward the inn. I queried the cook about the inn keep, whom I'd not seen all morning. "She's weary. Needs rest," he said, with dismissive nonchalance. Worry rose in my throat.

I went in search of the inn keep's room and found her door wide open. A thin voice spoke, "Come." She waved shakily from her divan, unbraided hair spilling over her nightdress in disarray. "Drink." Upon the table sat an empty wineglass and a bottle with drops of wine spilled down the sides. Except it was not wine. It seemed a much deeper, brighter red, and far thicker, too. It looked almost like blood. Locking eyes with her, I could not withhold my terror.

"The spring here grants eternal life," she said solemnly. "Don't drink it, else you'll know my plight."

"This..." my voice cracked. I couldn't ask.

"Yes." Her eyes looked mournful, "My blood holds magic, not to make another live forever, just regain what one has lost. I'm fated to revive. In one moon-cycle I shall be anew, and though it tires me so, I will be ready to give of myself once more"

Through tears I muttered, "Why?"

"I soothe all broken hearts I can. Each death offers short respite."

The cook arrived, looking grim. Taking her frail form carefully into his arms, he motioned I follow. Among the oaks we laid her down, bedsheet wrapped around her like a cocoon in the ditch I'd seen that morning. On his demand, I wrote a third tally upon the stone, into a well-worn groove. How many times had she sacrificed so? Birdsong, which had failed as we carried her, started up again, frantic and alive. Departing, I thought I heard a faint breath, a soft sigh, echo throughout the woods.

Returning, the cook poured the wine into a flask. "Take it when your heart becomes weary, or soul troubled." With that, I departed, ne'er to return. Though I feel part of her is still with me... forever in my blood.



Wine of the Blood

WINE OF THE BLOOD

ITEM 5

RARE CONSUMABLE HEALING MAGICAL NECROMANCY POTION

Price 30 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This wine, prepared using the blood of a creature with overwhelming vitality, soothes the body, mind, and spirit with a temporary sense of euphoria and rest. When you drink wine of the blood, you recover 2d10 Hit Points. Additionally, the wine attempts to counteract every negative emotion effect affecting you, with a counteract level of 3 and a counteract modifier of +9. Lastly, you gain a +1 status bonus to all Will saves, or a +2 status bonus against emotion effects, for 1 minute.

SOUNDS OF VIOLENCE

Incident Location: Nanzhu, Quain, Tian Xia

Incident Type: Siren

Reporting Archivist: Di Renjie, Senior Detective

It's Inspector Di Renjie of Quain reporting. I know it's been a while since my last correspondence to you, and I apologize in advance for the absence of pleasantries. Something dangerous has found its way to Quain, and I believe our field teams lack sufficient resources to contain it. The incident in question occurred roughly three weeks ago and was brought to the Archive's attention by a local contact in the magistrate who reported spontaneous acts of mass violence that decimated the population of a small agricultural town west of Nanzhu.

I charged a small response team to join me in the investigation, arriving two days after the magistrate's report. Upon arrival the village appeared abandoned, as though a great battle had been fought. Buildings were reduced to rubble, bodies littered the streets, and the foul smell of decay lingered on the air. We discovered dozens of corpses in various degrees of mutilation, but not all were created by conventional weaponry. My team noted many of the victims' wounds appeared to be caused by humanoid bites. Most of the dead showed no signs of defensive wounds, almost as though they were active participants in the carnage.

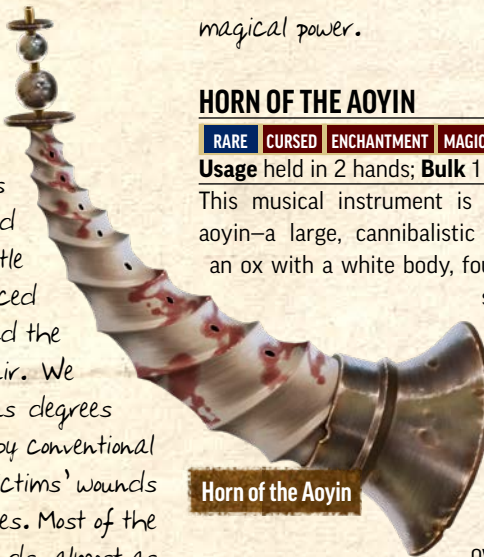
The team searched what buildings remained and discovered a single survivor, an elderly woman named Qing Shan, beneath the floorboards of the village temple to Qi Zhong. According to the witness, a drifter wearing the attire of a cattle herder came into town carrying an ornate wind instrument crafted from the horn of an ox. She claims the drifter sent nearly everyone in the village into a state of animalistic rage with a single blow of the horn.

As if summoned by her words, a low, growling sound rang out. Upon hearing it, she cried out for everyone to cover their ears. I managed to heed her advice, though not before experiencing an intense pressure in my ears. Some of my newer trainees were not so quick. They cast down their weapons, howled with rage, and charged forward with inhuman speed. As they set into us with their bare teeth, I couldn't render them unconscious with my martial arts alone and was forced to turn my blade against my own agents. In the melee, I glimpsed the drifter Qing

Shan described. He stood upon a hilltop, playing his horn with bloody fingers, but I was unable to pursue.

My remaining team will relocate Qing Shan to a secure location to conduct a detailed study of how she was able to resist the power of this object. I believe the wielder of the instrument might be taunting the Archive and other similar groups, causing the massacre to draw us into the countryside and showing off the horn's ability to incite violent urges. I fear such an object could be used to destabilize major cities.

My official recommendation is for the Archive to send specialists to locate this cattle herder and secure the horn—clearly a highly volatile object of vile magical power.



Horn of the Aoyin

HORN OF THE AOYIN

ITEM 13

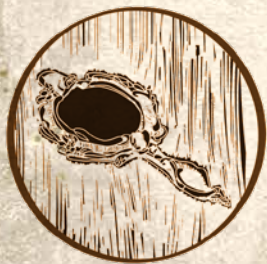
RARE CURSED ENCHANTMENT MAGICAL

Usage held in 2 hands; **Bulk** 1

This musical instrument is crafted from the horn of an aoyin—a large, cannibalistic beast whose form resembles an ox with a white body, four horns, and hair as coarse as straw—and carved with fell symbols. If the horn of the aoyin's owner doesn't use the instrument's activation on sapient creatures at least once a day, the horn of the aoyin activates at some point of its own choosing on the owner, and the owner critically fails with no saving throw.

Activate **↔** Interact (auditory, emotion, enchantment, incapacitation, magical, mental); **Requirements** You're trained in Performance; **Frequency** once per hour; **Effect** You blow the horn, creating a low growling sound. Creatures other than you within 60 feet must attempt a DC 30 Will save. Those who fail become overwhelmed with an animalistic rage and the urge to consume flesh for 1 round, or 1 minute on a critical failure. They indiscriminately attack the nearest target unaffected by the magic of the horn unless there are no such targets, at which point they set on each other. While affected, they gain a jaws unarmed attack that deals 1d8 piercing damage, deal an additional 2 damage with unarmed attacks, and lose the ability to use any weaponry. They also gain a +2 status bonus to saving throws against mental effects and pain, can detect bleeding creatures and open wounds as an imprecise sense with a range of 30 feet, and gain a +10-foot status bonus to their Speed. Lastly, they take a -1 penalty to AC and are unable to use concentrate actions other than Seeking. Creatures who critically succeed are temporarily immune for 24 hours.

Craft Requirements A horn of the aoyin can be crafted only from a single aoyin horn. Crafting this object must be undertaken using tools soaked in the wielder's blood.



DOORS INTO THE ECHOING PALE

ON THE NATURE OF REFLECTIONS, MIRRORS, AND WHAT LIES BEYOND

We should be able to trust what our eyes tell us, but we've seen enough in our travels to know we can't always do so. Our reflection in a mirror, for example: it looks like our face, but it's not really. It's reversed—scars, tattoos, blemishes, all on the wrong side. What else lies beyond the silver-and-glass frame? And what might come through?

So it was with Archivist Irabie, after the Red Glove Conspiracy. What looked like her wasn't, but it was able to fool us for some time. Her evil reflection burrowed undetected into the Dark Archive like termites into wood, until everything threatened to come crumbling down. Fortunately, we had the resources to set things right—we captured the creature, returned to Druma, found the darkside mirror that stole Irabie, and rescued our colleague. But was she the only one to be changed? Or are there more out there? Doppelgangers, reflections, clones. Anyone could be a victim. Worse, anyone could be a false face, masquerading for long enough to destroy the life they've assumed and everything around them.

Irabie described her experience as being trapped in a formless void, a vast, monochromatic emptiness with no surface. Just silver fog extending in all directions.

Circles of light hung in nothingness, offering glimpses of our reality. She said she could see us with her impostor through one and cried out, but we heard nothing. And she wasn't alone there. She encountered silvery humanoids and formless oozes glistening with prismatic light that "echoed" as if each were seen a half-dozen times, like a mirror reflecting itself over and over. Most left her alone, she said, but some seemed threatening, so she kept her distance. If they have a society, she saw no sign of it.

This didn't match descriptions we'd read from other darkside mirror survivors. Their accounts hinted at alternate realities that appeared like our own except for eerie distinctions reversing some aspect of our reality. Irabie's experience suggested a new destination, which we named the Echoing Pale. Thus, after her return, we sought to enter the Echoing Pale ourselves, but despite

its apparent similarities to the Shadow and Ethereal Planes, it resisted our efforts. Spells that let us breach the barriers between planes simply failed to work. So, if not a transitive plane, it must instead be another dimension, or even—like the Dreamlands and Dimension of Time—inapproachable via normal means of planar travel. Another reality. Yet, where spells fail, other ways to cross the barrier seem far easier. Those circles of light Irabie noted appear to correspond to mirrors in our reality, each one a potential portal to this strange realm that lurks behind the glass.

Another extant mystery: is this Echoing Pale, like some planes, evil in and of itself? If mirror twins emerge from this formless void, shouldn't—like a mirror—they be an opposite? Evil replacing good, vice versa. But we know any twin that arrives via a darkside mirror is malevolent, regardless of whether it's replacing a good or evil person. Could this behavior be related instead to the magic that creates a darkside mirror? Or perhaps beings from the Echoing Pale willing to use such a device are simply the malefactors of their realm? If the Echoing Pale *is* evil, does it have any influence on “reflections” that don't come through the darkside mirrors? Some we've encountered appear to have good intentions, but perhaps they're simply better at hiding their nature.

Do different kinds of darkside mirrors operate in different ways? If so, what distinguishes their classifications, and how can we tell which are connected to the Echoing Pale? Perhaps they all are connected. Are the tales of inverted realms more like our own plane recounted by victims who found themselves in the places *beyond* the Echoing Pale? Perhaps the Echoing Pale connects us to multiple realities in a way that could help explain some of the other unsolved cases involving echoes of events that seemed to have never happened (see the Imbricated Courier Incident).

I suspect two groups could give us more insight: the jadwiga of Irrisen and shadowcallers of Nidal. Sadly, neither group is known for its cooperation. Remember the Heldren Freeze? We know from those events the jadwiga ice witches use mirrors to communicate and scry. The shadowcallers in Pangolais's Dusk Hall sacrifice body parts to create their own nightglass, the reflective stone that summons shadow duplicates, similar to documented reflections. Sometimes when such summoning goes wrong, the entire shadowcaller instead ends up replaced with a duplicate. It's long been thought that nightglass tapped into the Shadow Plane, but what if some critical error instead connected them to the Echoing Pale? More importantly, what if there are far more of these reflections than known in those countries? And if they prove to be mirrored—good versions of their progenitors—what could that mean? Might there be a hidden group of good reflections hiding in those societies, just waiting for some inspiration to reveal themselves?

A FALSE AND FRIENDLY FACE

As if the denizens of the Echoing Pale weren't enough reason for concern, there are similar creatures and constructs across Golarion. Every society has its impostors—fey pranksters, rakshasas in Vudra, kuwa oni in Tian Xia, Azlant's veiled masters, dragons—but they typically “create” a new person and use their span of years to build power. It's easy to be cautious around a new face, but few are suspicious of old friends—we wouldn't have survived Jaha's Aeon Orrery without relying on Arakag Star-Eyes. How much more monstrous to replace a person and take their life in every sense of the words (yes, some impostors take advantage of a long absence or imprisonment, but typically something willing to steal a life doesn't scruple about murder). And they've no need to create relationships, as those come already made.

Perhaps none are more infamous than doppelgangers, which toy with their victims mercilessly. For some, gold is the aim, but others delight in destroying lives simply because they can. More recently, we've heard disturbing news of these solitary monsters finding common cause to deal with an existential problem: something appears to be locking them into their forms. Disease? Poison? Curse? Or is someone putting a stop to them? If it's just doppelgangers, we don't need to worry, but what if it spreads to other shapechangers? Several druids in the forest of Kyonin have expressed such concerns after encountering afflicted doppelgangers in Galt and the River Kingdoms. They don't want to be trapped as animals or, worse, an unmoving tree.

And then there are the creations of magicians and artisans that come to life, whether intentional or not. Many of these reflections hate the person whose form they share, and they don't just try to claim their life, but undo it. Is this some influence of the Echoing Pale? Or simple jealousy or anger? If the latter, it's certainly understandable. We don't blame a wasp for stinging after its nest has been kicked. Recall the *trompe l'oeil*—a creature painted into existence to be a spy, guardian, assassin. Imagine the masterpiece stepping forth for the first time from its canvas to discover it was created not as art, but as a tool. Or if it emerges spontaneously thanks to the natural magic invoked by the perfection of its creator's work, discovering it was never meant to live at all: no mindless golem, this living sculpture becomes a flesh and blood twin of their subject. Surely that must breed resentment.

Thankfully, we didn't see any such animosity in a strange small village we encountered in Arcadia. The villagers there seemed ordinary enough, except they numbered 20 women who looked just like one another and 17 men who were similarly identical. A span of ages, but clearly the same person. No children to be seen. Our explorations led us to a cliffside laboratory of one of the owl-headed syrinx, where we found several more of these villagers immersed in strange goo. Their description

matches that of the clones encountered during the return of the runelords in Varisia. If the runelords (and likely other Thassilonians) knew how to copy themselves, certainly syrinxes could develop the same skill. A small village of clones doesn't seem like a major threat, but what was its purpose? Who were the original pair this village was copied from? And do these copies only look like the originals, or might they also mimic skills, faculties, and magic? A terrifying thought in the case of the runelords. Two beings of such power, clashing together.

ACCIDENTAL ARRIVALS

Of course, not all such artificial duplicates are intentional. Magic goes awry and common spells suddenly and spontaneously manifest duplicates. How widespread is this? Why does it happen? There must be answers! The spells range in power from the relatively simple mirror image that many new adventurers master to more powerful effects, such as replicate and mirror's misfortune. In some number of cases, when the spell ends, the illusion created remains, a corporeal twin. Our mission to the Mana Wastes to disassemble a Catastrophe Rune led to one such arrival, but other reports say they have spawned from bungled attempts to counter or dispel magic or arisen when the caster is killed in the very process of sustaining their spell. Some claim the progenitor and duplicate must act even more in tandem than expected with such magic, must be in the presence of some reflective surface, or must be separated (is this more common with the mislead spell?).

Archivist Irabie—the actual Irabie, who became obsessed with these investigations after her return—hypothesized the calendar could factor into this. Known instances all happened on “mirrored” or “doubled” dates: the 11th or 22nd of a month, or some other palindromic number, such as Rova 17, 4719, when we confirmed two instances in Garund and Avistan. I knew, I simply knew her hunch had to be right, it explained everything. Indeed, upon subsequent research, she was able to confirm another such duplication event involving a mountain priest in Shenmen, on the 12th of Sarenith in 4716, or 7216 in the Imperial Calendar.

Unexpected duplicates seem to vary in their outlooks. Some hate their creators for making them act as decoys to allow their creator to escape unharmed. Others try to carry on as their progenitor would have (especially if their progenitor dies). Yet others simply try to establish their own life, even going so far as changing their appearance (how they dress, tattoos, facial hair) to distinguish themselves.

IMPOSTORS, KNOWN AND SUSPECTED

False faces can lurk behind any warm smile. Forget reported fey abductions and other humdrum. (The Vidric envoy hasn't been replaced by a mirror-risen reflection in New Stetven, Archivist Hathshi. She's acting strangely because she's having an affair. Not everyone!) Many reports of duplicates seem to center on locations. If barriers between our world and the Shadow Plane/First World/Ethereal Plane is thinner at some spots, could there be locations where the Echoing Pale exerts a stronger influence?



- Solitary students at the Seven Veils Academy in Quantum find their way to a basement study room with a crystalline pool. Rumors claim if they cast a simple mirror image spell in there, their images take on more independent forms, letting them form their own study group. But sometimes students emerge... different. They seem fixated on solving all their problems. Sometimes it's as simple as revealing misdeeds that are troubling their conscience (though this frequently causes new problems), but sometimes it's more dire. One ambitious boy became the top student by the simple method of murdering his rival. Effective, but hardly best practice. Schoolmaster Denungar Neev won't allow us to investigate, and the school's focus on illusion magic means they're well used to spotting subterfuge.

- Haseong's Twin Orchids Theater is known for the elaborate dramas it stages. Claims its actors are the finest in Tian Xia. Some are so dedicated they never shed their role and go so far as to start resembling their subjects even after they step off the stage. It might just be method acting, but such a simple explanation defies the queen's decision to forbid the staging of the new play *The Sail and the Sky*—wildly popular at other theaters—or any other dramas or pieces featuring herself or other members of the Nuri dynasty. This has caused much dismay in the city, so the queen clearly fears what these “actors” could be capable of.

- More ominous is the Fellowship of Guile's Guise, a collective of fell gnomes based in Jalmeray that use their illusion magic to stave off the Bleaching. They take the face and place of an innocent, random (investigate this) victim and delight in seeing how long they can maintain their impersonation and how far they can push its bounds before people realize the truth. Their victims return—or are returned—to find their lives in shambles. Based on location, we assumed many of this fellowship were worshippers of Sivanah, but recent rumors indicating some members are taking money for specific impersonations hint at a Norgorberite influence.

REFLECTION (VERSATILE HERITAGE)

Stories of malevolent duplicates are commonly told around campfires to frighten companions. In these tales, the duplicate forms after a botched ritual or exposure to a mysterious artifact, and is bent on replacing the creature they've replicated. Most believe such stories to be only that, but such reflection duplicates are real. While some wish to replace their progenitors, others merely want to forge a new life for themselves where no one knows of their origins.

Methods of their creation vary, but all reflections are duplicates of someone else existing in the world. Some are drawn out from literal mirrors, developing a life of their own once set free from the Echoing Pale. Mirror-focused rituals or spells can create independent reflections, whether deliberately or accidentally, as can the magical hazard known as a *darkside mirror*, which replaces those looking into it with malicious duplicates. Some reflections are created as magical clones by spellcasters, only to turn on their creators or be left adrift, while others arise from polymorph magic gone wrong.

If you want a character who seeks to forge their own identity in the face of their duplicate nature, with a strong tie to another character somewhere out there in the world, you should play a reflection.

YOU MIGHT...

- Feel as though you're just an out-of-place imitation.
- Want to keep your nature a secret from everyone except trusted companions.
- Be extremely dedicated to your friends or anyone who gives you a sense of community.

OTHERS PROBABLY...

- Don't realize your true nature as a copy.
- Expect you to be plotting a nefarious fate for your progenitor.
- Are wary of or intrigued by your unusual abilities.

PHYSICAL DESCRIPTION

A reflection's physical appearance almost exactly matches their progenitor's. In mirror-risen reflections, their appearance is reversed, so details such as scars are on the opposite side. Other reflections often have a swirled mark somewhere on their bodies, appearing as a tattoo or birthmark. Reflections are typically indistinguishable from a regular member of that ancestry.

SOCIETY

As duplicates of others, and ones that appear only in rare circumstances, reflections have no inherent society of their own. Many reflections have a degree of existential angst, struggling to find somewhere they feel they belong and won't be identified as a "fake." A reflection's greatest (though not necessarily best) bond is usually to their progenitor. Progenitors and their reflections are sometimes aware of each other, with some progenitors taking their reflection under their wing, which often grants the reflection a greater sense of community.

ALIGNMENT AND RELIGION

Despite the tales, not all reflections are malevolent. Reflections formed from *darkside mirrors* are always evil, but others usually have either the alignment of their progenitor or the exact opposite one—many good-aligned reflections arise from the nefarious experiments of an evil alchemist or spellcaster. Most reflections are wary of religion, but those who adhere to a faith are typically extremely devout.



REFLECTION (RARE HERITAGE)

You were created as a duplicate of another creature, intentionally or accidentally, though you might not know of your origins. Other than a minor mark or two, you look just like your progenitor. You gain the reflection trait, in addition to the traits from your ancestry. You don't need to attempt Deception checks to Impersonate your progenitor unless you're interacting with people who know them personally or you do something known to be out of character for them. The GM might require you to roll a Deception check in other circumstances, such as if you're mirror-risen and interacting with someone who has seen an accurate likeness of your progenitor and might notice a distinguishing feature on the reverse side. You can choose from reflection feats and feats from your ancestry whenever you gain an ancestry feat.

REFLECTION FEATS

The following feats are available to reflection characters.

1ST LEVEL

CLONE-RISEN

FEAT 1

LINEAGE REFLECTION

You were formed from a *clone* ritual or alchemical experiment. Created as a vessel for another creature, you can suppress your sentience momentarily, making your mind harder to alter. You gain the Empty Vessel reaction.

Empty Vessel \curvearrowright (concentrate) **Frequency** once per day;

Trigger You would take mental damage or be affected by a mental effect; **Effect** You gain a +2 circumstance bonus to Will saves and resistance to mental damage equal to your level against the triggering effect. This applies only to the initial effect, not successive saves, persistent mental damage, or other repeated effects.

MIRROR-RISEN

FEAT 1

LINEAGE REFLECTION

You were created from magic involving mirrors and still retain some ability to seek refuge in reflected illusions. You gain the Mirror's Trickery reaction.

Mirror's Trickery \curvearrowright (concentrate,

illusion, occult, visual) **Frequency**

once per day; **Trigger** You would be hit by a Strike; **Effect** You create an illusory duplicate at the last instant and attempt to trick your foe into striking it instead of you. The attacker attempts a DC 11 flat check; on a failure, the attack hits the duplicate, changing the result from a critical success to a success or a success to a failure.

MORPH-RISEN

FEAT 1

LINEAGE REFLECTION

You were once a shapeshifter or spellcaster using polymorph magic, but something went wrong, and you became trapped

in the form of the creature you were imitating. This accident might have drained your power, or you might have retained some of your skills, but either way, your form resists further forced transformation. You gain a +1 circumstance bonus to saving throws against transmutation effects, and if you roll a success on a saving throw against a hostile morph or polymorph effect, you get a critical success instead.

PROGENITOR LORE

FEAT 1

REFLECTION

You didn't just inherit your physical form from your progenitor; you also retained some of their knowledge. You're trained in Deception and Occultism. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in a Lore corresponding to your ancestry (e. g., Elf Lore if your progenitor is an elf).

WARPED REFLECTION \curvearrowright

FEAT 1

CONCENTRATE EMOTION FEAR MENTAL REFLECTION VISUAL

Frequency once per minute

Due to your origins, your form is more flexible than most. You shift your appearance to resemble a creature within 30 feet but with an unsettling, horrifying twist. Though this transformation is momentary, witnessing it gives the target deep existential dread. It must succeed at a Will save against the higher of your class DC or spell DC or become frightened 1 (frightened 2 on a critical failure) and be stupefied 1 as long as the frightened condition lasts. Once you've used Warped Reflection against a creature, it's temporarily immune for 24 hours.

5TH LEVEL

MISTAKEN IDENTITY \curvearrowright

FEAT 5

CONCENTRATE FORTUNE MENTAL REFLECTION

Frequency once per minute

Trigger You're about to attempt a saving throw against a mental effect.

You feel a strong connection with your progenitor and can convince yourself an effect targeting your mind was meant for theirs instead, allowing you to shrug off harmful effects. Roll the saving throw twice, and take the higher result. However, subsuming your identity is disturbing, and you're frightened 1.



Cloning Dish

REFLECTIVE POCKET

FEAT 5

EXTRADIMENSIONAL REFLECTION

Prerequisites Mirror-Risen

You've formed a connection with a small hand mirror, allowing you to use it as an extradimensional storage space. You can store one item of light Bulk in your mirror at a time. Storing or retrieving an item requires an Interact action and any creature can do so. While an item is stored within the mirror, the mirror

reflects the item's image. You gain a +2 circumstance bonus to Stealth checks to Conceal the Object unless someone checks the mirror's reflection.

REPLICATE FEAT 5

REFLECTION

Prerequisites Clone-Risen

You've learned to reshape your malleable form. You can cast *illusory disguise* once per day as an innate occult spell. This is a transmutation and morph effect, as your body physically transforms, rather than an illusion effect.

WARP LIKENESS FEAT 5

MORPH OCCULT REFLECTION TRANSMUTATION

Prerequisites Morph-Risen

Frequency once per minute

Requirements You hit a creature with a melee Strike on your last action.

You channel some of your own nature through your blow, temporarily warping your target's form to resemble your own. The creature you hit must attempt a Fortitude save against the higher of your class DC or spell DC.

Critical Success The target is unaffected.

Success The target resists the effect but its form twists in the process. It's clumsy 1 until the end of its next turn.

Failure The target's body briefly warps to resemble yours. It's clumsy 1 until the end of its next turn and sickened 1.

Critical Failure The target's body warps to resemble yours for a significant time. It's clumsy 1 for 1 minute and sickened 2.

9TH LEVEL

MIRROR REFUGE FEAT 9

CONJURATION EXTRADIMENSIONAL OCCULT REFLECTION

Prerequisites Mirror-Risen

Frequency once per day

Requirements You're within 5 feet of a mirrored surface.

Your origin in the space behind mirrors enables you to use a mirror as a hideaway, like the spell *meld into stone*. You meld into an adjacent mirror. You can hear but not see outside this space, and creatures outside can't see or hear you. You can cast spells while within the mirror, but no effects can cross the mirror. Your Mirror Refuge lasts for 10 minutes unless the mirror is broken, which expels you and deals 10d6 damage to you. You can Dismiss the effect. You appear in a space adjacent to the mirror when the effect ends.

TWO TRUTHS FEAT 9

REFLECTION

Prerequisites master in Deception

Your ability to imitate your progenitor is so strong, you can even convince yourself. When you use this action, you alter your thought processes to your progenitor or from your progenitor back to yourself. As long as what you say is true from the point of view of your current identity, you can say it even under effects like *zone of truth* that force you to speak truly.

FINAL USURPATION

If your progenitor is deceased, you might be able to take over their life. It might require a special ritual and other activities taking 1 week, as you take over your progenitor's lodgings, activities, relationships, and so on. Once you finish, provided no creature has successfully identified you as an impostor, the memories of everyone who knew or interacted with your progenitor are altered, so they forget your progenitor's usual personality and behavior in favor of yours, and you no longer risk discovery for acting out of character for them. You belong now.

UNYIELDING DISGUISE FEAT 9

REFLECTION TRANSMUTATION

Prerequisites ability to cast *humanoid form* or *illusory disguise*

When you cast *humanoid form* or *illusory disguise* to alter your appearance, the spell's duration is 2 hours. At the end of the duration, you can extend the spell's duration for another hour, but doing so is taxing, making you drained 1. You can keep extending it in this way, increasing your drained condition by 1 each time, to a maximum duration of 6 hours.

13TH LEVEL

MALLEABLE FORM FEAT 13

REFLECTION TRANSMUTATION

Prerequisites ability to cast at least one polymorph spell

Requirements You're polymorphed by a spell that has multiple choices of battle form.

You adroitly shift your form, taking on another appearance. Choose a different battle form of the *polymorph* spell affecting you, and change to that form instead of the current one. This destabilizes the spell's magic, reducing its duration by 1 round. Use the level of the spell to determine the statistics, as normal.

REDIRECT ATTENTION FEAT 13

REFLECTION

Through your strong connection with your progenitor, you're able to redirect those attempting to spy on you. Whenever you would be directly targeted with a scrying effect, the effect must attempt a counteract check against the higher of your spell DC or class DC. If the check fails, the effect targets your progenitor instead of you.

17TH LEVEL

REFLECT FOE FEAT 17

REFLECTION

You create a copy of a foe by calling them forth from a nearby reflection, clonally growing them in an instant from one of your hairs or otherwise creating them in a way that matches your own nature as a reflection. You can cast *duplicate foe* once per day as an innate occult spell. At 20th level, your innate *duplicate foe* is heightened to 8th level.

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HAZARDS OF PERCEPTION

Hazards are traps and obstacles that can enhance exploration or be the focus of encounters entirely. Many of the hazards in this section involve bending perception, creating duplicates, or otherwise creating a spooky and unsettling atmosphere, perfect for haunted houses and similar locations.

SIMPLE HAZARDS

MIRROR DOOR

MAGICAL TRAP VISUAL

Stealth DC 15

Description The reflection of a wall shows a phantom door where none exists. This door can only be manipulated while viewed through the mirror's reflection.

Disable DC 18 Thievery to open the door while viewing the reflection

Appear ⤷ (arcane, illusion)

Trigger A creature views the wall through a mirror's reflection; **Effect** A door appears in the mirror's reflection of the wall. The triggering creature can open and manipulate this door only as long as they view it through the mirror and only by succeeding at a DC 18 Thievery check to disable the trap.

Reset automatic

SHUFFLING HALL

MECHANICAL TRAP

Stealth DC 15

Description Four pressure plates along this mirrored hall rotate vertically when stepped on, sending a creature on the pressure plate tipping into an adjacent featureless room while simultaneously replacing the pressure plate and walls in the hall. Each pressure plate dumps creatures into a different room.

Disable DC 12 Thievery to deactivate one pressure plate

AC 18; Fort +2, Ref +5

Hardness 4; **HP** 12 (BT 6); **Immunities** object immunities

Flip ⤷ **Trigger** A creature steps on a pressure plate; **Effect** The floor and adjoining wall rotate up and over on a central axle, tipping the triggering creature into an adjacent featureless room and simultaneously replacing the pressure plate and wall with another set on the same axle. The triggering creature is pushed into an adjoining room, takes 1d8 bludgeoning damage, and lands prone. A creature who succeeds at a DC 19 Reflex save takes no damage and rolls out of the way of the trap, returning to the space they were in before stepping on the pressure plate.

Reset automatic

HAZARD -1



Confounding Portal

CONFOUNDING PORTAL

HAZARD 0

ILLUSION MAGICAL MENTAL TRAP

Stealth DC 16

Description Tiny runes carved around a doorframe or on a hall's walls surreptitiously confound creatures into circling the room or hallway they attempted to exit or pass through.

Disable DC 17 Thievery to scratch out the runes, or DC 16 Arcana to destroy the runes

Confounding Misdirection ⤷

(arcane, illusion, mental) **Trigger**

A creature passes through the rune-carved doorway or hallway;

Effect The creature is confused by the illusions and directed back into the room they attempted to exit through another doorway or back to the hallway's beginning. This feels no different to the triggering creature than walking through the doorway or hallway, and onlookers are similarly befuddled. A creature

who succeeds at a DC 19 Will save resists this illusion and exits the room or proceeds down the hall without being misdirected.

Reset automatic

DISORIENTING ILLUSIONS

HAZARD 1

ILLUSION MAGICAL TRAP VISUAL

Stealth DC 20

Description Illusions cloaking this chamber cause it to appear distorted and constantly shifting, with the room and all its contents appearing tilted, irregular, and in motion.

Disable DC 17 Crafting (trained) to calculate the room's dimensions despite the illusions, or *dispel magic* (1st level; counteract DC 17) to counteract the illusions

Disorient ⤷ (arcane, illusion, mental, visual) **Trigger** A creature enters the room; **Effect** Illusions cause the appearance of the room and the objects inside it to constantly warp, shift, bend, and distort for 1 minute. Each creature in the room while it's distorting must attempt a DC 17 Perception check.

Critical Success The creature disbelieves the illusions and is unaffected.

Success The creature disbelieves the illusions but still sees them. It treats the room as difficult terrain.

Failure The creature is fooled by the illusions. It treats the room as difficult terrain and becomes sickened 1. As long as it remains in the room, it can't reduce its sickened value below 1.

Critical Failure As failure, but each time the creature attempts a move action, it must succeed at a DC 5 flat check or they lose the action, and on a critical failure, it also falls prone.

Reset 1 minute

REFLECTED DESIRES

HAZARD 1

ENCHANTMENT MAGICAL MENTAL TRAP VISUAL

Stealth DC 17 (0 to notice the mirror)

Description This mirror reflects the viewer's deepest desires.

Disable DC 18 Thievery (trained) to shroud the mirror without looking at it, or DC 17 Occultism (trained) to erect mental barriers

AC 13; **Fort** +10, **Ref** +4

Hardness 6; **HP** 24 (BT 12); **Immunities** object immunities

Tempt \curvearrowright (enchantment, mental, occult, visual) **Trigger** A creature looks into the mirror; **Effect** The triggering creature sees themselves enjoying their deepest desires in the mirror's reflection, becoming fascinated (Will DC 20 negates). This fascination ends automatically when the mirror is broken or covered up.

Reset automatic



Mournful Spirit

SHRINKING HALL

HAZARD 2

MECHANICAL TRAP

Stealth DC 18

Description This hallway is designed to shrink as creatures traverse it, making access to the door at the hall's end impossible.

Disable DC 21 Thievery (trained) to jam the scales built into the floor

Shrink \curvearrowright **Trigger** 100 pounds of weight or more is placed on the hallway's floor; **Effect** The hall's last 40 feet of walls angle inward, causing the hall to shrink and contract down, reaching 6 inches in height and width at the hall's far end and completely blocking access to the hall's exit door for anything but a Tiny creature Squeezing.

Reset After 10 minutes without weight being placed on this hall's floor, this trap resets, returning the hall to its original size.

FALSE FLOOR

HAZARD 3

ILLUSION MAGICAL TRAP

Stealth DC 23 (trained; or 0 if the illusory floor is dispelled)

Description The floor in this chamber is an illusion, which conceals a 40-foot drop to the true floor below. Additionally, the area beneath the floor is magically silenced—no sound is audible within nor does sound leave this space.

Disable Succeeding on a Perception check against the Stealth DC of 21 (including the check to find the trap) disbelieves the illusory floor, or *dispel magic* (2nd level; counteract DC 18) to dispel the illusory floor; *dispel magic* (2nd level; counteract DC 20) to dispel the magical silence

Drop \curvearrowright **Trigger** A creature walks onto the illusory floor; **Effect** The triggering creature falls through the illusory floor and takes falling damage (typically 20 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling. The DC to Climb the walls or Grab an Edge is 20.

Reset automatic

ENTRAPPING CHAIR

HAZARD 5

MECHANICAL TRAP

Stealth DC 26 (0 to notice the chair)

Description A chair on concealed tracks surges forward, knocking a creature into the chair's seat and trapping them in place with clamping armrests.

Disable DC 23 Thievery (expert) to disrupt the tracks **AC** 22; **Fort** +15, **Ref** +9

Hardness 14; **HP** 54 (BT 27); **Immunities** object immunities

Take a Seat! \curvearrowright **Trigger** A creature steps on the track; **Effect** The chair rockets forward along the track and slams into the triggering creature, dealing 3d8+15 bludgeoning damage. A creature who succeeds at a DC 22 Reflex save takes no damage and moves out of the chair's path into a random adjacent square not containing the track. A creature who fails this saving throw is knocked into the chair's seat and immediately captured by the armrests, becoming grabbed (restrained on a critical failure; Escape DC 26).

Reset The trap resets automatically over 2 rounds if the chair is unoccupied.

FALSE STEP FLOOR

HAZARD 6

CONJURATION MAGICAL TELEPORTATION TRAP

Stealth DC 25

Description Each time a creature enters the room, it slips through the floor, tumbles through an interdimensional void, and falls back into the room through the ceiling, landing on the floor.

Disable DC 28 Thievery (trained) to disrupt the magical energy, or DC 27 Arcana or Occultism (trained) to realign the magical energy

False Step \curvearrowright (arcane, conjuration, teleportation) **Trigger** A creature enters the room and steps onto the floor; **Effect** The creature slips through the floor; it tumbles through an interdimensional void before falling back into the room through the ceiling and landing on the floor. The triggering creature takes 40 bludgeoning damage from the fall. That creature can try to Grab an Edge (DC 24) to avoid falling.

Reset automatic

DISTORTION MIRROR

HAZARD 14

MAGICAL TRANSMUTATION TRAP

Stealth DC 38; 0 to notice the mirror

Description Fun-house mirrors distort a viewer's reflection, painfully reshaping their body to match what appears in the reflected images.

Disable DC 38 Thievery (master) to deface the mirror's pane, or *dispel magic* (7th level; counteract DC 36) to dispel the mirror or counteract the transformation

AC 33; **Fort** +28, **Ref** +22

Hardness 24; **HP** 90 (BT 45); **Immunities** object immunities

Painful Transformation ⤴ (attack) **Trigger** A creature is reflected in the mirror; **Effect** The triggering creature's body is painfully squished, stretched, and distorted to match their reflection. The creature takes 6d10+30 force damage and must attempt a DC 39 Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and is clumsy 1 and enfeebled 1 for 1 round.

Failure The target takes full damage and is clumsy 2 and enfeebled 2 for 4 rounds.

Critical Failure The target takes double damage and is clumsy 2 and enfeebled 2 for 1 minute. As long as the creature is clumsy or enfeebled, it additionally takes a -10-foot status penalty to its Speeds.

When the effects of this trap end, the triggering creature's transformation ends, and its body reverts to its natural form.

Reset 1 day

SIGIL OF DEEPEST FEARS

HAZARD 17

MAGICAL TRAP

Stealth DC 43 (master)

Description An arcane sigil forces creatures to confront their greatest fear.

Disable DC 43 Thievery (master) to drain the sigil's power harmlessly, or *dispel magic* (9th level; counteract DC 42) to counteract the sigil

Face Your Fear ⤴ (arcane, death, emotion, fear, illusion, mental) **Trigger** A creature moves within 10 feet of the sigil; **Effect** All creatures within 120 feet of the sigil are affected by a *weird* spell (DC 40 Will save).

Reset 1 day

SPIRIT WINDOW

HAZARD 20

HAUNT

Stealth DC 51

Description Spirits trapped inside a haunted window harm those who touch the window.

Disable DC 48 Occultism (legendary) to free the spirits from the mirror, or DC 48 Religion (legendary) to banish the spirits

AC 45; **Fort** +36, **Ref** +30

Hardness 35 (window); **HP** 132 (BT 66); **Immunities** object immunities

Siphon Soul ⤴ (evil, necromancy, negative, occult) **Trigger** A creature touches the window; **Effect** The triggering creature takes 8d10+44 negative damage (DC 42 basic Will save) as the window attempts to steal their soul. If this damage would kill the target, its soul is trapped inside the window with the effects of *bind soul*.

Reset 1 round



Clone Mirrors

COMPLEX HAZARDS

CLONE MIRRORS HAZARD 6

COMPLEX MAGICAL TRAP

Stealth DC 21

Description Two opposing mirrors spawn illusory duplicates of creatures in the hall in an unending tide.

Disable DC 28 Thievery (expert) to reposition each mirror, or *dispel magic* (3rd level; counteract DC 25) to counteract each mirror

AC 21; **Fort** +17, **Ref** +11

Hardness 13 per mirror; **HP** 54 (BT 27); **Immunities** object

immunities

Spawn Reflection ⤴ (illusion) **Trigger** A creature is reflected in the mirror; **Effect** The mirror creates a reflection of the triggering creature, which Steps out of the mirror and into the hall. The trap then rolls initiative.

Routine (2 actions) This trap loses 1 action for each mirror disabled. Each mirror uses 1 action to Spawn a Reflection of a creature reflected in the mirror. The hazard can have a maximum of four reflections spawned at once.

Reflection AC 24; **Fort** +11, **Ref** +17

Reflection HP 30; **Immunities** object immunities

Reflection Routine (2 actions) Each reflection has 2 actions which it uses to Step, Stride, or Strike (in any combination). Reflections can act on the same turn they're created.

Reflection Speed 50 feet

Melee ⬠ reflected weapon +17 (versatile P, versatile S), **Damage** 2d6+8 bludgeoning

Reset 1 day

CONSTRICTING HALL

HAZARD 8

COMPLEX MAGICAL TRAP

Stealth DC 31

Description A hall's four walls become fluid and elastic when a creature reaches the hall's midpoint.

Disable DC 28 Thievery (trained) to stabilize each wall, or *dispel magic* (4th level; counteract DC 26) to counteract each wall

Lose Form ⤴ (occult, transmutation) **Trigger** A creature reaches the hall's midpoint; **Effect** The hall's walls lose their rigidity, becoming fluid and elastic. The hall becomes

difficult terrain, and each creature in the hall is knocked prone unless they succeed at a DC 26 Reflex save. The trap then rolls initiative.

Routine (4 actions) This trap loses 1 action each round for each wall that has been disabled. Each wall uses 1 action to slam back and forth rapidly, pummeling one creature in the hall with a wall Strike. On a hit, the target is additionally knocked prone. The walls distribute the attacks as evenly as possible among creatures in the hall, and the Strikes don't apply the trap's multiple attack penalty.

Melee \blacklozenge wall +20, **Damage** 2d10+11 bludgeoning

Reset 1 hour

EXHALING PORTALHAZARD 9

COMPLEX MAGICAL TRAP

Stealth DC 33

Description Magic runes carved into a doorframe connect a door to the Plane of Air when opened, blowing creatures down the connecting hall.

Disable DC 30 Thievery (expert) twice to scratch out the runes, or *dispel magic* (5th level; counteract DC 30) to counteract the planar runes; DC 32 Athletics to shut the door if it's open (using Athletics only stops the trap, it doesn't fully disable it)

Gust \curvearrowright (air, conjuration) **Trigger** A creature opens the door; **Effect** The hall is buffeted by powerful winds for as long as the door remains open. A creature must succeed at a DC 32 Athletics check to move toward the door. A creature who fails at this check is pushed back 5 feet and falls prone.

Additionally, the triggering creature is blasted by a powerful gust of wind and must attempt a DC 32 Fortitude save. The trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature is pushed back 5 feet.

Failure The creature is pushed back 10 feet.

Critical Failure The creature is pushed back 10 feet and knocked prone.

Routine (1 action) The trap uses 1 action to blow powerful winds down the hall. Each creature in the hall must attempt a DC 32 Fortitude save with the same results as Gust. If this forced movement would cause a creature to collide with a solid object or fall downstairs or out a window, that creature takes an additional 2d10+11 bludgeoning damage (or 20 damage due to a fall).

Reset Automatic after the door is shut

BOUNDING HOUNDS

COMPLEX HAUNT

Stealth DC 37



Description Three phantom hounds chase down intruders, damaging any they pass through.

Disable DC 36 Nature (expert) to calm each hound, or DC 38 Occultism (master) to banish each hound

AC 34; **Fort** +20, **Ref** +26, **Will** +20

HP 60 per hound; **Resistance** all damage 10 (except force, ghost touch, or positive; double resistance to non-magical)

Bay \curvearrowright (evocation, sonic) **Trigger** A creature enters the area;

Effect The hounds manifest and bay loudly, dealing 3d10+16 sonic damage to all creatures within 30 feet of the hounds (DC 33 basic Fortitude save). On a failed check, a creature is additionally frightened 2. The trap then rolls initiative.

Routine (9 actions) The trap loses 3 actions each round for each hound disabled. Each hound uses three actions to Stride 40 feet after creatures in the room, passing through corporeal creatures during this movement if possible. Each creature the hound moves through during its movement takes 2d8+7 negative

damage (DC 37 Reflex negates). A creature can only be damaged by each hound once each round, no matter how many times the hound moves through their space.

Reset 1 hour

SHROUDED ASSAILANT

HAZARD 17

COMPLEX HAUNT

Stealth DC 43

Description A spirit steps out of a covered mirror, pulling off and becoming shrouded in the cloth, which reveals the mirror. The shrouded figure attacks the living until the cloth is yanked off, which banishes the formless spirit.

Disable DC 43 Thievery (master) to steal the cloth before the spirit manifests, or DC 47 Athletics to pull the cloth off the spirit after it manifests

AC 40; **Fort** +26, **Ref** +32, **Will** +35

HP 230 (spirit); **Resistance** all damage 20 (except force, ghost touch, or positive; double resistance to non-magical)

Don Shroud \curvearrowright (occult) **Trigger** A creature enters the area;

Effect The spirit steps out of the mirror, wearing the cloth as a shroud and revealing the mirror. The triggering creature is frightened 3 unless they succeed at a DC 38 Will save. The haunt then rolls initiative.

Routine (3 actions) The spirit uses 3 actions to Step, fly 60 feet, or Strike, in any order. On a successful Strike the spirit's target is frightened 1, and on a critical success, the target is frightened 2.

Melee \blacklozenge shrouded touch +33, **Damage** 3d12+19 force

Reset The haunt can be reset if the mirror is covered in a cloth or shroud.

HAZARD 13

ALTER EGO (ARCHETYPE)

A highly guarded castle in the middle of an extravagant ball, the headquarters of a city's infamous thieves' guild, the locked room in the back of a cultist hideout—all perfect targets for you to use your expertise at blending in. Rather than skulking through the shadows, you use your training and latent supernatural abilities to become a mirror, playing on the perceptions of others and taking on whatever role necessary to get in and out of your destination before anyone has a chance to think something is amiss.

Performing an alter ego means going unregarded. Passing as just a face in the crowd is crucial, and accolades

come as the gratitude from your leaders or coin from your clients, rather than the awed adoration from a crowd. This arrangement might suit you fine, as you thrive in a job well done and on the thrill of walking flagrantly past your duped adversaries. Or it might become pent up, until you can't resist a dramatic reveal or a signature calling card that shows you were there. One final word before speeding away from the castle, a gloating message left behind, or some other sign reveals your skill—usually too late for your victims to do anything about it.

ALTER EGO DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Deception and Stealth

You make yourself into a living mirror, becoming a double of someone unremarkable, and you slip into exactly the role that can get you past security or into a sensitive facility. You become an expert in Deception. You gain the Assume a Role activity.

Assume a Role (concentrate) **Requirements** You've spent at least 1 hour studying a creature whose role you intend to copy and have done so within the last 3 days. This could include meeting and learning from someone in that role, tailing and spying on someone, using magic to observe them at work, or some other method, as long as you have a visual source of information; **Effect** You quickly and accurately learn how to do mundane jobs or at least copy the movements enough to appear as if you do. A chosen role can take many forms—from cook, cleaner, or librarian to cult member, priest, or duke—but it's always a role and never a specific individual.

You perform the Impersonate activity to pass as a member of the role you observed and gain a +1 circumstance bonus to any Deception checks you attempt in your impersonation. This takes the normal amount of time it takes you to Impersonate. You also choose one Lore skill relevant to that role (such as Farming Lore for a farmer). While in your role, you gain a +1 circumstance bonus to checks for that Lore skill, and if you're untrained in it, you can use your level as your proficiency bonus. You stop assuming the role after 24 hours, if you start studying for a new role, or if you choose to.

Special You can't select another dedication feat until you've gained two other feats from the alter ego archetype.

CHANGE OF FACE

FEAT 4

ARCHETYPE SKILL

Prerequisites Alter Ego Dedication

You know that for the best disguise to work, one requires not only the right skills but also the right look—luckily you can copy both using special magical techniques. When you Impersonate, you don't need a disguise kit; instead, simple illusions or temporary transmutations ripple over your body like mirror shards, providing the supplies that the kit ordinarily would. When you Impersonate in this way, your Impersonate activity gains the occult trait.



FAKE IT TILL YOU MAKE IT

FEAT 4

ARCHETYPE

Prerequisites Alter Ego Dedication

When you take on a role, you become more capable with all sorts of tasks involving that role. When you Assume a Role, choose two skills associated with the role in some way; if you're untrained, you can use your level as your proficiency bonus for those skills, and you gain a +1 circumstance bonus to skill checks with those skills as long as you remain in that role. You and the GM determine which skills you assume.

IN PLAIN SIGHT

FEAT 4

ARCHETYPE SKILL

Prerequisites Alter Ego Dedication

People often only see what they want to see, a weakness you know how to take full advantage of. While you've Assumed a Role, you can use Deception in place of Stealth when using the Avoid Notice exploration activity in an area where someone with your role wouldn't be unusual, such as when impersonating a sailor or fisher when infiltrating the docks.

SOUND MIRROR

FEAT 6

ARCHETYPE

Prerequisites Alter Ego Dedication

You twist not just the visual, but the auditory as well, allowing you to pass without a sound and create minor noises as distractions—perfect for misdirection and infiltration. You can cast *silence* on yourself as a 2nd-level innate occult spell and *ventriloquism* as a 1st-level innate occult spell, both once per day. You also can cast *ghost sound* as an innate occult cantrip. You become trained in occult spell attack rolls and spell DCs, and your key spellcasting ability is Charisma.

MUSCLE MIMICRY

FEAT 7

ARCHETYPE CONCENTRATE SKILL

Prerequisites Alter Ego Dedication; trained in Athletics, master in Deception

Trigger An enemy makes a successful Disarm, Escape, Grapple, Shove, or Trip attempt.

Your study of another allows you to mirror their movements subtly, even in the heat of combat. You study the successful maneuver of an enemy and instinctively learn to do it. The next time you take the same action they did, you gain a +1 circumstance bonus to your Athletics check, or a +2 circumstance bonus if the enemy critically succeeded on their triggering action. You lose this benefit if you don't use it before the end of your next turn.

SWAP REFLECTIONS

FEAT 8

ARCHETYPE CONJURATION EXTRADIMENSIONAL INCAPACITATION OCCULT TELEPORTATION

Prerequisites Alter Ego Dedication

Frequency once per 10 minutes

ALTER EGOS IN GOLARION

While some alter egos work independently as freelancers, they're especially popular in all sorts of espionage and intelligence agencies throughout the Inner Sea and beyond. The Lion Blades of Taldor, Twilight Talons of Andoran, Silver Ravens of Ravounel, and various Chelaxian secret police use alter egos to keep abreast of situations throughout the Shining Kingdoms and Old Cheliah. Meanwhile, powerful mercantile groups, like the Golden League in Tian Xia or the Aspis Consortium, employ alter egos for corporate espionage, making sure they always stay one step ahead of the competition. In Mzali in the Mwangi Expanse, the rebels known as the Bright Lions often seek the aid of alter egos to escape the notice of the mummified child god Walkena.

You've learned how to use even your reflection to your advantage. You send your own reflection to forcibly swap places with the reflection of an enemy, pulling each of you through opposite ends and switching places. The enemy must be within 120 feet, you must both be adjacent to reflective surfaces (such as glass, mirrors, or calm water), and you must be able to see the target's reflection and have line of effect to it. The target attempts a Will save against your spell DC or class DC, whichever is higher.

Critical Success The spell has no effect.

Success You swap positions with your target or arrive adjacent to your target, whichever your target prefers.

Failure You swap positions with your target or arrive adjacent to your target, whichever you prefer.

Critical Failure You instantaneously swap positions with your target, and the target becomes trapped in its own reflection for 1 minute. Once on each of its turns, the target can spend 1 action to attempt another Will save to escape. If the save succeeds, the effect ends early.

BORROW MEMORIES

FEAT 14

UNCOMMON ARCHETYPE

Prerequisites Alter Ego Dedication

Knowing how someone thinks makes it much easier to know where they'll be, or even replace them altogether. You can cast *mind probe* as an innate occult spell once per day, using your class DC or spell DC, whichever is higher.

If you cast *mind probe* on a target you're studying for the purpose of Assuming their Role, and the target fails their save, you can delay the spell from coming into effect until you Assume their Role. When you use the spell this way, you can Sustain it up to 10 times during its duration, asking a question each time. The spell lasts until you ask all 10 questions or are no longer Assuming the Role, whichever comes first. You don't need to Sustain the Spell to extend its duration—only when asking a question—nor do you need to be in range or have line of effect to Sustain it.

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LADY OF THE HARVEST

Ustalav has been the source of a disproportionate number of our open cases. Large enough for strange phenomena to be noticed, small enough for them to remain unsolved, at the fringes. Lorres Manor, in Ravengro, is a nexus of such events—accidents befalling the workers who built it, objects moving, possibly some kind of haunting (or curse)? whatever the case, the mansion’s relative obscurity is likely the only thing keeping the events contained. — K.H.W.

ADVENTURE BACKGROUND

In the outskirts of the town of Ravengro, Ustalav, lies a once-luxurious estate built by Count Eigen Lorres after he established the infamous Harrowstone Prison. At the height of his power, Lorres had the grand mansion built to demonstrate his new wealth. Its most famous feature was a spectacular hall of mirrors, a sight never before seen in Ustalav’s war-torn history, leading to the moniker the mansion still keeps to this day: the House of Mirrors. Lorres purchased a tremendous amount of art during the construction of his new estate. Chief among these pieces was *Lady of the Harvest*, a celebrated work by a master of the mid-late Age of Enthronement period. However, as soon as *Lady of the Harvest* arrived at the House of Mirrors, strange phenomena began to plague the manor and its construction crew. Rumors circulated of freak accidents befalling the workers as well as a few unexplained disappearances. The crew also swore the painting had a habit of appearing in random rooms throughout the house, regardless of where it was hanging when the workers left the previous night. After Lorres was deposed, the mansion remained uninhabited for over a century.

Ravengro has stabilized into a small but prosperous agricultural town overshadowed at times by its gruesome history. The city council decided to seize the opportunity of *Lady of the Harvest*’s upcoming 500th anniversary to bring some positive attention to the town. They hope to turn the house into a museum with the painting as its centerpiece—but first, someone must deal with the pesky alleged curse, the PCs.

However, a blood painter (*Pathfinder Bestiary* 3 33) named Ogkrix wants the painting too. When news spread of the House of Mirrors’ planned reopening, and the accompanying unveiling of the cursed *Lady of the Harvest*, Ogkrix made his way to Ravengro to claim the painting for himself. However, he was quickly thwarted by the painting’s habit of disappearing whenever anyone gets too close, and its tendency to suck trespassers inside it, only to spit them out in another room some time later. So far, Ogkrix has been unable to get his hands on the painting. Assuming at least one PC will be sucked into the painting, he intends to replace that PC using his illusion magic and tag along until they can overcome whatever supernatural obstacle the painting poses.

GETTING STARTED

The *somnambulist bridge* deposits the PCs in Ravengro, where they can make their way to Lorres Manor. The city council's notes outlined the house's history in their request as well as the information that both the house and the 500-year-old painting inside are said to be cursed. While the PCs can check with the council if they so choose, it has no further information to share with the PCs about the manor and its current state. No one has dared investigate the house after its abandonment a century ago, other than a few young people who haven't been seen since.

FIRST FLOOR

Ceilings on the first floor are 10 feet high, and most floors are made of once-stunning white marble that has since become dull and covered in dust. Cobwebs fill the house, and a pervasive smell of dust fills the entire building, which will likely irritate the PCs' senses but has no mechanical impact. The blood painter Ogkrix (page 128), who has been scoping out the house as he plans his theft of *Lady of the Harvest*, left several smudges of blood behind while he passed through the old house. These smudges are marked with a Clues heading in the relevant areas.

A1. TERRACE

As the PCs approach the manor, read the following text.

The old manor looms above an overgrown, derelict garden. Now very little remains but blackberry brambles and a partially collapsed gazebo. Grand marble columns frame the manor's terrace entrance, the Taldan architecture out of place with the traditional Ustalavic architecture outside the manor's grounds. Tall windows framed by smaller, decorative columns outline most of the house, though a cursory look at the house's rear reveals the back half of the second floor is windowless. Jutting out from the second floor at the house's front, however, appears to be the wall-to-wall windows of a solarium, facing the west. Grime and decay cover nearly every visible surface of the house, though it looks structurally sound—at least from the outside.

A2. VESTIBULE

A gaunt woman with a sharply receding hairline greets the PCs at the door and welcomes them inside. She introduces herself as Liro Traventhal with a small bow of her head.

"Thank you for coming," Liro says, holding out her arm to collect coats and bags. "Lorres Manor contains a great many historic works of art. Though some restoration will be necessary, the hall of mirrors should be spectacular, and the solarium on the second floor was apparently lovely. Though, who knows how it's been transformed by time. Regardless, if you have any questions, please don't hesitate to ask."

If the PCs have questions for Liro about the curse, she has a limited amount of information she has learned as

ABOUT THIS ADVENTURE

Recommended Level: Team of four 7th-level characters.

Lady of the Harvest takes place in Ravengro, a small town in the horror-wracked nation of Ustalav. This adventure sees the PCs entering the House of Mirrors to assess a supposedly haunted painting, *Lady of the Harvest*. The painting soon reveals its nature by affecting the PCs with a number of changes that affect how players roleplay at the table, as well as secretly replacing one PC with an evil duplicate for that player to roleplay. The PCs will have to navigate the haunted house and changed dynamics to recover the painting and expose the duplicate.

a local. She knows that numerous accidents befell the construction crew, as their descendants still live in the town. Additionally, she claims three children went missing after breaking into the house on a dare (found in area B4). As far as she knows, no one has entered the building since then, until now. She wears a charm under her shirt, which was given to her by the local healer to protect her from the curse.

Clue: A PC who succeeds at a DC 23 Perception check notices a streak of blood on the doorframe leading into the foyer (area A3).

A3. FOYER

A grand but badly deteriorated staircase occupies the center of this foyer, leading to the second floor (as described in area B1). In the north and south corners, alcoves lead to servant-access staircases. The doors to the staircases are locked (DC 25 Thievery to Pick a Lock, requiring four successes, or DC 30 Athletics to Force Open). The key to the staircases can be found in area B5.

As the PCs move through the front door, read the following aloud.

At the center of this spacious foyer is a grand staircase lined with beautifully carved banisters, all covered in a thick layer of dust. To the north of the stairs hangs a painting draped with a drop cloth, completely obscuring what lies underneath.

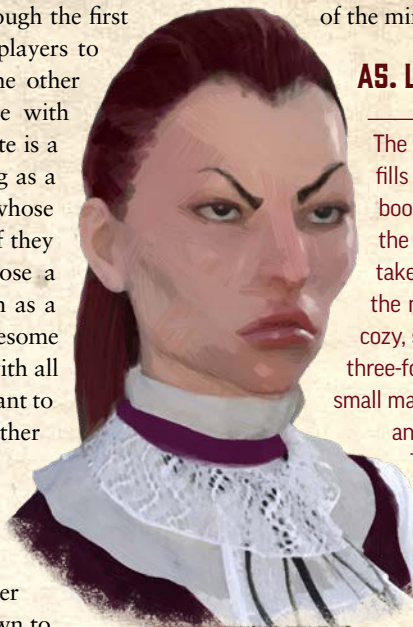
"Here it is," Liro says as she walks toward the shrouded painting. "Lady of the Harvest was painted by Elsen Moonkeep around the year 4209 AR. It traded hands many times before it ended up in Count Lorres's collection. He acquired it specifically to be the centerpiece of his new home."

Liro removes the drop cloth, revealing a painting of a lush wheat field. A dour-looking woman stands just off-center on the canvas, wearing a heavily starched veil and staring straight out at the viewer. Then, right as Liro begins to speak again, the air seems to hum before the painting erupts in a blinding light. After a few moments, the light fades, and both Liro and the painting are nowhere to be found.

Changes: When the painting's magic activated, it did more than suck in Liro and vanish. Each PC has been affected by a strange change, which you should assign and communicate to them privately. Choose from among the following potential changes, though the first is required. Make sure to tell the players to keep their change a secret from the other players. Choose the PC to replace with Ogkrix carefully. The ideal candidate is a player who would enjoy roleplaying as a duplicate for a time and a character whose absence wouldn't wreck the party if they discover Ogkrix early. If you choose a character with daily resources, such as a spellcaster, they'll also get to feel awesome when they return in the final fight with all their spells. The player might also want to fake a change similar to those the other PCs go through to better fit in.

- A PC is sucked into the painting and replaced by a mirror double. This creature is a disguised blood painter named Ogkrix (page 128), drawn to the manor by the cursed reputation of the painting. Ogkrix hopes the PCs will take the brunt of the effects from the curse and haunted house while he steals the painting for his collection. The PC's stats don't change when they're replaced by the mirror double. Ogkrix's illusion magic is augmented by the strange magic of the house itself to transform him fully into an ideal copy of the PC. The double attempts to remain undiscovered—the blood painter's goal is to follow the PCs until they manage to get their hands on the painting, at which point he aims to kill the PCs and steal it. If he's uncovered or the impostor PC "dies," see the "Discovering the Double Early" sidebar on page 132 for notes on discovering the double early.
- A PC who's fluent in multiple languages loses their ability to speak Common.
- A PC must speak only in questions.
- A PC loses the ability to say any creature's name, including the other party members.
- A PC loses the ability to tell the truth.

Painting: Though the players won't be able to retrieve the painting until they've examined the whole house, it briefly appears and vanishes in various rooms. The PCs should see the painting at least twice before they reach the final encounter in area **B7**. If they haven't succeeded at a minimum of two Perception checks throughout the house to notice the painting before it vanishes, and they're about to reach the end of the house, you can reveal a glimpse of the painting to them without requiring that they attempt a check. Once the players have each learned their secret change, they can proceed to explore the House of Mirrors.



Liro Traventhal

A4. WATER CLOSET

Clue: While there doesn't seem to be anything of note in this room at first glance, a PC who succeeds at a DC 23 Perception check notices a smear of blood on the corner of the mirror.

A5. LIBRARY

MODERATE 7

The heavy smell of dust and moldering books fills the air in this stuffy library. The wall-to-wall bookshelves mean this room has no windows, and the perpetual darkness and lack of circulation have taken their toll on the furnishings and air quality. To the northwest, a small reading nook, perhaps once cozy, sits neglected. In the corners of the room stand three-foot-tall marble pedestals, each topped with a small marble statue, though one has been knocked over and lies broken on the ground.

Creatures: Two greater shadows have made this dark room their home. One makes its lair in the once-cozy reading nook, and the other blends into the shadows on the shelves. The burst of light from the PCs opening the door startles the shadows, and they attack immediately.

GREATER SHADOWS (2)

CREATURE 7

Pathfinder Bestiary 289

Initiative Stealth +20

A6. DINING ROOM

TRIVIAL 7

This grand dining room features a large bay window to the northwest. On the south wall, long mirrors stretch across the room on either side of the door. Heavy velvet curtains frame the mirrors, a musty smell clinging to the windows and the fabric.

Painting: A PC who succeeds at a DC 23 Perception check notices *Lady of the Harvest* hanging next to the bay window, then the painting blinks out of existence.

Hazard: The strange powers of the house have warped and distorted this room, creating a deadly trap.

FALSE STEP FLOOR

HAZARD 6

Page 123

Stealth DC 25 (expert)

A7. KITCHEN

LOW 7

The empty countertops of this kitchen, which was used only a handful of times before the mansion was abandoned, contrast with the well-stocked shelves. It appears the owner never bothered to remove the fine porcelain dining ware when the manor was abandoned, and it sits here on display in deteriorating glass-doored cabinets.

HAUNTED HOUSE

Strange energies in the manor, combined with the deaths that occurred, create a variety of unnatural effects. Additionally, Ogkrix has left a mess in a number of rooms as he cased the house. The following events can occur in any area and, instead of being connected to a certain location, are triggered by the PCs' actions. Each event describes a trigger to let you know when to run that event. At your discretion, feel free to add or subtract other floating events or run them at different times to create the appropriate atmosphere for your game.

EVENT #1: LOST SOULS

LOW 7

Trigger: This event occurs the first time the PCs use healing magic. If they do so in the middle of a combat encounter with other creatures or a complex hazard, the presence of the other spirits gives the ghosts pause; in that case, the PCs hear ghostly moaning and the sounds of ethereal construction in the ceiling right away, but wait for 1d4 rounds to pass before the ghosts arrive so they don't overwhelm the PCs alongside the other encounter.

Creatures: During construction of the manor, three workers died when a large portion of the ceiling collapsed. Trapped in the house they gave their lives to create, they rose as ghosts and descend through the ceiling of whichever room the PCs currently occupy. Ending the curse upon the mansion frees the ghosts.

ELITE GHOST COMMONERS (3)

CREATURE 5*Pathfinder Bestiary 6, 167***Initiative** Stealth +14

Hazard: Another manifestation of the house's strange energy waits in this narrow kitchen.

CONSTRICTING HALL

HAZARD 8

Page 124

Stealth +21 (expert)

SECOND FLOOR

This floor is largely the same as the first, and in an equal state of decay, but the ceilings are 15 feet high to accommodate the towering hall of mirrors (area B7).

B1. SECOND FLOOR LANDING

This marble-floored landing wraps around the grand staircase. Pseudo-classical statuettes of human figures top the pedestals in both western corners, each draped in decorative robes, but a layer of grime covers them.

The stairs are old and rotten. Anyone climbing them must succeed at a DC 22 Acrobatics check to tread lightly. They should make this check halfway up the stairs or higher. On a failure, a creature breaks through the stairs and

EVENT #2: RANSACKED

Trigger: This event triggers twice: when someone Refocuses for the first time and after the PCs have cleared five rooms. Once it triggers, the event only occurs after exploring the next room.

This room has clearly been visited by some kind of creature. Scratches and spatters of blood mark one of the walls, a few feet off the ground and concentrated in one area. Some of the scratches are deep enough to break through the plaster, exposing the inner frame of the wall. Several small objects have been knocked over in the vicinity. The general sense is that someone has been here, searched for something on the wall, and when they came up empty, left a mess in their wake.

EVENT #3: BLOOD PAINTED

Trigger: This event occurs after the PCs have cleared eight rooms, the next time they enter a new room.

A curtain in this room has been slathered in blood in elaborate whirls, and a PC who succeeds at a DC 23 Perception check or DC 18 Art Lore check can tell that they resemble brush strokes. In the center of the bloodstained curtain, a hefty chunk of fabric has been ripped out, leaving a gaping hole. The jagged edges suggest they were made by claws, or perhaps teeth. Bits of frayed threads litter the floor beneath, along with dried drops of blood.

A PC who succeeds at a DC 23 Occultism or appropriate Lore check can tell a strange feeding ritual done by some kind of monstrous creature made this mess. If they critically succeed, they suspect it might be a blood painter.

falls to the floor below, taking 1d6 slashing damage from splintering wood in addition to any falling damage. The space on the stairs where the creature stood is then broken.

Opposite the grand staircase is the Hall of Mirrors (area B7). The first time the PCs pass through B1 and into B7, read the read-aloud text, but don't run the encounters. The hazard doesn't activate, and the blood painter doesn't reveal himself until the PCs have experienced the full extent of the curse by exploring the whole house.

Clue: A PC who succeeds at a DC 23 Perception check notices a smear of blood across the base of the statuette in the northwest corner.

B2. MASTER BEDROOM

MODERATE 7

This master bedroom would've had a spectacular view of the garden through the tall bay windows, if the garden had ever been finished. Instead, it looks out on a tangle of overgrown weeds and blackberry brambles. A four-poster bed occupies the center of the room, carved in spectacular filigree. To the side, a tall standing mirror sits in one corner, leaning slightly backward, sporting a heavy layer of dust across its surface. A door to the east leads into a disused but grand master bathroom.

DISCOVERING THE DOUBLE EARLY

If your players are perceptive, or if the player who has been replaced by the double is unobtrusive, the party might discover early that they're traveling with an impostor. In this case, Ogkrix drops his disguise and attacks the party. This also occurs if the impostor PC "dies," causing the illusion to shatter and Ogkrix to appear in his true form at full HP, as described in area **B7**. Since the painting won't have yet spat out the PC it consumed and whose place Ogkrix took, provide the PC who was replaced with the statistics for a blood painter with the weak adjustment (*Bestiary* 6), and have them play as Ogkrix, weakened from his obsession with finding the painting and his devastation at being discovered. This also balances the encounter so the PCs aren't punished for finding the blood painter with a difficult encounter when they're already down one member.

Painting: A PC who succeeds at a DC 23 Perception check notices *Lady of the Harvest* hanging next to the mirror, then the painting blinks out of existence.

Creatures: A number of workers died during the construction of the House of Mirrors, their tragic fate fueled by the dark forces at work in the manor. A number of poor souls never escaped the Material Plane, doomed to haunt the house that killed them. One of these former workers is now a fearsome undead called a bodak, which arise from souls lost to harrowing supernatural evils—for a PC who can identify the bodak, this is an ill omen indeed about the nature of the manor and the curse within. The other poor soul has risen as a particularly strong poltergeist, unable to leave the place they died, filled with rage at the living. Ending the curse upon the mansion frees the poltergeist, but the bodak is too far gone.

BODAK CREATURE 8

Pathfinder Bestiary 2 42

Initiative Perception +17

ELITE POLTERGEIST CREATURE 6

Pathfinder Bestiary 6, 264

Initiative Perception +13

B3. MASTER BATHROOM TRIVIAL 7

Clue: A PC who succeeds at a DC 23 Perception check notices a smear of blood across the edge of the tub.

Hazard: During the construction, workers were killed in a freak accident involving a scaffolding collapse as they were painting the high ceiling. These workers have since risen as a ghostly choir that haunts this room.

GHOSTLY CHOIR HAZARD 6

Pathfinder Gamemastery Guide 78

Stealth DC 20 (expert)

B4. GUEST BEDROOM MODERATE 7

This room's furnishings aren't as elegant as those in the master bedroom, and the water closet (area **B4b**) contains only a tub and sink, with no lavatory.

Creatures: In the early days of the manor's abandonment, the rumors of the curse were just that, unconfirmed and under some doubt by the more brash of the town's inhabitants. Three young adults broke into the mansion shortly after Lorres left it to rot—and they never left. Doomed to haunt the house they entered as a dare, the three have risen as poltergeists, their powers bolstered by the manor's dark energies. They're set free if the curse upon the mansion is ended.

ELITE POLTERGEISTS (3) CREATURE 6

Pathfinder Bestiary 6, 264

Initiative Perception +13

B5. STUDY

This mildewed study features a gorgeous mahogany desk with a few sparse furnishings. Heavy maroon curtains block out most light from the lone window.

Painting: A PC who succeeds at a DC 23 Perception check notices *Lady of the Harvest* hanging next to the desk, and the painting blinks out of existence.

Keys: The keys to the servant access staircases lie on the corner of the mahogany desk, which provide a less hazardous way for the PCs to get back down to the ground floor. The keys open all four doors from either side.

B6. SOLARIUM MODERATE 7

The wall-to-wall windows, panes separated by delicate lines of lead, mark this wide room as a solarium. Numerous gardening pots fill this room, though they now contain only dry, cracked dirt. A writing desk sits in one corner while a few chairs and small tables are arranged in the room's center. Despite the layer of weathering on the glass, the room still glows in the daylight.

Creatures: This bright, abandoned space has drawn the attention of three powerful lurkers in light, fey creatures that lair here during the day and wreak mischief at night. The fey work cooperatively, using tactics such as flanking to bring down the PCs together and to best take advantage of their sneak attacks.

ELITE LURKERS IN LIGHT (3) CREATURE 6

Pathfinder Bestiary 2 6, 169

Initiative Perception +15

B7. HALL OF MIRRORS SEVERE 7

Though Lorres Manor appears much grander than the standard style in Ravengro, this room puts the rest of the house to

shame. Towering, ten-foot-tall mirrors line the walls, the individual panes joined by thin lines of gold. Golden filigree crowns each mirror's rounded top. With both sides of the wall lined in mirrors, each side reflects the other, creating an endless pattern of increasingly diminishing mirrors and figures. Crystal chandeliers hang from the ceiling, and golden statues on marble pedestals stand in between the mirror panels, adding to the dazzling sparkle of the hall.

As the PCs pass through this hallway to go between the other rooms, it seems mundane and not noteworthy beyond the sheer grandeur of it. However, a PC using 3rd-level *detect magic* can sense illusion magic in this area, as the painting masks its true location from view.

Finding the Painting: Once the PCs have traveled through the entire house, the final time they enter this hallway or look in its direction, *Lady of the Harvest* hangs suspended, as if from thin air, in front of the wall in the Hall of Mirrors. The painting can't be claimed until the hazard is disabled, and collecting the painting ends the curse, immediately causing a wave to move through the house. Timbers creak, windows rattle, and lights seem to flare as the mansion's haunting ends. Voices of the dead spirits being freed echo through the house briefly, recognizable to the PCs as those of the poltergeists and ghosts.

Creature: As soon as the painting reveals itself, Ogkrix the blood painter removes his illusions. Removing his disguise also purges Ogkrix of any adverse conditions or afflictions the impostor PC was suffering, and he begins the fight at full Hit Points regardless of the condition of the impostor PC. Ogkrix seeks to kill the PCs and take the painting for himself in the commotion, hoping they'll bear the brunt of the painting's retaliation.

As he drops his illusion, the painting shimmers for a moment before spitting out the original PC, who returns in whatever condition they were in when sucked into the painting and replaced by Ogkrix's mirror duplicate.

Hazard: Any attempt to interact with the painting activates its magic, triggering the clone mirrors hazard. The hazard targets creatures indiscriminately—this means Ogkrix is just as likely to be affected by the hazard as the PCs. If the fight proves especially difficult for the party, at your discretion, the hazard can heavily target Ogkrix, identifying him as the greatest threat.

CLONE MIRRORS

Page 124

Stealth +11 (expert)

HAZARD 6

BLOOD PAINTER

Pathfinder Bestiary 3 33

Initiative Perception +19

CREATURE 9

Rescuing Liro: As soon as the hazard is disabled, Liro Traventhal is spat back out. She runs for cover, going in



Lady of the Harvest

initiative immediately after the turn on which the hazard was disabled. Ogkrix is likely uninterested in Liro but might attempt to use her as a human shield if he feels particularly desperate, or to raise the stakes.

CONCLUSION

Once the PCs disable the clone mirrors, the painting is calm. It appears that, for now at least, they've successfully defeated the magic that generated the painting's strange effects, including the changes the PCs were subjected to in area A3. Liro is shaken but incredibly grateful to the PCs for saving her. Read the following out loud to conclude the adventure.

As the dust settles, Liro smooths her trousers and clears her throat. "I can't thank you enough for what you've done here today," she says. "You've made this house safe for the public and saved my life. I had no idea it would be quite so dangerous in here, and you've certainly gone above and beyond. I shall see to it that you're rewarded handsomely by the city council."

As Liro guides the way out of the manor, it finally seems still. No creatures jumping out from dusty corners; no strange effects warping the rooms' walls. It seems the curse really has been lifted—at least, for now.

Using *detect magic* reveals the painting is still magical, though it's unclear when, or if, its curse might reactivate.

DARK ARCHIVE

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VILLAGE OF THE LOST

Incident Location: Nixqiquan, Icemark, Land of the Linnorm Kings, Avistan

Incident Type: Impostor

Reporting Archivist: Unahk Two-Blood

Bjersig,

I've finally reached the Varki village of Nixqiquan as requested. Strangely, no one here seems to recall requesting aid from the Pathfinder Society, and my inquiries into the missing villagers mentioned in the request resulted in nothing but curious stares and shrugs. Despite their apparent confusion at our team's arrival, the people here are nonetheless friendly and welcoming, having prepared a lodging for us to spend the evening, along with food and drink. I can't shake the suspicion that something is amiss.

Day 2

We were awakened last night by a horrible ruckus. My old bloodhound, Druthers, apparently snuck out of our wagon to lie outside the door of our borrowed shelter, only to awaken us in the lightless morning hours with a ferrible baying and frantic growls. Grabbing my cloak and club, I threw open the door to find Druthers with his hackles raised. Several villagers stood nearby, concerned for our wellbeing but unwilling to approach my fearsome protector. I managed to calm Druthers and return him to the wagon, securing his leash to a mounting bolt so he could leave no farther than his resting spot beneath the open gate. I hate to keep the old boy cooped up, but it's in his best interest until I can find out what got him so riled up.

Most of the villagers were in the coastal waters by the time the sun rose, using their sleek kayaks to fish and pull up crab pots. I've given our drover and the other expeditionary members leave to accompany the villagers on their daily outings as long as they report back regularly.

Day 3

A deep cold settled in during the evening. The fact that Druthers didn't climb into the wagon to warm himself should have made me realize something was wrong, but the chill brings on a deep sleep and strong desire to stay beneath a blanket's warmth. I found our faithful hound dead beneath the wagon this morning, a dart in the old boy's neck. The villagers claim not to recognize the weapon, though they're oddly reticent to come anywhere near Druthers's body.

The ground is hard from the frost and the sunlight thin, filtered through a haze of gray clouds. While the drovers

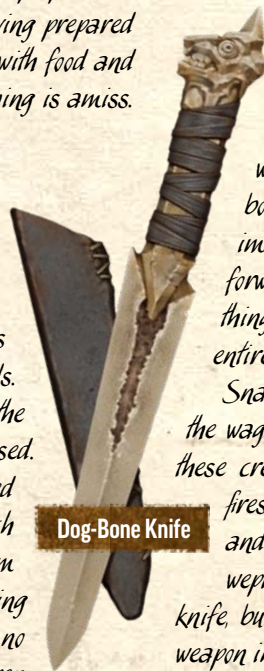
and other members of the expedition went to sea to help pull in the evening's meal, I chipped away with axe and shovel, trying to dig a decent grave for my companion of so many journeys, but with little success. By the time everyone returned from their fishing and crabbing, I'd scarcely managed to carve out a hole a foot deep, three feet long, and two feet wide—not sufficient to protect Druthers's remains from the animals and elements, so for now I've placed my friend under a blanket at the wagon's gate. Sorry, boy. I knew you were getting too old and this might be a dangerous trip. I should have left you at Iceferry, where you could play with Mahki and the sled dogs.

Day 4

I know now what the face of evil looks like. I was awakened by a terrible scream as a creature, part man and part offer, attempted to slip into my wagon. It tripped over Druthers's blanket-shrouded body and the slightest contact seemed to cause it immense pain. As I grabbed my blade and rushed forward, I realized the wagon was surrounded. These things have taken all my compatriots, and likely the entire village as well.

Snatching up Druthers's body, I retreated further into the wagon to scribe this final entry in my log. I believe these creatures to be the kushtaka spoken of in Varki fireside tales, the "land offers" that steal mortals' souls and transform the bodies into more of their kind. I wept as I fashioned Druthers's thigh bone into a crude knife, but if what I recall of the stories is true, no other weapon in my possession will be able to harm the creatures.

I send this via a magically called messenger owl, hoping it reaches you. Warn Nankou and the Varki! Nixqiquan is lost and I fear for Icemark itself if these creatures expand their reach farther inland. As soon as I finish this letter, I shall attempt to fight my way free. Watch over me one last time, Druthers. I need you now more than ever.



Dog-Bone Knife

DOG-BONE KNIFE

ITEM 5

UNCOMMON ABJURATION MAGICAL

Price 150 gp

Usage held in 1 hand; **Bulk** 1

The blade of this +1 striking dagger is made from the thigh bone of a canine that died in the act of protecting its master. A werecreature or other creature willingly under the effects of a non-permanent polymorph effect damaged by a dog-bone knife must attempt a DC 19 Will save or immediately revert to its natural form—this has no effect on a creature unwillingly polymorphed. On a successful save, the creature is temporarily immune to this effect for 1 minute. Kushtakas and other creatures vulnerable to canines take a -2 circumstance penalty to saves against this effect, and this weapon overcomes any resistance such creatures have to physical attacks.

THE CRIMINAL HAMMER

Incident Location: Cheliax (various settlements), Avistan

Incident Type: Gremlin / Peregrine (hybrid designation)

Reporting Archivist: Paralictor Lorellinda Ursion, Order of the Scourge

Paralictor Ursion's Report

"The hammer," as I shall refer to it, is a vexing object with a seemingly supernatural ability to show up in the hands of lawbreakers. Physically, it appears as nothing more than a mundane ball-peen hammer of the sort used by craftspeople. The haft is 13 inches long and made of common ash wood but with a distinct pattern of brass filigree.

The head is 5 inches across and made of low-grade iron.

The entirety weighs 18 ounces.

There's no visible maker's mark

(likely adding tax evasion to the numerous crimes with which it has been involved).

I have thus far been unable to detect any magical auras on the thing, but won't rule out the possibility. No matter the precautions taken, the hammer, or perhaps an identical duplicate, always finds its way into the possession of some piece of criminal scum. Or maybe the hammer is the cause of their illegal behavior?

It was shortly after my first promotion to command I first encountered this accursed tool. The hammer was among confiscated evidence from a routine arrest for burglary. It would have remained a mere footnote of that case were it not for an incident less than a week later. A minor uprising culminated with an audacious rioter injuring the local baron. We quickly crushed the rabble. Curiously, the weapon of choice in the assault was the hammer. I now admit I may have been hasty in punishing my subordinates for not properly securing the evidence locker, but the beatings no doubt helped them build character. Unfortunately, the guilty halfling was killed when we crushed the rebellion, and I didn't yet have the authority to call in those who might be able to interrogate the corpse. This time, I secured the hammer personally, to no avail. Something—perhaps the hammer itself, perhaps an outside force—removed it from my lockup without a trace of the method.

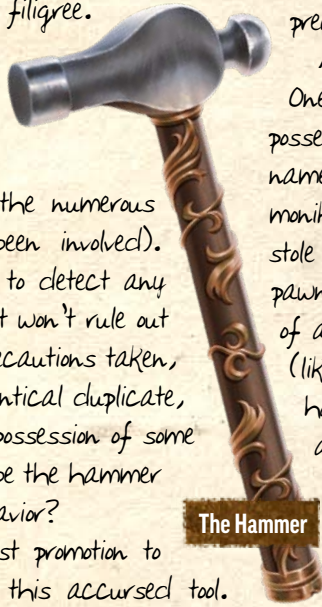
My interest was piqued. I began to research other cases. Lo and behold, I found dozens of hammers matching the item's description in files and reports stretching back decades. Larceny seems to be a

common thread. Burglary, robbery, and pickpocketing make up most of the reports, with a single case of fraud and a handful of violent crimes, though I suspect the latter also involved thefts but were simply overshadowed. Incidents of the hammer later disappearing emerge in some of the reports but not others. I can't be sure if this means something or if it's just a reflection of sloppy record-keeping. The earliest account I could find is from over a hundred years ago. A village constable confiscated the hammer and other goods from the cottage of a notorious burglar. If only our forebears had kept more precise records.

A few years ago, I was given a second chance.

One of my underlings picked up a cutpurse in possession of the hammer, a wretch of a man named Igino the Dirty. He certainly earned that moniker. Extensive interrogation of Igino revealed he stole the hammer from a local tinker and hoped to pawn it. A search of the tinker's shop revealed signs of a hasty retreat, but none of the tinker herself (likely another criminal of lesser consequence). I had the hammer in hand. In the event it was a corrupting influence leading the weak-willed to crime, I decided to dispose of the thing. I had it burned to ash and slag in a blacksmith's fire and then assigned my most reliable armigers to keep watch on the remains throughout the day and night. I must amend that—my **formerly** most reliable armigers. I don't care which of them decided to rest their eyes when the remains disappeared, though their denials and accusations of each other are vigorous. They will all be punished for their failure.

I will not allow myself the hope that this is the end of that damned hammer. I will find where the hammer reappears next and uncover its true nature once and for all.



The Hammer

LEGACY OF THE HAMMER

UNCOMMON

Your introduction to the criminal life was spurred forward by a seemingly innocuous hammer that provided you with all kinds of innovative criminal ideas. It has since left your possession, but every now and then you hear a faint whisper urging you toward crime.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Thievery skill and Engineering Lore. You gain the Concealing Legerdemain skill feat (Advanced Player's Guide 204).

BACKGROUND



PRAYERS UTTERED IN DARKNESS

CULTS, FRINGE RELIGIONS, APOCRYPHAL BELIEFS, AND UNDERGROUND FAITH

“Cult” is a small word with outsized baggage. At its most pedantic, any religion can be called a cult, but this tends to be frowned upon outside of Rahadoum or Touvette, as the term is widely considered disparaging or dismissive, implying illegitimacy, corruption, or malevolent falsehood. As if no “true” religion has ever had those problems. Yet, a rational mind need not be so sensitive, as it’s ultimately a popularity contest: if your faith falls in line with the surrounding culture, you observe a religion. Otherwise, you’re in a cult.

From an archivist’s standpoint, this is a pity; the lesser-known faiths are often among the most fascinating.

RIGHTEOUS SECRETS

As mentioned, determination of a cult is ultimately a matter of acceptance. It should therefore come as no surprise that devotees of even the most widely accepted good and lawful gods can be forced underground in places where the evil and malevolence hold social sway.

HERALDS OF THE HERALD

By direct edict of Queen Abrogail II, worship of non-Asmodean gods isn’t forbidden in Chelax... yet. The unspoken truth, of course, is that such permission lasts only so long as the followers of other deities make no trouble for the lawful tyranny of diabolic rule. Thus, members of the small Iomedean cult calling themselves

Heralds of the Herald strive to keep their heads low and their plans of holy rebellion a secret until they can gather the strength and support to stage an uprising.

It’s likely to be a long wait, as most Chelaxian citizens are still somewhat sword-shy after the death of Aroden, civil war, and a succession crisis came in such close sequence. Others openly resent the failed promise of the Age of Glory and willingly ally with devils to spite the divine.

Still, the Heralds hope to keep the dream of rebellion and freedom from diabolic rule alive, alongside the worship of their exemplar, Iomedae. In addition to recruitment, they train paladins in secret, passing down tactics from the order of Azlanti-born Aroden knights

from whom they claim to be descended. With Aroden dead, they've turned their worship to his former herald in hopes that she will one day restore divine favor to their beloved empire. After the failed Glorious Reclamation, there has been need for Iomedaeans to become more circumspect in Chelixa, and so the cult has grown.

CULT OF THE UNYIELDING

Arazni views those who would pray to her with little but contempt, hence why this small Gebbite sect doesn't bother. Rather than worship the goddess of dignity or risk drawing her ire by speaking her name, the Cult of the Unyielding instead views their patron as a model for their own behavior. This cult quietly thrives among the abused, the neglected, and the forsaken—of which Geb, of course, has no shortage. It is less an organization of worship than a set of guidelines to survive the world's brutality with dignity. Each member is taught to prioritize their own dignity above all else, and yet are expected to occasionally—when it would not risk harm to themselves—step into the life of another downtrodden soul to offer guidance in walking the goddess's path. These mentorships traditionally last for only a year and a day, after which the two must part ways whether the mentee believes themselves ready or not.

THE RED MANTIS ASSASSINS

The Red Mantis is the second-most-infamous cult in Golarion, though I doubt anyone would dare say that to an initiate's face. Assuming one could see it. Unlike the underground cults or mysteries, the dread assassins of Mediogalti Island protect themselves and their secrets not through secrecy and stealth but through their overwhelming and fearsome reputation.

The assassins' policy of refusing contracts on rightful rulers imitates their patron, Achaek, and his refusal to kill true divinities. He Who Walks in Blood seems too busy enforcing divine punishment and being a bane of would-be deities to pay any mind to his worshippers or offer guidance. Instead, they model themselves on his appearance and behavior, which serve as inspiration for their serrated weapons, their penchant to take the promise of a favor in lieu of payment, and the particularly bloody aesthetics of their initiation rites.

The Red Mantis' long history of death and violence has placed the assassins among the most infamous organizations on the planet. But we must ask: how much of this dread reputation is the truth? Trickery is, after all, counted among Achaek's domains, and the best assassins are neither loose-lipped nor straightforward. Might the policy of only appearing in public garbed in the blood-red armor and insectile masks of their trade serve as rather perfect misdirection? While potential targets search frantically in every shadowed corner for the twitch of a leather antenna, how simple would it be for a stranger in plain clothes to slip up behind them and do the deed themselves?

INITIATION RITUALS

Initiation rites are a defining feature of mystery cults, though they also feature in other sects, including the Red Mantis. These tend to be the most well known of a cult's rites, as they are the only ones in which it is possible to fail or bow out before reaching the sacred vows of secrecy.

For example, it's known even to outsiders that new initiates to the Red Mantis must subject themselves to many years of arduous training before being ritually submerged in a baptism of animal blood. Upon emerging from this, they're immediately armed with a sawtooth saber and must fight one of their fellow initiates to the death. Only after surviving this rite are they permitted to take their final oaths and don the mantis-shaped mask, believing themselves to have been reborn in blood, much like their god.

The initiation rituals of other cults tend to be a little less violent, but all generally embody similar themes of exiting or ending one's normal life to devote themselves to a higher purpose.

Much fuss has been made over the Mantis's ability to contact potential clients rather than be sought out, but I propose that the truth is much simpler than *scrying* spells or even an intricate information network: the Red Mantis appear to be everywhere because they are, hiding in plain sight behind a mask of myth, more convincing than any physical disguise. We on the outside can't even be sure that the current Blood Mistress, Jakalyn, is even the true leader, or if she's just an obvious figurehead to draw attention from the cult's shadowy masterminds.

OLD CULTS

These are inevitably the first thing to spring to most minds whenever someone mentions cults. While I cannot fathom why mortals would pray to a deity that barely notices them and whose directed attentions would be disastrous at best if it did, it cannot be argued that the Old Cults of the Dark Tapestry infest the shady underside of almost every culture on the planet, not unlike a stubborn mold.

THE CULTS OF YOG-SOOTHOTH

An illustrative example of an Old Cult is the worship the Outer God Yog-Sothoth, an ambivalent being who exists in all places and all moments simultaneously. Thankfully, Yog-Sothoth is unable to manifest in the mortal universe unless summoned, though less thankfully, his cults often attempt to do just that through occult ritual or profane sacrifice. Isolated individuals, or at best small cells, each striving to attract the attention of something from beyond the stars in exchange for a boon—knowledge of the truth of our universe, in this case—that wiser minds would know is better left unsought.

THE SILENT SECT OF THE BLACK BUTTERFLY

Though the Black Butterfly is no Elder God, those followers of hers devoted to this sect defiantly place themselves among the Old Cults in declared opposition to the evils of the Dark Tapestry. These faithful train in the arts of investigation, infiltration, and stealth, all to devote themselves to exposing and, if necessary, exterminating the cults of the Elder Mythos wherever they appear. In doing so, they hope to weaken their opponents' masters so that the Butterfly can mirror their actions in the space between stars, cleansing it of all evil and claiming it as her domain alone. The "Silent" part of their name comes from situational vows of silence, which permit the members to operate normally in their everyday lives—so long as they refrain from speaking while directly at work against the forces of evil.

CULTS OF THE DESTROYER AND THE END TIMES

The most inexplicable of all to outsiders, the cults of Rovagug, Groetus, and other figures of inevitable destruction have likely been a part of creation for as long as that creation has been self-aware. Like the Old Cults, they crop up in all known civilizations and inevitably cause trouble for anyone unfortunate enough to cross their paths, sometimes resulting in swaths of destruction that lead to the suffering of dozens if not hundreds of people.

Why, though, would anyone pray for the end of the world? The simplest answer: they don't. While some of these cultists view the world as so inherently broken and corrupt that divine destruction is the only path to a better future, many others simply believe the end to be inevitable more than desire it actively. After all, the unprecedented coalition of divinities that fought Rovagug could only contain, not destroy him. When that containment fails—which it no doubt will eventually—can there be any hope of resistance, even with divine numbers bolstered by mortal apotheosis? The very existence of Groetus seems to confirm that there can't. Even the River of Souls will one day stop flowing. Even the gods must one day die.

Therefore, believers' priorities shift to ensuring that they and theirs are on the "winning" side in hopes of some small mercy, even if that means they're simply the last to go.

MYSTERY CULTS

While all cults guard their secrets and treasures, the so-called mystery cults—or simply "the mysteries"—take it all a step further by limiting their participation to a select group of initiates, who are in turn forbidden from revealing

their secrets to the outside world. Research suggests that these cults are among the oldest religious expressions in the world.

THE CULT OF SACRED INTOXICATION

Thought to have first appeared shortly after the invention of wine, this cult's many incarnations are known to ferment over time amid outcasts and the downtrodden, becoming a prominent counter-cultural force. The seeds of its rituals then spread throughout the world, where they take root in other lands and begin the cycle anew.

Uniting these otherwise disparate sects is their idol of worship: the state of intoxication, primarily from alcohol but also from other drugs, medicinal plants, and poisons. These faithful revere drunkenness as "the Little Apotheosis," a method through which all mortals, no matter their status or ability, can be freed from social mores and grow closer to the divine. Participants, however, are not encouraged to form drinking habits, especially not to the extent that it might harm their day-to-day lives. Rather, worship for these cultists seems to take primarily the form of raucous parties in private or secluded locations, during which all participants endeavor to remain as intoxicated as possible for days while indulging in their whims for food, violence, passion, and dancing. Rumors of

ritualistic animal dismemberment and consumption are unconfirmed, though we feel safe in concluding that the stories of sentient creatures being likewise torn apart are little more than libel.

While deities of alcohol and indulgence are sometimes invoked during these rituals, it's only as patrons, exemplars, heralds of intoxication, or potential drinking buddies. In modern times, the cult's influence is relatively weak in the Inner Sea, as most of its local branches were subsumed into the faith of Cayden Cailean after his ascension; it yet maintains a decent presence in Tian Xia, where revelers will often set aside a dedicated barrel of wine in case Sun Wukong decides he'd like to join in.

THE SACRED TRUTH OF LOVE ABOVE ALL

Aside from its ostentatious name, little is known about this particular mystery cult. It's thought to have originated in Vudra sometime during the Age of Anguish, but this is merely a rough guess based on the archaeological remnants of its shrines, which are found in mountain ranges throughout Casmaron and the Inner Sea, as well as on mountainous islands in Ibydos. The ages of these sites vary wildly from the ancient to the modern, with the latter being the only documented indication of the cult's continued survival.



And survive it does, despite all expectations. While its numbers, tenets, true purpose, and recruitment methods all remain shrouded in secrecy, outside research suggests that there's always exactly one small sect of the faith active at any given time, and that they worship a pair of gods characterized as lovers separated by death. An aspect of Shizuru and Tsukiyo, perhaps? Though the choice of shrine location within natural caves, decorated with carvings and a specific kind of flowering Casmar ivy, suggests otherwise.

On the other hand, our scant historical records and the presence of star charts at some shrines seem to indicate that the Sacred Truth appears in particular locations determined by astrological phenomena. Presumably, shrines are built and mystics initiated in preparation for this astrological event, during which the entire sect (roughly a dozen people) enter their shrines and remain inside for 3 full days. What further rituals they perform there remain, as with most of their secrets, a complete mystery. The only known requirement of the holy caves is that they can in no way be tied to the Darklands. The most recently discovered shrines reach barely more than a dozen feet before dead-ending into solid rock.

THE WANDERING WAY

While the intoxication cult and Sacred Truth maintain their existence through cycles in which sects rise, fall, and then rise anew, the followers of the Wandering Way maintain, conceal, and spread their faith through the very thing they venerate: roads, and most specifically, those roads that connect civilizations across a vast distance of wilds, though it seems they also include hunting paths, hiking trails, and all other paths created by sapient creatures.

The faithful, who call themselves the Wandering Ones, are most often itinerant travelers—typically lone wanderers or small groups of companions, but occasionally including entire Varisian caravans or the extended families of nomadic Arcadians. Our fellow adventurers may even have spoken with one or more of them on their travels without knowing it, as they are widespread and signal their faith to one another only through a particular knot-like design that can easily be concealed in travel clothing, jewelry, tattoos, or even braided hair.

The Wandering Ones are known to be personable, as they consider the bonds between individuals to be invisible roads uniting their hearts. While they rarely broach the subject first, most proudly acknowledge their faith when asked about it by outsiders and can even answer questions. One such fellow, whose acquaintance I made in an Andoren pub, described their guiding tenets as followed: “Be ever moving forward and leave what’s behind better than when you arrived.” The wider cult also maintains

a small number of open practices that they’re happy to share, such as a ritual that anoints roads with alcohol to ensure a safe journey.

HERO-GODS OF IBLYDOS

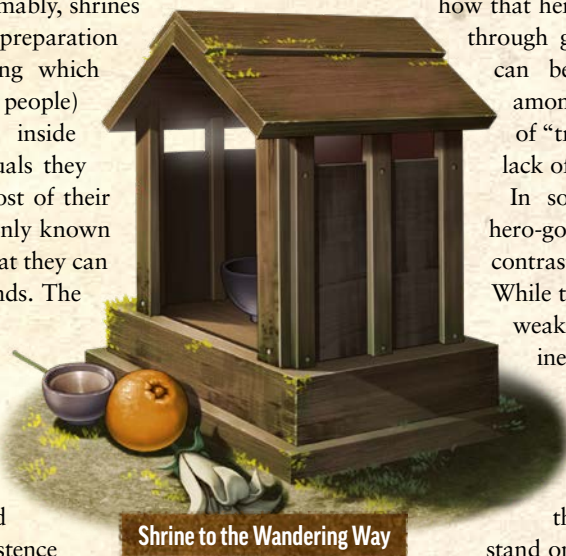
As they come from one of the oldest surviving human cultures, the faiths of Ibydos have taken on forms unique to the region, much of it shaped by ancient cyclops immigrants from fallen Ghol-Gan. Of these, the tradition of hero-gods is likely the most well known and well regarded. The greatest mortals earn the rite of myth-speaking, in which the cyclopes foresee with a soothsaying ritual how that hero might attain mythic power through great deeds. These hero-gods can be regarded as the greatest among mortals: beings of myth shy of “true” divinity due only to their lack of immortality.

In some ways, the cults of the hero-gods stand in stark, optimistic contrast to those of the Elder Mythos. While the latter emphasizes the futile weakness of mortals in the face of inexplicably powerful beings, the Ibydan tradition could not exist without the inherent belief that all mortals—even barely sentient creatures like the dire lion Drokalion—can stand on even footing with the divine without ascending to full immortality, if only they are bold enough to embrace their own destiny.

Hero-god worship may be on an irreversible decline; since the death of Aroden, the prophecies essential to guiding future champions have failed more often than they’ve succeeded. That, combined with the slow decline of the cyclopes, means that any future hero-gods may well be forced to seize their destinies without a road map to guide them. Many fear that this generation of heroes will be the last the islands ever see.

THE SEA CULT OF THRASEA

Apart from the hero-gods, Ibydos is also home to a few mystery cults who fancy themselves as maintaining the traditions of ancient cyclopean Ghol-Gan, specifically the worship of its gods. One such cult, of the Isle of Thrasea, holds significant influence over sea trade. Located on the archipelago’s far southern edge and thought to be the last viable landing point before entering the open sea, the island of Thrasea is said to have once been sacred to two bonded ocean gods worshipped by cyclopes. Their names are now spoken only upon its shores, and only among the initiates. Said initiates supposedly include almost all Ibydan sailors, as it’s considered standard practice to initiate all would-be seafarers into the cult. Archivist Cricklee is skeptical it holds nearly the ubiquity of that claim.



Shrine to the Wandering Way

LIVING VESSEL (ARCHETYPE)

With the dawning of a new era comes the need for a new seat of power, and what better way to show your coming master your devotion than by sacrificing your entire being for their use? You presented yourself before their altar and they answered your call, flooding your body with their power and granting you the gift of their original form. Or maybe you were abducted in the dark, on a night that the moon refused to shine, when you were taken to a profane location where a mysterious cult bound you to their master against your will. Now you have powers you didn't before and you have new features that scare (and maybe, in a small dark part of your heart, thrill) you.

You might have even become a living vessel through a strange bargain. For instance, perhaps at the brink of death, you received an offer from an entity to spare your life in exchange for inhabiting you. Or you might have offered yourself to the entity in exchange for saving a loved one, for riches, or to fulfill a lifelong dream.

Beings of any alignment can inhabit a living vessel. Evil-aligned beings, especially demons, are most likely to be interested in such an arrangement, especially if it involves forcefully taking over and changing the body and mind of a sapient being. Part of being a living vessel is learning more about your entity and finding what assuages them best and what their ultimate plans might be for your body and the world. Few vessels can fully dictate the terms of the arrangement, but the fact that you give the entity a corporeal form does give you some amount of leverage. Use it wisely.

Additional Feats: Your GM might determine that you can take a pact feat from the pactbinder archetype (page 166) as an additional feat, as long as the pact is made to the entity within you. For instance, if you're hosting a fey, you could make a pact involving fey. These pact feats are at the same level as for a pactbinder.

LIVING VESSEL DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

Whether willingly or not, you've become a vessel for a being of unimaginable power. You and your GM should work together to determine the being's nature and decide how much you know and how much remains a mystery to you for now. Some decisions might influence your options later. You might need to decide whether the entity is a demon, for instance, to know if you qualify for later feats.

You need to spend at least an hour each day assuaging the entity within you or you take a -1 penalty to Will saves for 24 hours. The process of assuaging the entity is determined together between you and the GM. It might be as simple as meditating with the entity to learn more about them, but it might be as extreme as committing gruesome, unspeakable sacrifices to keep their unknowable blessings. After a full week of failing to assuage your entity, you become doomed 1,

and you can't remove or ameliorate the condition until you allow your entity to take full possession of your body for 24 hours, during which time it pursues its own agenda.

You also gain the Entity's Resurgence reaction, allowing you to unleash your entity in lieu of falling unconscious, though at the risk of letting it enact its will.

Entity's Resurgence **Trigger** You would be reduced to 0 Hit Points but not immediately killed; **Effect** Instead of letting you fall unconscious, your entity takes control. You remain at 1 Hit Point and gain temporary Hit Points equal to your level + your key ability modifier that last for 1 minute. However, the entity is in control for 1 minute or until you fall unconscious, whichever comes first.

While the entity is in control, you gain a +1 status bonus to attack rolls and damage rolls, and the GM usually controls your character, roleplaying the entity. The GM might decide to have you roleplay the entity instead, but they retain final say over any decisions you make. No matter the entity's nature, the entity is sure to wreak vengeance upon the foe who jeopardized the life of their vessel—even an evil entity won't change allegiances or ignore danger except in the most extreme circumstances.

Special You can't select another dedication feat until you've gained two other feats from the living vessel archetype.

ENTITY'S STRIKE

FEAT 4

ARCHETYPE

Prerequisites Living Vessel Dedication

The more you try to force your body to stay yours, the more it warps to channel the energy flowing through you. Whether you grow horns to match the wild hunt fey within you, develop a claw like that of the treachery demon sharing your soul, or feel a tentacle rip out of you from the outer being that imprinted itself on your psyche, the entity within you refuses to be contained. You gain an unarmed attack of your choice with its type determined by your entity. It deals 1d6 damage of a damage type appropriate for the unarmed attack (such as bludgeoning for the tentacle). This unarmed attack is in the brawling weapon group and has the agile, finesse, and magical traits.

TAP VITALITY

FEAT 6

ARCHETYPE CONCENTRATE HEALING NECROMANCY POSITIVE

Prerequisites Living Vessel Dedication

Frequency once per hour

You tap into the entity's life force to heal your wounds, though at the cost of the entity's personality bleeding into your own. You recover a number of Hit Points equal to four times your level. Each time you use Tap Vitality, you begin to bleed more and more of the entity's personality and instincts into your own until the next time you spend an hour or more assuaging the entity, bringing your mind back under your own control.

Special This action has the tradition trait appropriate to your entity, typically divine for a demon, occult for an aberration or outer entity, or primal for a fey.

EXUDE ABYSSAL CORRUPTION ◆◆ **FEAT 8**

ARCHETYPE MANIPULATE POISON

Prerequisites Living Vessel Dedication, your entity is a demon
Most of the changes from the demon within you have harmed you so far, but you've found a way to expel some of the corruption within you to poison others. Until the beginning of your next turn, you and your weapons are covered in toxic sludge or another similar manifestation of the demonic corruption; your melee Strikes deal an additional 1d6 poison damage, and each time a creature hits you with a melee unarmed attack or otherwise touches you, it takes 1d6 poison damage.

At 14th level, the poison damage increases to 2d6, and at 20th level, the poison damage increases to 3d6.

- If you have the Entity's Strike feat, the unarmed attack you gained from that feat increases its damage die from 1d6 to 1d8.
- You gain 40 temporary Hit Points.
- You gain a fly Speed equal to your Speed.

Special This action has the tradition trait appropriate to your entity, typically divine for a demon, occult for an aberration or outer entity, or primal for a fey.

FEY'S TRICKERY ◆◆ **FEAT 8**

ARCHETYPE ILLUSION PRIMAL VISUAL

Prerequisites Living Vessel Dedication, your entity is a fey

Frequency once per hour

You connect with the fey trickster within yourself to create whimsical illusory duplicates that distract your foes. This has the effects of *mirror image*.

WARPED CONSTRICTION ◆◆ **FEAT 8**

ARCHETYPE

Prerequisites Living Vessel Dedication, your entity is an aberration or outer entity

Requirements You have a foe grabbed or restrained.

The entity inhabiting your body is an aberrant being with unfathomable motivations, and when you hold a foe close, tendrils and tentacles unfurl from your body to crush your foe and pollute it with alien wrongness. Your grabbed or restrained foe takes bludgeoning damage equal to your level and mental damage equal to your highest mental ability modifier. The creature attempts a basic Will save that applies to both types of damage and uses the higher of your class DC or spell DC.

VESSEL'S FORM ◆◆◆ **FEAT 16**

ARCHETYPE CONCENTRATE POLYMORPH TRANSMUTATION

Prerequisites Living Vessel Dedication

Frequency once per day

You symbiotically combine your form with that of the entity within you, taking a powerful hybrid form to temporarily boost your abilities in combat while maintaining control. For 1 minute, you gain the following effects.

- If you were Medium or smaller, you become Large, and your reach increases to 10 feet.
- You gain a +2 status bonus to attack and damage rolls and a +1 status bonus on saving throws against spells. If you use Entity's Resurgence, the status bonuses to attack and damage rolls increase to +3 during the time that the two effects overlap.



APOCRYPHAL DOMAIN SPELLS

Not all clerical traditions are taught among the orthodoxy. Some are whispered in secret, passed down from a priest to trusted acolytes or scribed in tomes left behind by splinter factions. Some apocryphal spells are considered heretical and suppressed, but others have fallen out of use or are specific to a region or sect. These apocryphal spells usually rely on more abstract associations between divine power and a certain effect than those seen in orthodox ones.

The GM might allow a character who comes from a strange sect or worships an underground aspect of a deity to select an apocryphal domain spell in place of the standard initial or advanced spell for that domain. These characters are typically clerics with Domain Initiate but can include other characters with domain spells, like champions with Deity's Domain or oracles with Domain Acumen.

Domain	Initial Spell	Advanced Spell
Air	—	<i>Wind whispers</i>
Ambition	<i>Hollow heart</i>	—
Confidence	—	<i>Shaken confidence</i>
Darkness	—	<i>Isolation</i>
Death	—	<i>Euphoric renewal</i>
Fate	<i>String of fate</i>	—
Fire	<i>Cinder gaze</i>	—
Indulgence	<i>Frenzied revelry</i>	—
Knowledge	—	<i>Wordsmith</i>
Might	<i>Victory cry</i>	—
Secrecy	—	<i>Weaponize secret</i>
Travel	—	<i>Inevitable destination</i>
Water	—	<i>Purifying veil</i>

APOCRYPHAL SPELLS

CINDER GAZE

FOCUS 1

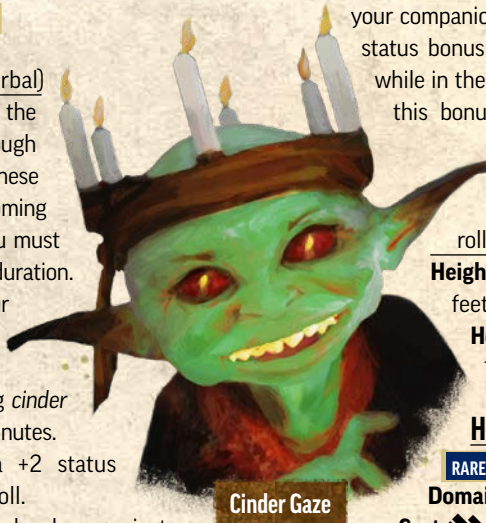
RARE CLERIC DIVINATION PREDICTION

Domain fire (apocryphal)

Cast 1 minute (material, somatic, verbal)

You've learned to read the future in the patterns of flames and smoke. Though inexact and often symbolic, these readings help prepare you for upcoming events. When Casting this Spell, you must be near a fire (of any size) for the duration. Upon completion, roll 1d4 for your prediction. The benefit lasts for 10 minutes or until expended, whichever comes first. After casting *cinder gaze*, you can't cast it again for 10 minutes.

- 1. Terrible Danger** You gain a +2 status bonus to your next initiative roll.
- 2. New Life** The next time you take damage, just before taking the damage, you gain temporary Hit Points equal to 1 plus your spellcasting ability modifier.
- 3. Vivid Insight** (fortune) The next time you attempt a check to Recall Knowledge, roll twice and take the higher result.
- 4. Good Fortune** (fortune) The next time you attempt a saving throw, roll twice and take the better result.



Cinder Gaze

Heightened (+1) The number of temporary Hit Points from new life increases by 2.

EUPHORIC RENEWAL

FOCUS 4

RARE CLERIC NECROMANCY

Domain death (apocryphal)

Cast >> somatic, verbal

Duration 10 minutes

You view death not as an ending but a beginning, and you delight in dancing on its edge. Each time you gain the dying condition and then regain consciousness while under the effect of *euphoric renewal*, you gain three benefits.

- You're quickened on your next turn. You can use the extra action only to Stand.
- You gain a +1 circumstance bonus to saves for 1 minute.
- You gain 8 temporary Hit Points that last for 1 minute.

Heightened (+1) The number of temporary HP increases by 2.

FRENZIED REVELRY

FOCUS 1

RARE CLERIC EMOTION ENCHANTMENT MENTAL

Domain indulgence (apocryphal)

Cast >> somatic, verbal

Area 5-foot emanation; **Targets** you and allies in the area

Duration 1 minute

You recall memories of hedonistic rites to send yourself into an infectious frenzy, dancing and howling wildly to encourage your companions to join in. You and your allies gain a +1 status bonus to saving throws against mental effects while in the area. Whenever someone benefiting from this bonus critically succeeds at a saving throw against an enemy's mental effect, its revelry increases, granting it a +1 status bonus to attack rolls and damage rolls for 1 round.

Heightened (4th) The emanation's radius is 10 feet, and the status bonus to saves is +2.

Heightened (7th) The emanation's radius is 15 feet, and the status bonus to saves is +3.

HOLLOW HEART

FOCUS 1

RARE CLERIC EMOTION ENCHANTMENT FEAR MENTAL

Domain ambition (apocryphal)

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You stoke the target's ambition beyond reason, until it believes no one is capable of helping it, or that others aren't to be trusted. The target attempts a Will saving throw.

Critical Success The target is unaffected.

Success The target treats no other creature as an ally for 1 round.
Failure The target treats no other creature as an ally for 3 rounds.
Critical Failure As failure, and the target is frightened 1 as it realizes it can't rely on anyone but itself.

ISOLATION

FOCUS 4

RARE CLERIC ILLUSION

Domain darkness (apocryphal)

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 3 rounds

You summon a tangible manifestation of loneliness to cloak the target from view as surely as if it were wreathed in darkness. The target attempts a Will saving throw.

Critical Success The target is unaffected.

Success The target becomes invisible, but only to its allies.

Any creature not allied with the target can see it normally.

Effects such as *see invisibility* enable an ally to see the target. The target's allies still know the target is present and can still see all the effects of the target's actions.

Failure As success, except the target also becomes inaudible to its allies and imperceptible to them through any other senses.

INEVITABLE DESTINATION

FOCUS 4

RARE CLERIC CONJURATION

Domain travel (apocryphal)

Cast >> somatic, verbal

Range 30 feet; **Targets** you and 1 enemy

Duration 2 rounds

You twist the paths of the target, ensuring that each one leads to you. The target attempts a Will saving throw.

Critical Success The spell has no effect.

Success Your pull hampers the target's footsteps. It takes a -10-foot circumstance penalty to its Speeds until the end of its next turn.

Failure The target can't move any farther from you than it was when you Cast the Spell, though it can move in such a way that it maintains an equal distance. If you move farther away from the target than the initial distance, the spell ends. The targeted foe can attempt to Escape against your spell DC. If it succeeds, the spell ends.

Critical Success As failure, plus the target is pulled 10 feet closer to you and falls prone, tripping in its haste to move toward you.

PURIFYING VEIL

FOCUS 4

RARE CLERIC EVOCATION GOOD WATER

Domain water (apocryphal)

Cast >> somatic, verbal

Range 60 feet; **Targets** 1 Large or smaller creature

Duration 1 minute

Drawing on the purifying powers of water, you call forth a veil of fine water droplets suffused with holy energy. The veil surrounds the target. Everything on each side of the veil is concealed from creatures on the opposite side, but the water doesn't impede attacks or movement across the veil. If the target moves through the veil, it takes 4d6 good damage with

a basic Will save. If the target leaves the veil, the spell ends.

Heightened (+1) The good damage increases by 1d6.

SHAKEN CONFIDENCE

FOCUS 4

RARE CLERIC EMOTION ENCHANTMENT MENTAL MISFORTUNE

Domain confidence (apocryphal)

Cast > verbal

Trigger An enemy within 30 feet of you critically fails an attack roll, Perception check, or skill check.

Saving Throw Will; **Duration** varies

You mock the target for all its failings, twisting its self-confidence into doubt. The enemy attempts a Will saving throw.

Success The target is unaffected.

Failure The target is briefly shaken and unsure of its abilities.

It must roll twice and take the worse result on the next roll of the same type as the critical failure that triggered the spell (such as the target's next Acrobatics check if the spell's trigger was a critical failure on an Acrobatics check). If the target doesn't attempt any qualifying checks, the spell ends at the end of the target's next turn.

STRING OF FATE

FOCUS 1

RARE ABJURATION CLERIC FORTUNE

Domain fate (apocryphal)

Cast > somatic

Range 60 feet; **Targets** you and 1 ally

Duration sustained up to 1 minute

You bond yourself to a cherished friend, vowing to share their fate for good or for ill. Whenever an effect would require both you and the target to attempt a saving throw, if one of you succeeds at your saving throw and the other critically fails, you can choose to both fail instead. You and the ally must agree to fail; otherwise, use your normal save results instead.

VICTORY CRY

FOCUS 1

RARE CLERIC EVOCATION SONIC

Domain might (apocryphal)

Cast > verbal; **Trigger** An ally within range critically succeeds at a melee Strike.

Range 30 feet; **Targets** the triggering ally

Your true might comes from your bonds with your allies, and you glory in their achievements. The weapon used to make the Strike deals an additional 1d6 sonic damage (not doubled due to the critical hit), and the ally can immediately attempt to Shove the creature struck, even if the ally's hands are full. Your ally can use its item bonus to the triggering attack roll on the Athletics check, if any, and it gains a +1 status bonus to the Athletics check if the triggering Strike was with a weapon that has the trip trait or an unarmed attack that has the trip trait.

Heightened (+2) The sonic damage increases by 1d6.

WEAPONIZE SECRET

FOCUS 4

RARE CLERIC DIVINATION MENTAL

Domain secrecy (apocryphal)

Cast >> somatic, verbal

Range 60 feet; **Targets** up to 3 creatures

DARK ARCHIVE

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Saving Throw Will; **Duration** 1 minute or until discharged

You understand that holding a secret is in itself a kind of power. Each target must attempt a Will save.

Success The target is unaffected.

Failure A rune symbolizing a secret the target is keeping (at the GM's discretion) appears floating in front of you. If that creature attempts a Strike or spell attack against you while you hold their secret, you can discharge the rune as a reaction to deal 7d6 mental damage to the creature.

Critical Failure As failure, but the target becomes convinced you know their secret and takes 1d6 persistent mental damage from worry. If the rune with the secret is discharged while the creature is still taking the persistent mental damage, the persistent mental damage immediately ends.

Heightened (+1) The mental damage increases by 2d6, and the persistent mental damage on a critical failure increases by 1.

WIND WHISPERS

FOCUS 4

RARE CLERIC ENCHANTMENT LINGUISTIC MENTAL

Domain air (apocryphal)

Cast 1 hour (material, somatic, verbal)

Range 1 mile

You call forth numerous breezes in which you weave gossip, whispering subtly into the ears of those around. Choose a rumor or information you wish to spread, which may or may not be true, about a single subject. Those within range of the spell overhear the rumor at some point over the next hour, though they'll be unable to pin it down to a source. Attempt a check with a modifier equal to your spell DC - 10 against a hard DC for your level. The GM might modify the DC depending on how plausible the rumor is. Repeated castings to spread the same rumor or information have no effect unless circumstances have substantially changed, as determined by the GM.

Critical Success Your rumor spreads far and wide, and it's at the tip of people's tongues. For 1 week, anyone who succeeds at a check to Gather Information on the specific subject learns your rumor in preference to other rumors about the subject. Skill checks to convince people that the rumor is true get a +2 circumstance bonus.

Success Enough people take note of the rumor that it begins to spread, though those who heard the rumor aren't necessarily convinced. For 1 week, anyone who succeeds at a check to Gather Information on the specific subject adds your rumor to the list of rumors they could learn about the subject, and skill checks to convince people that the rumor is true get a +1 circumstance bonus.

Failure Most in the area dismiss the rumor as wild gossip and pay it little mind, granting no effect.

Critical Failure The winds' gossip is misinterpreted and spreads information contradictory to the rumor you were attempting to spread. A contradictory rumor spreads, and skill checks to convince others that your original rumor is true take a -2 circumstance penalty.

WORDSMITH

FOCUS 4

RARE CLERIC TRANSMUTATION

Domain knowledge (apocryphal)

Cast ◆◆◆ material, somatic, verbal

Range touch; **Targets** 1 document written by a single author and comprised of written text in a single language

Duration until the next time you Refocus

You're a devotee of knowledge with an unmatched command of the language used to spread that knowledge, and you can reshape the written word into a form more understandable to your audience. The language of the target's written text shifts to a language you know. This shift doesn't change the text's contents beyond minor translation differences, nor does it grant the reader any understanding of the original language.

Wind Whispers

CULT RITUALS

Rituals are common among cults, used to bring members together via shared ceremony, create useful magical helpers, or contact powerful entities. A cult's leader is usually the primary caster, with the secondary casters from among trusted cult members. A ritual that requires sacrifices sometimes sources from truly willing members, but in the case of unscrupulous or evil cults, pulls them from innocent victims or from lower-ranking members who have been manipulated into accepting the sacrifice.

BACCHANALIA

UNCOMMON ENCHANTMENT MENTAL

Cast 1 day; **Cost** a lavish meal with expensive alcohol for every caster (225 gp); **Secondary Casters** 8

Primary Check Occultism or Religion; **Secondary Checks** Performance

Duration until midnight (see text)

You hold an elaborate feast and stoke the celebratory spirit, causing it to spread to other people nearby; you buoy them with hope and good cheer as they revel into the night. The ritual was first developed by the cult of the hero-god Kelksiomides in Ibydos and meant to be a benefit to the community during hard times, though other groups have used it for far different purposes, such as to spread chaos or to provide cover for a heist.

You and the secondary casters begin your feast in a public space where others can see you, exactly 8 hours before dusk. When dusk falls, you complete the ritual. The party spreads outward from your initial site until it slowly encompasses the settlement (for a town or smaller), or a district or division of up to approximately 1,000 people (for a larger settlement). Those partaking in the celebration are fascinated until the ritual comes to an end (or someone uses a hostile action toward them, as usual). The partying appears to spread naturally, as others see the revelers, they too slowly join until the celebration reaches its peak size. The spell's effect ends sharply at midnight, but that doesn't mean people stop partying right away if they're enjoying themselves.

Critical Success The party is a huge hit! The effects work as above, except that in a larger settlement, the celebration can spread to an area with as many as 10,000 people. Furthermore, the celebration leaves strong memories in the hearts of those who participated, causing locals to commemorate it or possibly outlaw such celebrations (depending on their view of the event).

Success The party is successful. It spreads as described in the ritual's description.

Failure The party never really catches on. You and the secondary casters get to celebrate, but the most other people do is give you odd looks.

Critical Failure Instead of celebration, you inspire anger and resentment toward you and the secondary casters for disturbing the peace or possibly even deepening the despair of a people who are already troubled. People in the area have their attitudes toward you temporarily adjusted two steps worse than normal. Those who become hostile won't necessarily attack you, but they will mock you, break up your revelry, and potentially arrest you.

RITUAL 6

CONTACT FRIENDS

UNCOMMON DIVINATION

Cast 1 hour; **Cost** incense worth 50 gp; **Secondary Casters** 1 (or more)

Primary Check Arcana or Occultism (expert); **Secondary Checks** Survival

Duration up to 10 minutes

You meditate for a quiet moment before your mind seeks out others whom you have befriended, as well as friends of any of the secondary casters. The ritual projects your mind to a blank space where you see one or more friends from your past. Once there, you can ask each friend a single question. If more than one friend is present, you can ask each one a different question. These friends aren't compelled to answer you honestly or answer at all, but those who are your friends are likely to help you if they can, barring special situations.

Critical Success You contact up to three close friends of yourself or any of the secondary casters, and the friends attempt to help you with their knowledge. They each answer one of your questions, as described above.

Success As critical success, but your mind reaches one friend, instead of three.

Failure Your mind reaches three friends you've made in the past, but each of them gives you a useless fact. None of these facts help with your situation at all.

Critical Failure Your mind freezes. You saw something that terrified you to your core, leaving you and all other casters stupefied 3 for 1 day.

OBLIVIOUS EXPULSION

RITUAL 5

UNCOMMON ENCHANTMENT MENTAL

Cast 1 day; **Cost** incense worth a total value of 150 gp; **Secondary Casters** 2

Primary Check Occultism (master) or Religion (master); **Secondary Checks** Deception, Society

Range 30 feet; **Targets** 1 creature

Duration unlimited

Severing ties with a member of a cult courts danger and threatens to undermine the secrecy of the group, whether that secrecy protects its worshippers or enables them to operate in the shadows. Many cults end their association with a wayward member on the edge of a blade, but there are options that preserve both secrecy and the life of the expelled member. An *oblivious expulsion* removes knowledge of the cult but is time-consuming enough that a cult usually reserves it for only the most well-regarded members who nevertheless need to be removed—or for sleeper agents the cult wishes to place among society and activate later.

It's difficult to cast this ritual unless the target is willing or restrained. If the creature is unwilling to accept the ritual, it can attempt a Will save to negate the effect. The effects of the ritual depend on the results of your Occultism check.

Critical Success The ritual removes all memories of the cult's activity, practices, and secrets from the target's memory. The target remembers only what an average citizen of the larger society would know, which is typically nothing or a few rumors with very little detail. The spell is hard to detect: a *detect magic* spell or similar effect must be a higher level than *oblivious expulsion* to detect it.

You can Dismiss the spell. While casting the spell, you can choose to give the secondary casters the ability to Dismiss it. You can also choose to set a key phrase or event that causes the spell to be Dismissed. When the target witnesses this phrase or event, the spell immediately ends.

Success As critical success, except the spell isn't harder to detect with *detect magic*.

Failure The ritual fails.

Critical Failure The ritual fails, and the target is temporarily immune for 1 month.

RECALL PAST LIFE

RITUAL 4

RARE NECROMANCY

Cast 3 days; **Cost** 100 gp in special wine and symbolic herbs; **Secondary Casters** 2

Primary Check Occultism (master) or Religion (master); **Secondary Checks** Crafting

Target the secondary caster who doesn't perform the Crafting check

Duration 1 day

You and the secondary casters spend 2 days drawing sigils on one another. At the end of the second day, the secondary caster responsible for the Crafting check carefully mixes the wine with the herbs and a small amount of saliva or blood from the target. The target then drinks the concoction, entering a state of metaphorical death and rebirth, their body becoming comatose for the final day of the ritual. During this time, you and the other secondary caster bathe the body in dirt, symbolizing a grave, and sprinkle the remainder of the wine around the body. If done properly, swaddled baby orchids grow around the area, enveloping the body in a bed of flowers.

On the final hour, the target returns to life, waking up temporarily possessed by an incarnation from one of their past lives. Though they retain the memories from their current life, their demeanor and personality are different for the remaining duration of the ritual, and they also remember vivid details from their past life. Unfortunately, it's impossible to choose a particular past self or to know whether a given former incarnation has good or bad intentions.

Critical Success The target's personality reverts to a previous incarnation, determined by the GM. Normally they keep their abilities, but in rare cases, the GM might determine that the past incarnation has a different set of abilities based on their previous life. The lingering knowledge of

the past incarnation is powerful and sticks with the target, allowing them to retrain one of their skills increases into a skill in which the past incarnation was particularly talented; the list of possible skills depends on the nature of the past incarnation and is determined by the GM.

Success As critical success, except there's no lingering knowledge, and the target isn't able to retrain a skill increase.

Failure Nothing happens, though the target's unconscious state is disturbing, and they wake up fatigued as well as likely hungry and thirsty.

Critical Failure The sigils are drawn improperly, or the wine was tainted. The swaddled baby orchids that grow around the body scream at the moment when the target would've awakened. The target dies and immediately animates as a malevolent zombie that carries the rot with them and seeks to destroy their former allies. Use the statistics for a husk zombie (*Book of the Dead* 170), or another zombie as appropriate for the target's ancestry.

SUPREME CONNECTION

RITUAL 7

UNCOMMON DIVINATION

Cast 1 day; **Cost** rare perfume worth 250 gp; **Secondary Casters** 2

Primary Check Occultism (master) or Religion (master); **Secondary Checks** Performance

Duration up to 10 minutes

In a show of power, you call forth a powerful entity in front of a crowd of onlookers, forcing the entity to manifest and answer your questions. The being appears as a twisted ball of vines and branches that springs forth from a nearby patch of dirt or up from between cobblestones or bricks. The ball of vines is relatively formless, giving no indication of the being that controls it. However, when you make a request, it twists into a rough face to answer your request.

You can ask up to seven questions that could be answered with "yes" or "no," although the entity can give you any one working answer it wants, including vague answers like "likely" or "unknown." The entity is likely to know answers related to its nature and priorities. Depending on the entity you call, it might attempt to deceive you and likely has its own agenda. The entity can only respond when surrounded by the energy of a crowd.

Once it has answered your questions, the vines freeze in place, contorted in pain, a reminder of where the powerful creature touched this world.

Critical Success The entity is in a good mood or is more honest than most. It won't attempt to deceive you, though it still might not know the answers. When it's important to provide clarity, the entity will answer your questions with up to five words, such as "if you leave immediately" or "that was true once." The words of the entity ring with truth, and the crowd takes the statements as gospel. You gain a +4 circumstance bonus to Diplomacy checks made to influence the crowd and to any Deception checks to Lie to the crowd by directly incorporating the entity's answers.



Success You can ask and receive your seven answers normally. The crowd is excited by the entity's words and believes them to be true. You gain a +2 circumstance bonus to Diplomacy checks made to influence the crowd and to any Deception checks to Lie to the crowd by directly incorporating the entity's answers.

Failure The vines reach out in a weighted gasp before dying. The crowd is likely disappointed, especially if you made them wait, but they don't necessarily change their attitude toward you.

Critical Failure The vines wrap around you in desperation, trying to squeeze out your life force to survive. You take 10d6 bludgeoning damage and become drained 3, and you can't reduce the drained condition for 1 week. The attitude of the most members of the crowd toward you become one step worse, though individual members of the crowd might have different reactions.

VITAL SINGULARITY

RITUAL 9

UNCOMMON ABJURATION

Cast 1 hour; **Cost** crushed rubies worth 2,000 gp; **Secondary Casters** 3

Primary Check Occultism or Religion (legendary); **Secondary Checks** Fortitude, Society, Will

Duration 3 hours

When several companions or followers have reached a point of undying love and trust in you, they might be willing to die to save your life. You can grant them that wish. The secondary casters must be living creatures willing to

sacrifice their energy to you, by allowing their life essence to drain out of them to protect you whenever you're in danger. If you're undead, the secondary casters must be undead instead, and if you're neither living nor undead, you can't cast *vital singularity*. Whenever you take damage, after calculating the total amount of damage, including immunities, resistances, weaknesses, and any other increases or mitigation, divide the amount by 4, rounding down. You and each of the secondary casters lose that many Hit Points. If a secondary caster doesn't have enough Hit Points to give before dropping to 0 Hit Points, you take any remaining damage for them as well. When a secondary caster reaches 0 Hit Points in this way, their skin dries out like leather as the last of their life leaves their bodies; this is a death effect.

Critical Success The light from your secondary casters envelops you in a warm radiance. In addition to the effects described above, you're healed to full Hit Points upon completion of the ritual.

Success The secondary casters channel their energies to you, protecting you as described above.

Failure The secondary casters cry out in sorrow, reaching out to you to feel your embrace, then they grow sad that they couldn't live up to your expectations. Nothing else happens.

Critical Failure The secondary casters' attempts to unite with you become desperate, but ultimately, the only function of the link was to disorient all of you, making your bodies feel like they aren't your own. You and all secondary casters become clumsy 3 for 3 days.



ISLAND OF VERDURE

THE VERDURE OF IBLYDOS

Iblydos's unique association with gods and myth means it should come at no surprise that cults are as common in the archipelago as islands. The nature cult of Verdure, devoted to the hero-god Ludovica, conducts its sacred mysteries as covertly as any other, though its public activities have always focused on charitable services. A welcome influence, and the reason for the Archive's occasional contact over the years, though a group we should keep our attention on. — K.H.W.

ADVENTURE BACKGROUND

After an unusually harsh winter, people across the archipelago of Iblydos welcome the coming of spring. As flowers finally blossom once again, preparations are underway for numerous festivals to celebrate the changing of the seasons. The celebrants include the spiritual group Verdure, which also goes by the name the Womb of the World among followers. Having recently relocated to an isolated island, the group spends their days helping those in need, sharing the bounties of their lush fruit and vegetable gardens with those in nearby areas, such as the refugees who seek safe harbor at the port of Aelysos. The group is inspired by the written teachings of the elusive cyclopean hero-god Ludovica and are motivated to spread love and light where they can. Ludovica herself has no interest in the group, believing herself to be merely a humble poet unworthy of such veneration, and has gone into seclusion away from Verdure and the rest of Iblydos, leaving her followers to their own devices.

Rumors have begun to spread of an unwelcome change in Verdure since the appointment of its new leader several months ago. Some members of the group have become

insular, cutting off communication with their loved ones. In light of these changes, a concerned and influential citizen of Iblydos has asked the group's new leader, Mitera, to allow a group of local heroes the privilege of participating in this year's ritual. In response, Mitera has invited several visitors to help with Verdure's annual celebration of spring, including a representative from the Dark Archive by way of magical communication left by previous Archive contacts.

GETTING STARTED

The cries of seagulls mingle with the conversations of sleepy anglers, who methodically organize their fishing gear and load large nets onto their sturdy boats. Dockworkers prepare more luxurious vessels, loading them with provisions and placing plush cushions upon their seats. The sun has just begun to rise over the ocean, and the briny breeze brings with it the chill of a bitter winter that has not yet loosed its grasp upon the sea.

The adventure begins with the PCs at the docks of Aelysos, which they can easily reach through the *somnambulist's bridge*, where they can eventually

locate a man named **Hyacinth** (LN male human sailor) before sailing to Verdure's island. The few anglers and dockworkers who notice the newcomers greet them with nods. Hyacinth approaches the PCs jovially. His attire is striking, comprised of layered lavender and blue fabric, a crown of flowers and crystals, and a necklace bearing a glittering magenta stone. With a grin, Hyacinth explains to the PCs that their boat is almost ready to depart for Verdure's commune. He calls it the Womb of the World, claiming it to be an incredibly beautiful place where the Womb's followers work together to feed off the land and give back where they can, as Ludovica's writings preach.

Hyacinth leads the PCs to the Floodmarket nearby, where the tide has receded enough to leave space for simple pop-up stalls. In the market, yawning cats push their luck to be fed, while merchants and customers barter over produce and fish, undaunted by the early hour. A few wandering eyes sneak curious looks at the PCs, wondering if these tourists would be interested in their wares. Upon recognizing Hyacinth's clothing, their eyes change from curiosity to the jealousy and admiration one would show a high-profile celebrity, realizing the newcomers are about to board a ship to Verdure. As the PCs follow Hyacinth, a nervous young woman, **Adelphie** (NG female human fishmonger), hurriedly catches up to them. She whispers to the PCs, carefully out of Hyacinth's earshot.

"Please, I know you're going to Verdure. I have not seen or heard from my sister, Corella, for months now. Members usually return home regularly to see their loved ones. I'm worried for her safety, and I just need someone to make sure she's all right."

Adelphie disappears as quickly as she appeared, and before long, Hyacinth leads the PCs to the small boat that awaits them at the docks. The boat rocks gently as Hyacinth pushes it off, leading the group to the island hidden in the dawn's mists. He tells the PCs that Mother is excited they have decided to join the group for the ritual tonight. The ritual ensures a bountiful harvest for those living in the Womb, as well as other Ibydan residents in need. The Verdurans do much charity work for the harbor and want to practice what Ludovica writes through Mother's preaching by giving to those who are less fortunate. As Hyacinth speaks, the PCs notice that his voice is slightly slurred. Though they may at first suspect that Hyacinth is drunk, a PC who succeeds at a DC 24 Perception check to Seek notices that Hyacinth's breath smells like flowers, not alcohol. A PC who succeeds at a DC 20 Medicine check determines that his slurred voice is the result of sleep deprivation, and that he has taken some kind of drug that is both boosting his mood and helping him stay awake; on a critical success, they also notice that the drug makes him somewhat more gullible. If the PCs ask him about the effect, he calls it "one of Verdure's blessings" and assures them that they'll have the chance to partake in the blessing after they reach the island.

ABOUT THIS ADVENTURE

Recommended Level: Team of four 8th-level characters.

The Verdure of Ibydos takes place in the eponymous island nation, an ancient civilization whose people have traditionally venerated hero-gods but who have begun to seek new paths since the Age of Lost Omens brought with it the shattering of countless prophecies. In this adventure, the PCs investigate troubling signs that Verdure, a charitable religious group devoted to benevolent ideals in the service of a hero-god, has turned into a life-controlling cult under a new leader. Ultimately, the PCs discover the rot at the cult's heart and put an end to the leader's attempts to gather power for herself by ritually sacrificing her devoted followers.

Content Note: This adventure contains themes of emotional abuse, gaslighting, and other forms of manipulation used by cults, such as sleep deprivation and love bombing. It also features drug use and some elements of body horror. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions or scenarios as appropriate.

If the PCs succeed at a DC 19 Diplomacy check to Make an Impression on Hyacinth, he opens up to them further. He tells the PCs that he has been a part of the Womb for a few months, though a new Mother was recently anointed after the passing of her predecessor. He reveals how, despite the Womb's highly selective initiation, he was accepted by the previous Mother even though he once was a thief who had to scrounge for food to survive. Now his life's mission is to one day ascend through love, light, and helping others.

MERFOLK WARNING

The small boat sails past a few merfolk gathered by a small isle who warily watch the boat go by, though they dare not approach the land dwellers. The PCs see magenta gemstone necklaces dangling against their chests, glimmering against the light. Hyacinth explains that sometimes these merfolk swim by the Womb to trade. The crystals that they carry are a favorite among the followers, and Mitera makes sure every one of them is decorated with a piece of the stone at all times.

A PC who inspects the stone on Hyacinth and succeeds at a DC 20 Perception check realizes that it glows differently from the ones that the merfolk carry. The PCs can try to interact with the merfolk from a distance and catch their attention by succeeding at a DC 26 Diplomacy check to Make an Impression or a DC 24 Deception check to covertly signal the merfolk. If anyone succeeds, one of the merfolk cautiously swims over to the boat while

nearby with quite a large following herself. In addition to providing medicinal services to the town, Thalia and Denes maintain a healthy business selling potions. If the PCs succeed at a DC 22 Diplomacy check to Make an Impression, the healers give each PC a free *minor healing potion* as a sample, hoping for future business.

A4. THE GIVING CEREMONY

Next to the meditation chamber is a greenhouse full of large reflective crystals. As the day reaches afternoon, several followers begin leaving presents by the reflective surfaces—nail clippings, cut hair, and even what looks to be peeled-off dry skin. Hyacinth explains that for the ritual to work to its fullest potential, everyone must leave a bit of themselves behind to ascend. What ascension looks like is different for each person, but for him, he's hoping that he could see his twin sister who had passed away, even if it's just for a moment. He leaves a lock of his hair by a crystal.

If any PC succeeds at a DC 29 Perception check, they notice a ghostly figure in the same shape as Hyacinth touch the other side of the reflection in the crystal. The figure quickly disappears, swept into the crevices of its surroundings and unnoticed by anyone else in the room. If any PCs try to attack the hidden creature, they break the crystal; followers escort them from the greenhouse and Hyacinth gives them a disappointed warning. He remains by them with forgiveness in his eyes, understanding that the Womb's ways must seem strange to outsiders.

A5. THE CABINS

In the cabins, followers are preparing for the ritual that night. A few of them smile through clenched teeth upon seeing the PCs and some of them chatter their teeth slightly, as if they weren't in control of their faces. In the common area, a man wobbles gently, holding a pastel flower chain, his eyelids tempting him with sleep. On the other end of the flower chain is a woman trying to pin it onto a wall along with the other decorations. The PCs witness another follower approach and reprimand the man, who stumbles slightly, wavering in exhaustion. She reminds him to stay awake lest he ruin the entire ritual.

The PCs can attempt to convince the woman barking the orders to leave the rest of the followers alone with a DC 22 Diplomacy check to Make a Request or Intimidation check to Coerce. If successful, she leaves, mumbling that the decorators are lucky that there are visitors to impress. If the PCs successfully send her away, the decorators tell the PCs that they take part in a nightly event that prevents them from sleeping for more than three hours a day. Additionally, the decorators hand the PCs a lily brooch engraved with the name Corella as a thank you. They claim that it belonged to someone who ascended, speaking about her with a starstruck adoration.

Corella's bunk bed is just a few feet away from the common area; perched against the wooden frame is a handwritten sign bearing her name. Her bed is neatly

made, but hidden under the mattress is a diary; Searching PCs can attempt a DC 24 Perception check to locate it. The latest entry reads as follows.

"I can't believe I got chosen to be a part of the ritual! I've spent the last few days doing everything Mother told me to, so I must be doing something right. She even gave me our island's special tea to drink, and I've been seeing things—my future when I achieve the next level. I see myself in a beautiful temple, and I'm the one being worshipped. I can't wait for it to become real."

The other entries are about the details on the cost of the ritual and what she had been sent to retrieve for the big night: three large quartz crystals, moonflower seeds, merfolk gemstones, and several willing celebrants, as well as "a piece of each of them."

INLAID WITH FLOWERS

As the sun sets, followers with additional tasks scramble to get them done, while those who have finished sit back on mats and cushions on the ground, struggling to stay awake. Many pass elegantly carved stone cups filled with blue herbal tea. Intoxicating floral aromas sweep through the campsite.

As followers take in the drink, they weep or collapse momentarily in ecstasy. When asked, they describe seeing different things—being covered in gold jewelry, finding the love of their life, or devouring all the sweets that their heart desires. They guide the PCs to the ritual site and encourage them to try the tea, claiming that it temporarily grants psychic abilities and helps folks with their ascension. PCs who succeed at a DC 24 Medicine or Nature check to Recall Knowledge discover that the herb's hallucinogenic properties simply cause the person who drinks it to see what they desire. The tea also contains crystals, forcing the drinker to become linked with Mitera.

A6. THE PRE-ASCENSION CEREMONY

In a cabin by the path that leads to the ritual site, a man is brewing the same herbal tea the PCs saw the followers drink, adding in merfolk crystals and seeds. He hands the PCs cups of the bubbling concoction. If the PCs drink them, they begin to see what they want the most. Each PC who drinks must attempt a DC 22 Fortitude save against the drug's effects. The PCs receive a result that is one degree of success better than what they roll because this effect has the incapacitation trait and is of lower level than the PCs.

Critical Success The tea has a pleasant and refreshing taste, but it doesn't affect the drinker's mind.

Success The drinker experiences 30 minutes of positive emotions.

Failure The drinker feels as though they're descending into a pit of calming light and then experiences 30 minutes of vivid hallucinations. They take a -2 status penalty on all Perception checks while the hallucinations persist. When the ritual begins, the drinker is sickened 1.

Critical Failure As failure, except the penalty increases to -4. The crystals and seeds in the tea take hold in the drinker, making them targets for Ascension is Near (page 153).

In the cabin, the PCs have an opportunity to examine and tamper with the tea. A PC who inspects the tea and succeeds at a DC 24 Crafting, Medicine, or Nature check deduces its properties. While it's too late to prevent the followers from partaking of the brew, it's clear that they plan to drink many additional cups. With the knowledge of the tea's effects together with other herbs growing naturally on the island, the PCs have a chance to lace the tea with an antidote. Creating the antidote requires two successful DC 24 checks (selected from Crafting, Medicine, Nature, or a relevant Lore skill) and fresh sap from a moonflower. Once the antidote is produced, the PCs can sneak it into the tea or otherwise trick the followers into consuming it with a DC 22 Deception, Stealth, or Thievery check. If successful, the tea's effects are weakened; see *Disrupting the Ritual*, below.

B. THE ASCENSION SEVERE 8

At nightfall, the followers gather at the ritual site, a cyclopean ruin at the top of the island. The ones who drank the tea, still coming down from their hallucinations, crawl their way to the site, their mouths curled in delight. Looking for her partner, Thalia finds her way to the rest of the PCs and asks if any of them has seen Denes. He was exploring the area with one of the followers when she found herself without him for almost an hour. She asks if she can stay by the PCs' side as the ritual begins, feeling out of place, now sober and awkward.

The darkness subsides as followers simultaneously light lanterns, encircling everyone. Three crystals are situated around the ritual site, each glowing faintly with violet light. In the center, three followers lay with their arms crossed on elevated marble beds. They've been gutted, their organs replaced with fuchsia crystals and closed moonflower blossoms that spill over the stone platforms. Thalia, realizing that one of the sacrifices is Denes, lets out a cry and tries to rush toward him, only to be held down by uprooted moonflower vines. The other sacrifices were Corella and Rose, their faces twisted in perpetual fear.

Creatures: Mitera approaches a pedestal that stands at the center of the ritual, her eyes glowing the same purple as the blossoms. She raises her arms, a silver dagger in one hand, and begins her speech.

"I cherish you. I cherish every one of you and all your potential. You are more than your physical bodies. And today, I will make sure you ascend, like the beautiful people here, inlaid with flowers. Let your ascended forms reveal themselves."

As she finishes, shadows in the shape of Corella, Denes, and Rose twist out of the crystals while a moonflower bursts from the ground. Mitera opens the first round with

her Ascension is Near ability; what happens depends on whether the PCs gave the followers the antidote. If they did, the followers vomit seeds and crystals, and Mitera's face contorts in rage as the ascension fails. If they didn't, however, a few crystals trickle out of about half the followers' mouths before their bodies split open, revealing blooming flowers and glowing crystals. Thalia succeeded at her saving throw, so she is unaffected either way.

Disrupting the Ritual: Even if the PCs succeed in lacing the tea with antidote, Mitera's crystal vitality link with her followers persists, meaning if the PCs hurt her, the innocent cultists bear the same injuries (as well as the PCs, if they participated in the service in area A1). To disrupt the link so they can engage Mitera, the PCs must break the three quartz formations in the ritual site. Each crystal has 10 Hardness and 40 Hit Points. If the PCs destroy a crystal, its connected shadow is instantly destroyed.

Endless Shadows: If a quartz formation's shadow creature is destroyed but the crystal itself remains intact and unobstructed, it spends 1 round coalescing a new shadow, after which the shadow appears adjacent to the crystal on its initiative in the following round. The PCs can cover a crystal to hamper its link to the shadow, preventing the shadow from reforming or using its Crystal Siphon ability. Covering a crystal should generally require 2 actions, or 1 action with a skill check (for example, it might take two actions to remove a bedroll from a backpack and wrap it around a crystal, or one action to use Athletics to push a bunch of rubble over the crystal). Allow creative solutions, and use 24 as a baseline DC for checks to cover a crystal in a single action.

MOTHER MITERA

CREATURE 8

UNIQUE NE MEDIUM HUMAN

Perception +18

Languages Common

Skills Deception +20, Diplomacy +18, Ludovica Lore +16, Nature +18, Religion +18, Society +16

Str +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +4, **Cha** +4

Items ceremonial robes, crystal flower crown, +1 striking dagger

AC 25; **Fort** +14, **Ref** +17, **Will** +18

HP 140; crystal vitality link

Crystal Vitality Link The power of the island links Mitera's vitality to her followers. As long as any of the three quartz formations are intact (see above), whenever Mitera takes damage, any of her followers within 10 miles lose the same amount of Hit Points.

Speed 25 feet

Primal Prepared Spells DC 26, attack +18; **4th** *freedom of movement*, *murderous vine* (*Secrets of Magic* 117), *petal storm* (*Secrets of Magic* 121); **3rd** *lightning bolt*, *mind of menace* (*Secrets of Magic* 116), *soothing blossoms* (*Secrets of Magic* 129); **2nd** *entangle*, *glitterdust*, *tree shape*; **Cantrips (4th)** *dancing lights*, *guidance*, *message*, *ray of frost*, *tanglefoot*

Melee ♦ dagger +18 (agile, finesse, magical, versatile S), **Damage** 2d4+7 piercing plus 1d6 mental and 1d6 persistent bleed

Ranged ♦ *dagger* +18 (agile, magical, thrown, versatile S), **Damage** 2d4+7 piercing plus 1d6 mental and 1d6 persistent bleed

Ascension is Near ♦ (auditory, concentrate, emotion, incapacitation, mental) **Frequency** once per ascension ritual; **Effect** Mitera activates the moonflower link with her followers. Any followers within 30 feet who failed their saving throw against the moonflower tea become sickened 1. Anyone who critically failed and did not receive an antidote explodes (this is about half of Mitera's congregation if the PCs didn't successfully administer the antidote). If anyone's body explodes, Mitera gains 30 temporary Hit Points and is quickened for 3 rounds; she can use this additional action each round only for Strike and Stride actions.

VERDURE'S MOONFLOWER **CREATURE 8**

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Spray Blossoms ♦♦ **Effect** The moonflower expels mind-warping petals in a 30-foot cone. Creatures in the area take 4d6 mental damage and 4d6 poison damage (DC 26 basic Will save). On a failure, they are stupefied 2 for 1 minute, and on a critical failure, they are also confused for 1 round. The moonflower can't Spray Blossoms again for 1d4 rounds. This ability replaces a normal moonflower's Light Pulse ability.

QUARTZ-SPAWNED SHADOWS (3) **CREATURE 4**

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Crystal Siphon ♦♦ (death, divine, necromancy, negative) **Requirements** The shadow and the target are both within 40 feet of the crystal that spawned the shadow, and the crystal isn't covered or obstructed; **Effect** Shadows in the shape of tendrils curl around the target, drawing out a portion of the target's vitality and siphoning it into the crystal. The target takes 4d6 negative damage (DC 21 basic Fortitude save). On a failure, they are also enfeebled 1. This enfeebled condition is cumulative with other enfeebled conditions from quartz-spawned shadows, to a maximum of enfeebled 4. If Crystal Siphon increases the creature's enfeebled value to 3 or more, the target's shadow is pulled entirely into the shadow's crystal. While the target's shadow is trapped, they feel an invisible tether linking them to the crystal, and they become slowed 1 whenever they are more than 40 feet away from it. The enfeebled condition from Crystal Siphon can't be reduced until the crystal is broken; if the crystal is broken, the effect immediately ends. This ability replaces a normal shadow's Shadow Spawn and Steal Shadow abilities.

CONCLUSION

After the PCs defeat Mitera, the followers are too disoriented from sleep deprivation and hallucinations to fully understand what is happening. They readily follow along with the PCs' guidance. Depending on whether the PCs provided an antidote, as well as whether they care to bring the survivors along if they did, the PCs can either

escape the island with only Thalia or bring the surviving followers with them. If the heroes burn all the moonflowers on the island, they prevent anyone else from abusing their power to take advantage of others, but defeating all the moonflowers (which will certainly choose to fight together in the face of extermination rather than lazing around on the beach) is beyond the scope of the adventure.

As the PCs set sail back to the rest of Iblodyos, they see merfolk follow the boat, eyeing the passengers with a morbid interest as if wondering how they managed to escape the grasp of the island and the one they call Mother. Wordless, they hold their position as the PCs sail away until they are just dots on the dark horizon.



Mother Mitera

THE MISSING MOMENT

Incident Location: Ruwido, Ustalav, Avistan

Incident Type: Hiatus

Reporting Archivist: Vennick Swyth

Archivist's Note: Dr. Ritalson was a most accommodating, host and gracious interview subject. Despite how his tone may come across in this transcription, I found the man to be quite amicable, perhaps even likable. Keeping this in mind, Dr. Ritalson's frequent asides, digressions, and diatribes made accurate transcription difficult, to say the least. I've done my best to render our lengthy conversation here as truthfully as possible, but the way Ritalson warped and weaved the threads of our conversation make it practically impossible to truly capture the discussion's exhilarating spirit.

Also, please don't mistake my characterization of the subject as "likable" to mean he is benign—we've every reason to suspect the doctor is more than he seems, though this is obviously pure speculation. Whatever the case, Ritalson is clearly a man of genius and one we should not take lightly.

INTERVIEW LOG

If you want the short version—something punchy to tell your colleagues at the Archive—then here it is: One moment, I was tending my garden on the outskirts of town. The next, a blinding light knocked me to the dirt. I saw in the light myself, only not as I am now, but as a lad, young and spry. Can you blame me for walking toward that gorgeous mirror that looked back in time? Whatever. The next thing I knew, it was night. I hadn't moved an inch, far as I could tell. I was still standing in my garden but I immediately collapsed from fatigue, like I hadn't eaten or slept in weeks. When I managed to crawl down the muddy hill toward my manor, Nanci came out to see what was the matter. Her face was paler than the sheets hung on her line. I'd been missing for 23 days.

If you want the long version, well, let me put on another pot of tea. I've gathered my notes and relevant day log entries here. [The doctor motioned to a tremendous pile of pristinely organized folios and journals.] It was a gray day, thick and muggy; my weather instruments sweated from the unseasonable humidity, though it hadn't rained in more than a moon. My neighbor up the hill, Nanci, was beating and scrubbing the week's laundry.

Of course, I'm not the only one to have experienced this so-called "missing moment," as you and other pseudo-intellectuals have taken to calling it. There exist many others just like me, whom I've dubbed "gatewalkers." (You and your other archivists aren't the only ones who can be clever now and then, eh? I'm sorry. Though I jape at your expense, I rather liked your idea of interviewing me. In fact, I've borrowed your methodology and have arranged to conduct

some interviews myself, with my fellow gatewalkers as the subjects. Who knows what secrets might be plumbed from the psyches of my fellow miscreants? I'll of course send you my transcripts as a token of my appreciation.)

Ah yes, the compass. Well, in the aftermath of the "Night of the Missing Moment"—again, where do you people come up with these names?—I've taken to studying teleportation, gates, *aiadaras*, and every subject on translocation. I've long been interested in paranormal phenomena of this nature, but to be the subject of it myself, well! My interest, it's safe to say, has gone from the realm of mere curiosity to utmost fascination.

The compass is a trinket I scrapped together in spare moments during my research, just something I stumbled upon, a byproduct really. Here, you can keep it if you wish. Rather curious little thing, though I've doubts you'll ever find a use for it.

I suppose it may as well collect dust in your archive rather than mine. Though, who knows? As you and I are both aware, strange things do happen.

[The interview subject insisted I keep the compass he described, which is included with this transcript; see Appendix I: Supporting Evidence. The interview terminated shortly afterward.]



Ritalson's Compass

COMPASS OF TRANSPOSITIONAL AWARENESS ITEM 10

RARE CONJURATION INVESTED MAGICAL TELEPORTATION

Price 950 gp

Usage held in 1 hand; Bulk L

The silver face of this glass-encased compass is etched with dozens of esoteric symbols, obscure icons, and inscrutable abbreviations.

Activate ◆ concentrate, Interact; **Frequency** once per minute;

Effect You point the *compass of transpositional awareness* at an extant teleportation effect (such as a magical portal) or the site of a teleportation effect that existed within the last 1 minute (such as the space where a creature just cast *dimension door*). Attempt an Occultism check to determine to where the effect leads or led. The DC of this check is the effect's counteract DC. On a success, you know roughly the destination of the teleportation effect (for example "the Plane of Fire," "north," or "Avistan"). On a critical success, you ascertain the exact destination within mere feet for local effects (such as *dimension door*) or within a few miles for long-range effects (such as *teleport*, *plane shift*, or interdimensional portals).

Activate ◆ **Frequency** once per day; **Effect** You use the *compass of transpositional awareness* to triangulate your current coordinates and the coordinates of your intended destination using teleportation magic. For 1 minute, whenever you cast a teleportation spell that has a range, increase that spell's range by 30 feet. If the spell normally has a range of touch, extend its range to 30 feet.

THE WOOD PILE

Incident Location: "The Cradle," ██████████, Garund

Incident Type: Nexus

Reporting Archivist: Guyani Kellu

I've never had quite as fitful or fruitful a respite as my sleep a fortnight ago. I had traveled from my estate in Kibwe in search of a small conrasu enclave known as the Cradle. I'd heard the Cradle was a small group that repaired and upgraded the exoskeletons that house our cosmic brethren. What I wanted from the enclave was confirmation of the so-called "Wood Pile," a large pile of conrasu exoskeleton scrap. Though many believe it to be a simple refuse pile, conrasus are sparks of planar consciousness, and just as a flower can absorb iron in the soil to turn burnt red, so have many of these cast-offs absorbed what I refer to as "Aeonic Essence."

I wasn't prepared for where it took me. (Can those who explore the unknown ever truly be prepared?) The enclave was surprisingly close to ██████████ but the route was deeply inconvenient. I traveled through foothills and deep forest and tunnels, finally arriving at an idyllic forest with giant trees stretching their arms to the sky.

I saw even fewer conrasus when I arrived than I expected. That said, I was greeted by an affable young conrasu named Wane. Wane's exoskeleton at first seemed to be a rolling wooden ball, but when they needed to reach something, a wooden arm would telescope out to grab it and legs extended underneath them the few times they required height.

Wane described the Cradle to me as a place where conrasus could come to evolve their minds and bodies. They gave me the tour, showing me a few stations where conrasus worked on sculpting and shaping other conrasu bodies.

By the time I got around to asking where the Wood Pile was, Wane extended an arm to my right and showed me we were already there. The Wood Pile had an enormous pile of vines, logs, and discarded wooden limbs. It towered to half the height of the trees. While I felt a certain sense of awe, I didn't detect a strong magical aura; I expected a bonfire of planar energy but found only a trickling stream.

That's when I fell asleep.

I shouldn't say I fell asleep because that isn't quite right—I walked over to the Wood Pile's base and somehow decided to lay down on it. Midday naps are not something I engage in and I didn't feel tired even moments before. The compulsion was subtle yet undeniably powerful. I slept.

I woke up and it was nighttime. The Cradle was buzzing with activity. The silhouettes of conrasus of all shapes and compositions swarmed around. I tried to call out and get someone's attention but soon realized no one noticed me. I saw the silhouettes ducking, leaping, and rolling away from invisible dangers I couldn't see.

Then I saw my silhouette. It was walking quite innocently away from me. Suddenly, it dove to the side and rolled up to its feet. It looked behind, then ran.

I woke up again. It appeared to be shortly after I had fallen asleep this time. I looked in my hand and discovered there was light blue coin in it. None of the conrasus at the Cradle could tell me anything about it but all insisted I take it with me as a souvenir, so I did.

I thought little of it until on my way back. I was walking along a river when something burst from the water. Before I could move, I saw a flash of my silhouette diving to the side and before I had even thought, I was mid-dive. I rolled and rose to my feet. I looked back and saw a ravenous zinba snake spring from the water. Not wanting to be a snack, I ran!


It appears the coin was consumed in that encounter, but I'll happily trade it for my life.

CONRASU COIN

ITEM 3+

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** varies, see entry

These wooden discs sometimes form spontaneously at the Wood Pile, a secret conrasu location suffused with extraplanar energy. A conrasu coin can be activated to call upon the power of a specific type of aeon.

Type arbiter; **Level** 3; **Price** 7 gp; **Trigger** You attempt a Diplomacy check to Make an Impression.

This coin has small wings like an arbiter, the messenger and diplomat aeon. When you activate the coin, you gain a +2 circumstance bonus on the Diplomacy check, which increases to a +3 circumstance bonus to Make an Impression on a lawful creature.

Type bythos; **Level** 10; **Price** 200 gp; **Trigger** You're targeted with an attack but the opponent hasn't rolled yet.

This cog-like coin bears an hourglass on one side and the four-armed silhouette of a bythos—aeons that steward over time—on the other. When activated, you catch a glimpse of your body moving on one of its potential timelines in response to danger and you follow those movements to dodge. You gain a +2 circumstance bonus to AC against the attack, and after resolving the attack, you can Stride up to 10 feet without triggering reactions. If you have the Nimble Roll feat and the attack misses, you can Stride up to 20 feet instead.





A CHAIN OF CONSEQUENCES TO BIND THE SOUL

REGARDING CURSES, PACTS, AND THE CONSEQUENCES OF ILL-THOUGHT BARGAINS

Let's begin with the simplest question. What is a curse? Given that a suitably powerful sorcerer can strip the flesh from your bones or turn you into their marionette, what makes curses different? Why are they so feared compared to the myriad other ways in which magic can harm you?

The answer is that curses burrow deep. Most other spells simply wash over their victim, coating them in flames or befuddling them with enchantments. Curses embed themselves in their victim's very souls, feeding on the energies within to ruin their lives. A typical spell is akin to a wooden club, powerful, painful, but brief. A curse is more like a splinter, smaller and subtler, but hard to remove and capable of turning the limb gangrenous and foul if left unaddressed.

The deep-rooted nature of a curse has a few ramifications. To begin with, they tend to last for a very long time. A bolt of wizard's lightning is there and gone. If not fatal, it doesn't last the rest of the target's life. A curse of sickness or blight, on the other hand, can bedevil a victim for years, even decades. Some famous curses have lasted for centuries, troubling one generation of a family after another or else turning an entire land into something unholy. Curses are also extremely hard to remove; most

require a sophisticated bit of magic to excise, while others can only be torn out by the will of the gods.

Penetrating deeply into a soul, however, is no easy task. The most powerful curses usually manipulate the victim into accepting them, throwing open the gates of their metaphysical defenses and allowing the curse inside with nary a challenge. This is usually achieved by having the victim acquiesce to a pact, of which the curse is either an inherent part or the penalty for a broken deal.

A classic example is the *geas*, a ritual in which the subject swears a mighty oath and accepts to be cursed if they should falter or turn aside. If the *geas* is willingly accepted, the penalty curse can be inordinately powerful. A more subtle example might be a tomb curse, where the dead spirits of a tomb curse any intruders for violating the implicit pacts of respecting the dead and their graves. Though not as powerful as the curse of a broken oath, these can still prove deadly.

Many powerful curses are by some measure self-inflicted by the victim. Which is absolutely not to say that they're deserved. Curses rarely know proportion or appropriate consequences. A child who steals an apple from a fey witch might deserve a stern reprimand, but not to vomit toads for the rest of their life.

FORMS OF CURSES

There are a great many types of curses out there. What follows is a non-exhaustive list.

Spell Curses: The most straightforward curses, these are produced by mortal sorcerers, magi, witches, and more in much the same way all other spells are produced. These are the curses most likely to be temporary in nature, though some, like the outcast's curse, can infect the target and become permanent in the same way as more famous curses.

Cursed Objects: One way to empower a curse is to bind it to an object. Infinitely variable, such cursed objects do tend to be relatively rare—it takes a great deal of effort to make such a thing. The most famous example is the monkey's paw, which twists the wishes of its owner into horrific reality, but other examples include burden stones, tiny pebbles that weigh as much as boulders, and necklaces of strangulation, enchanted necklaces which, when worn, choose a moment of stress to murder their wearer. Such objects are also easily transferred—a cursed ring or knife can trace a path across continents as it finds its way to new victims.

Pacts: Another subset of powerful "curses" are those that come about from pacts, both fulfilled and broken. While not, strictly speaking, a curse, the function is much the same, where the willing acceptance of terms by all parties allows magic to burrow deeper than it otherwise could. If a fey pact requires you to give up your voice in exchange for three full moon's worth of wealth, the magic that binds the voice and provides the ensuing wealth shares many qualities with a curse. Pacts themselves differ from curses in that they're usually easy to break, though the act of breaking them swiftly and irrevocably brings consequences—at the simplest level, a reversion to the previous status quo as whatever wealth, ability, or status was bargained for disappears, but it's possible for labyrinthine penalty clauses to cause all sorts of trouble for the pact breaker.

Different sorts of entities might create these pacts. Mortal wizards can do so with the appropriate rituals, but more commonly they're made with spirits, hags, or stranger forces. Devils are notorious for their pacts, but the most famous and prolific pact-makers are fey, who make such deals as easily as they breathe and have no sense of balance where it comes to punishing a pact breaker.

Tomb Curses and Temple Curses: Everyone's heard the classic tale. A group of scholars break into the tomb of some Osiriani pharaoh, ignoring the curse inscribed on the lintel. All are dead inside of a year. The truth is that the act of breaking a religious or societal taboo does seem to leave victims vulnerable to certain forms of curses, and sorcerers and hierophants know how to take advantage of such things for defense—most commonly, these curses descend on those who violate the sanctity of the tomb.

Familial Curses: A particularly heinous subset of curses are ones that target entire families, or that travel from one generation to another. These curses, usually the ones cast by capricious fey or angry gods, might work in several ways. They might latch onto a single member of the family, hounding them to death before moving onto the next. They might come into effect only once a generation. Or they might affect all members of the family constantly, ceaselessly.

Contagious Curses: Some beings have a curse within them waiting to be spread. Werewolves and other creatures of a similar kind famously possess a curse received from their parents—a familiar curse at its base—but transmissible with their bites. These wercreatures do suffer from their own curse, but all kind of creatures from outside this world merely deal out curses to others. The easy spread of contagious curses makes them dangerous, potentially at a large scale. No ritual need be invoked, no pact made. Only fangs piercing flesh.

Oracular Curses: One last form of curse is that of oracles and others touched by the divine. These individuals receive boons from gods or spirits, but they always come with a price, some insidious curse that drains them even as they grow ever more powerful. My personal suspicion, though I can't confirm it, is that these things are a form of pact, though not one formed with a fey or devil but with a god or the universe beyond, subconsciously perhaps. There is power, and as always, there is a price to pay for it.



RENOWNED CURSES

Gathered below are some of the more interesting curses that I've collected.

The Portrait of Kobad IV: Kobad IV was the Satrap of Qadira a few centuries ago, and by all accounts was generally dreadful. It came to pass that during his rule he mortally wronged a certain painter, an artist of little talent but great pride. Not long afterward, the painter produced a family portrait of the satrap, his wife, and his children, attended by a coterie of half-visible servants. Curiously, though each member of the satrap's family was easily distinguishable by dress and mannerism, their faces were rendered as smoke.

The painting caused a definite stir in Katheer when it was shown, and I knew there had to be something deeper. It turns out the only stir greater than its unveiling was the stir it caused when the satrap's youngest son went missing, only for his anguished features to replace the smoke atop his portrait and for the face of one of the servants to become smoke-wreathed itself. The artist was duly arrested but refused to explain what he'd done, even as the rest of the satrap's family gradually disappeared over the next few months. I'm given to understand that Kobad IV, before he himself vanished, gave orders for the artist to be buried alive. The portrait still exists, the satrap and his family surrounded by smoke-faced servants. Last I heard, Satrap Xerbystes II displays it in one of his palaces.

The Stolen Lands: This patch of territory in the northeastern River Kingdoms is notorious for its curses. Though details are scarce, it seems that even a careless word or a mundane tragedy in this region might cause a curse. I have accounts of at least three villages that were entirely depopulated because of curses that attracted vile entities or transformed the residents into something unholy.

The Lix Family Curse: The Lix family are a Chelaxian archbaronial family hailing from the Archduchy of Longmarch. Theirs is an unusual sort of curse in that it's a matter of public record, though Chelaxian public record isn't exactly the easiest thing to get a hold of. Essentially, the family made a pact with a particular devil, and because of the pact, they and all their servants transform into ravening beasts with black wings and bird-skull heads on the night of the new moon. Out of general politeness, the Lixes tend to lock themselves up in their Westcrown townhouse or on their familial estates during the dangerous periods, though there are rumors that the occasional importunate or ignorant acquaintance is invited "to dine" on the nights of the new moon.

The interesting question is whether the Lix family suffers their curse for breaking a diabolic pact—or whether it's the price they pay for something very, very precious.

Dr. Seale's Solutions: The *Griff Courant* is a small broadsheet published in Absalom every month by a

conclave of artists, poets, and miscellaneous literary types. It mostly contains reviews of theaters and galleries, but it also includes an advertisement wherein a "Dr. Seale" provides solutions to all the "problems of humanity" in exchange for a modest fee of 20 silver weights and "a dram of luck."

Shockingly, this is not a scam. If one sends the money by courier, then the following day an object appears on one's doorstep, precisely what's necessary to solve whatever problem one might have. The "dram of luck" fee appears quite real as well—everyone who answers the advertisement invariably suffers some misfortune within a week. They're run over by carriages, suffer poisoning, or in one bizarre case, are knocked senseless for three days by a flying book.

I've not yet had time to investigate Dr. Seale further, but I expect someone at the *Griff Courant* must know more.

The Stolen Codices of Razatlan: The long, slow decline of the Arcadian nation of Razatlan brought with it numerous opportunities for looting, and among the treasures purloined from that withered empire were several decorated codices, narrating Razatlan's founding, its wars and conquests, and its latter days. Beautifully painted on folded bark paper, over the centuries a few copies have made their way to Avistan.

They are also cursed, each and every one of them. The Razatlani mage scribes who penned them included a curse on the first page of each codex, that the secrets within be paid for with blood. According to a diary I was able to access, anyone who possesses one of Razatlan's stolen codices finds that anything they write, whether with ink or spell or charcoal, is replaced with their own blood, potentially killing the victim if they don't realize the source of their gradual weakness. Given that the diary is written in faded blood, I'm inclined toward belief.

The Wanting Curse: The wanting curse is a specialty of the Hungry School of the Mwangi Jungle, whose adherents use it as both a teaching tool and means of extortion. The victim's name is written out on a piece of wood with inks made of certain plants and then buried at the bottom of a rubbish heap. From the following sunset, the victim can see nothing but flaws in everything around them. Food tastes rancid, music becomes a cacophony, a friend or loved one is seen as unspeakably ugly or irritating. Though not inherently dangerous, many victims grow sickly from being unwilling to eat or drink what they believe to be rotten food or foul water.

With outsiders, the Hungry School's sorcerers usually wait a while and then offer to remove the curse—for a suitable price. Among themselves, they use the curse to illustrate their own nihilistic philosophy, that nothing has any true value. Supposedly, some elder witches have labored under the wanting curse for decades.

PACTS (RARE WITCH PATRON)

Your patron deals only in promises and bargains, and no lesson is ever given for free.

Spell List occult

Patron Skill Occultism

Hex Cantrip *pact broker*

Granted Spell *command*

GREATER LESSON

A witch with the pacts patron can select the lesson of favors when a feat or other effect grants a greater lesson. The GM might determine that other witches who find themselves dealing primarily in favors can uncover this lesson, as well.

Lesson of Favors: You gain the *return the favor* hex, and your familiar learns *mind of menace* (*Secrets of Magic* 116).

MAJOR LESSON

A witch with the pacts patron can select the lesson of bargains when a feat or other effect grants a major lesson. The GM might determine that other witches who find themselves making bargains and holding double-crossers accountable can uncover this lesson, as well.

Lesson of Bargains: You gain the *over the coals* hex, and your familiar learns *subconscious suggestion*.

PACT BROKER

CANTRIP 1

RARE CANTRIP ENCHANTMENT HEX MENTAL WITCH

Cast verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You offer to broker a pact of peace. If the target accepts and doesn't take hostile actions against you and your allies, you take a -1 status penalty to Deception checks to Lie to them. If they refuse and take a hostile action against you or an ally, they must attempt a Will save. If they accepted the offer and then take a hostile action against you or an ally, they must attempt a Will save and treat the result as one category worse. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target takes a -1 status penalty to attack and damage rolls against you and your allies.

Critical Failure The target takes a -2 status penalty to attack and damage rolls against you and your allies.

RETURN THE FAVOR

FOCUS 3

RARE HEX NECROMANCY WITCH

Cast somatic; **Trigger** An ally uses a reaction to grant you a beneficial effect during a combat encounter.

Range 30 feet; **Targets** 1 ally

You're unable to leave any debts unpaid. When an ally supports you in a fight, you offer assistance in turn for the favor. The triggering ally gains 12 temporary Hit Points for 1 minute.

Heightened (+1) The temporary Hit Points increase by 4.

OVER THE COALS

RARE HEX MENTAL NECROMANCY WITCH

Cast somatic, verbal

Range 120 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You accuse the target of breaking its word to you and invoke the wrath of your patron to claim what's due, demanding the target pay you in currency, fulfill an order, or stand down. The demand can't be obviously self-destructive, or the spell fails. If the target resists, you take your payment from its life force. The target must attempt a Will save. Regardless of the result of its save, the target is temporarily immune for 1 day.

Critical Success The target is unaffected and is immune to your *pact broker* cantrips for 1 day.

Success If the target doesn't comply with your request by the end of its next turn, it takes 3d8 persistent negative damage. If it later complies, the spell automatically ends.

Failure As success, but if the target doesn't comply, it is drained 1 and takes 6d8 persistent negative damage.

Critical Failure As success, but if the target doesn't comply, it is drained 2, doomed 1, and takes 6d8 persistent negative damage. Even if the target completes your commands later, the spell doesn't end until all the conditions end.

Heightened (9th) You can target up to two creatures.



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CURSED ITEMS

Cursed items are difficult to make and even harder to destroy. These items seem useful, but they always have some drawback. They often fuse to users, making them difficult to remove. You can find more information about cursed items on page 90 of the Pathfinder Gamemastery Guide.

BOOK OF LOST DAYS

ITEM 15

UNIQUE CURSED ENCHANTMENT MAGICAL

Usage held in 2 hands; **Bulk** 1

This massive tome's yellowed pages curl at the edges, and the letters on its face and spine are too worn to be read. When you open the book, it always opens to a page that seems to perfectly answer the question you had in mind, but reading more than a few lines causes your head to swim alarmingly.

Activate 1 hour (envision, Interact);

Requirements You aren't drained; **Effect**

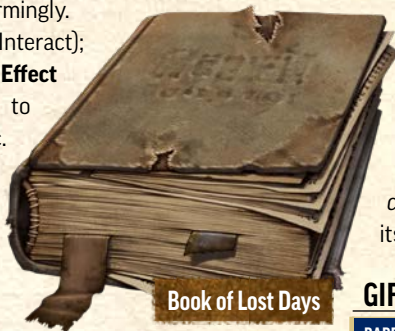
You open the book while trying to learn information about any topic.

The *Book of Lost Days* permits you to view another's memory, which contains information about that subject commensurate to rolling a total of 40 to Recall Knowledge about the topic, with additional context provided on a success or critical success.

The price for this knowledge is the memory of a day in your past, and the vitality of a day in your future. You lose the memory of that day completely, and the total of all the knowledge you learned on that date is added to the book's repository of information. The book, not you, chooses which memories are taken, preferring days with concentrated emotional resonance, and thus tends to steal significant life moments. This loss affects only your memories; it has no effect on your level, class, feats, or other character choices.

Your natural lifespan is also shortened by 1 day. The loss of this life energy causes you to be drained 2. You can't reduce the drained condition for 2 days, after which you can recover normally from the condition.

Creatures have occasionally managed to use the *Book of Lost Days* not to gain others' knowledge but to wipe their minds clean of painful memories or deadly secrets. Their memories aren't destroyed but merely stored in the book, where someone else might later retrieve them.



Book of Lost Days

CALAMITY GLASS

ITEM 11

CURSED DIVINATION MAGICAL SCRYING

Usage held in 1 hand; **Bulk** L

This mirror appears to give warnings about the future, but subtle and malevolent hands designed the silver-framed glass to lure heroes into bringing doom upon those they hope to save.

Activate 1 minute (envision, Interact); **Frequency** once per week; **Effect** You activate the *calamity glass* and obtain a vision related to a likely action or event within the next 48 hours. The *calamity glass* decides what vision to show, though if you think about a specific event, the vision is typically at least tangentially related.

No matter what, the mirror shows only tragedies. The mirror's visions are accurate but misleading, as they depict tragedies that could be averted but in so doing might lead to greater suffering.

For example, a *calamity glass* might show a family starving as the result of harbor officials turning away a boatload of improperly documented grain. Without intervention, this future will come to pass.

What the mirror didn't show is the grain was improperly labeled and carelessly stored, resulting in its contamination with poisonous mold capable of killing hundreds. Purifying and then distributing the grain would avert both the *calamity glass's* vision and the greater suffering its curse attempted to create.

GIFT OF THE POISONED HEART

ITEM 16

RARE CONSUMABLE CURSED EVIL MAGICAL NECROMANCY

Usage held in 1 hand; **Bulk** -

Activate 1 minute (command, Interact)

Those who fail to see the curse view this object as a priceless gift, capable of restoring life to the deceased, but deep in the heart of this diamond lies a single flaw: a fissured occlusion of sickly, tainted red. To activate the diamond, place it on the relatively intact body of a creature that died within the past year. The stone shatters, restoring the recipient to life with the effects of a successful *resurrect* ritual, except there is no limit to the level of the creature that may be revived.

This gift of life comes with a terrible cost: the recipient believes you—and anyone else who aided in the resurrection—deliberately caused their death and revived them only in furtherance of some nefarious scheme. Having a proxy activate the *gift of the poisoned heart* is of no use, as the item's magic sniffs out all coconspirators and uses your attempt to avoid the drawback to feed the resurrected creature's paranoia.

No amount of information or persuasion can alleviate this mistrust, as the cursed creature twists the facts endlessly to fit their delusion. Only magic such as *remove curse* can neutralize this effect, and the subject resists any attempt to alter their beliefs by magic.

GOLDEN GOOSE

ITEM 11

CURSED EVIL MAGICAL TRANSMUTATION

Usage held in 2 hands; **Bulk** L

This life-sized, hollow, golden goose statuette has an open, fanged mouth and an unsettling aura of hunger. Fiends sometimes present it as a gift to mortals whose greed makes them susceptible to temptation. While the *golden goose* can be used without malice, those who possess such a thing often find its glittering lure erodes their morals over time.

Activate Interact; **Frequency** once per day; **Effect** You feed the goose the warm, still-bloody heart of any sapient, non-evil creature who died within the past hour. The *golden goose*'s eyes flare red as it chews the heart into pulp. Once the heart is destroyed, the goose lays a golden egg worth 50 gp, or 100 gp if you murdered the creature for no reason other than to feed the goose.

After 12 such eggs are laid, the next time you activate the *golden goose*, it transmutes your heart to gold. This effect functions as *flesh to stone*, with a DC 30 Fortitude save to resist. If you become petrified, you turn to solid, transparent stone. Your heart becomes a golden egg worth 100 gp, which can be retrieved only by shattering your body. Whether or not you turn to stone, the *golden goose* dissipates with a honk into sulfurous smoke.

MISTRANSLATOR'S DRAFT ITEM 9

CONSUMABLE CURSED DIVINATION MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate \blacklozenge Interact

A pickled lizard's tongue, tied into a knot, floats in this oily potion. When you drink it, you can speak and understand all spoken (but not written) languages for 1 hour. However, if you attempt to translate any spoken language, your translation is always erroneous in a way likely to cause substantial confusion or anger, typically reducing the listener's attitude toward you by one step. You aren't aware of your error, and any attempt to correct the mistake only compounds it.

RING OF SNEERING CHARITY ITEM 7

CURSED ENCHANTMENT INVESTED MAGICAL

Usage worn ring; **Bulk** -

This gold ring seems to offer good fortune to the wearer when they are charitable to those in need, but its curse was created to tear societies apart by inflaming class resentments and discrediting good works of true charity.

Upon donning the ring, you must attempt a secret DC 25 Will save to avoid activating its magic. If you succeed, the ring's curse remains dormant, and it appears to be an exhausted item with no magic left. If you fail, the curse awakens, and the ring fuses to you.

You are compelled to spend 10% of your wealth—and 10% of any future wealth you obtain—on charity. However, your acts of charity are insensitive and so insulting that they earn the recipients' enmity. For example, upon learning someone lost a child, you might toss money at them "to buy a new one." You can't understand why your gifts aren't met with gratitude and resent the unappreciative recipients, and you firmly believe you should be able to call upon them for favors. You consider yourself an ideal philanthropist, and you constantly try to ingratiate yourself with other charitable organizations and individuals by offering to guide their donations to be more like your own.

ROSE OF LOVES LOST ITEM 10

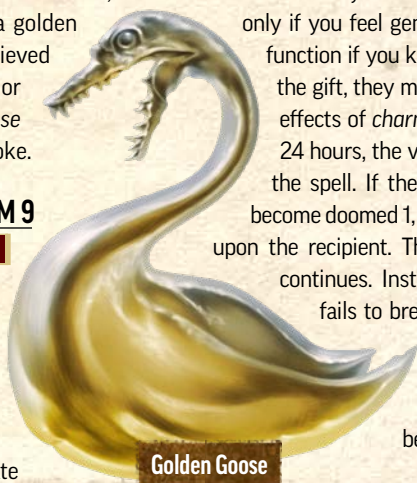
CONSUMABLE CURSED ENCHANTMENT EVIL MAGICAL

Usage held in 1 hand; **Bulk** L

Activate \blacklozenge Interact

No thorns are visible on this ruby-red crystal rose, which seems to grant a boon to a loved one, but it draws three beads of blood when first bestowed upon an unwitting recipient. Hags delight in using the rose's curse to ruin young lovers, but it can be found anywhere—even buried innocently in a treasure hoard.

You activate the *rose of loves lost* by giving it to someone toward whom you feel romantic attraction. This item functions only if you feel genuine attraction and desire, and it doesn't function if you know the item's curse. If the target accepts the gift, they must succeed at a DC 27 Will save with the effects of *charm*, except the duration is unlimited. Every 24 hours, the victim attempts another Will save to break the spell. If they fail three consecutive Will saves, they become doomed 1, as the rose inflicts a lethal wasting disease upon the recipient. This value can't decrease while the curse continues. Instead, it worsens every 3 days the victim fails to break the rose's spell, until the victim either dies or shakes off the enchantment. A successful saving throw or *remove curse* ends the *charm* and enables the victim to begin decreasing their doomed value.



Golden Goose

TABLET OF CHAINED SOULS ITEM 8

CURSED MAGICAL NECROMANCY

Usage held in 2 hands; **Bulk** L

Half-formed, unreadable runes drift across this weathered stone tablet, which resembles a tombstone too eroded to be legible. Created by a long-dead order of scholars dedicated to Pharasma, the *tablet of chained souls* can be a powerful tool in laying uneasy spirits to rest, but its magic exacts a heavy cost.

Activate $\blacklozenge\blacklozenge\blacklozenge$ envision, Interact; **Effect** You present the tablet to a ghost, or lay it on a haunted site. The tablet's words resolve into a cryptic but accurate clue about the unfinished business that keeps this spirit from rest. Upon reading the tablet's words, you are subject to a *geas* that requires you to right that wrong and lay the ghost to rest. If you die without completing the task, you become a ghost, cursed to remain until another recovers the tablet and discharges your duty.

TALETELLER'S RING ITEM 9

CURSED ENCHANTMENT INVESTED MAGICAL

Usage worn ring; **Bulk** -

Smiling faces are inscribed about this silver band. You become a fluent weaver of fictions, gaining a +2 item bonus to Deception checks to Lie, Deception DCs against Sense Motive, and Performance checks for storytelling. Whenever you're under suspicion or being questioned by an authority figure, you find yourself compulsively spinning absurd, tall tales that are so unconvincing that they make you look guilty even when you're innocent. The ring's bonuses vanish, and any listener can quickly determine you're lying. Nevertheless, you're completely unable to be honest in such situations.

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TEMPTING CURSES

There is a cruel logic to most curses, which torment their victims in ways that speak to their misdeeds. Each curse becomes a cautionary tale of the price of bad behavior returned threefold. The thief's pockets sag under the weight of stolen goods. The stench of death follows the grave robber. However, not all curses start with a punishment; some present a tempting offer instead, promising power in exchange for an ever-tightening hold, eventually making the curse irresistible.

These curses mostly follow the rules from pages 116–117 of the *Pathfinder Gamemastery Guide*, but they also include a tempted version of the curse, which usually grants greater power... at a steeper price. A PC can activate the tempted version of the curse as a free action, which has the concentrate trait. While active, the tempted version of the curse affects the target instead of the ongoing effect. The tempted version is active until the target next makes their daily preparations, at which time the curse returns to its ongoing effect and the PC can attempt a new saving throw to remove the curse. Activating the tempted version increases the save DC of the curse by 1. This increase is permanent and cumulative for each time the target activates the tempted version.

THIEF'S BURDEN

CURSE 1

RARE CURSE MAGICAL TRANSMUTATION

This ward placed on valuables aims to bog down thieves and prevent them from fleeing.

Saving Throw DC 15 Fortitude; **Effect** This curse causes stolen items to weigh you down. While the curse is in effect, you treat any stolen items you carry as 1 Bulk heavier. This increase in Bulk remains in effect until the curse is lifted or the item is returned to its owner.

Tempted Curse Your pockets weigh you down as you dream of filling them with riches. You are encumbered, but you double your total maximum carrying capacity.

UNRAVELING SKIN

CURSE 5

RARE CURSE MAGICAL NECROMANCY

Often used to protect ancient tomes, this curse causes your skin to shed like weathered paper, cracking and bleeding at the slightest touch.

Saving Throw DC 20 Fortitude; **Effect** Seeping wounds cover your body as this curse makes your skin brittle. Any time you would gain the wounded condition, increase the value by 1. Any time you take bleed damage, increase the amount of damage by 1.

Tempted Curse Your skin falls from your body and exposes your raw flesh beneath, but the curse holds your flesh together as its magic increases. You gain resistance to persistent bleed damage equal to half your level and are doomed 1.

BOASTFUL PRINCE'S SCOURGE

CURSE 7

RARE CURSE MAGICAL POLYMORPH TRANSMUTATION

Used as a punishment against the vain or the arrogant, this curse slowly transforms you into a frog in note just body, but mind as well.

Saving Throw DC 23 Will; **Effect** Your features slowly morph into that of a frog's as you grow a prominent vocal sac. You gain the amphibious trait and can breathe both air and water. You are stupefied 1 as long as you are under the effect of this curse, and you can't reduce your stupefied value below 1.

Tempted Curse You transform fully, as *animal form*, giving you the specific abilities of a frog. The duration of this casting is until you make your daily preparations, and you can't Dismiss the spell. While you are under the effect of *animal form* due to this curse, you have all the usual limitations of *animal form*, including the fact that you can't speak (though you can still understand any languages you know).

SINFUL TONGUE

CURSE 7

RARE CURSE ENCHANTMENT MAGICAL MENTAL

This curse is typically used as punishment by good clergy. The curse causes you to envision your wrongdoings whenever you attempt to lie or deceive, a burden that can be cured only by confessing your past transgressions.

Saving Throw DC 23 Will; **Effect** (misfortune) The weight of guilt distracts you, making it hard for you to deceive people. Whenever you attempt a Deception check, roll the check twice and take the worse result.

Tempted Curse You begin to confess your sins, beginning from youthful indiscretions and ending with the present day. While you confess, all creatures within 30 feet must succeed at a DC 23 Will save or gain the fascinated condition as they listen. You must spend at least 2 actions per round, which have the concentrate trait, listing your wrongdoings. This is an auditory, enchantment, emotion, and mental effect. Once you stop confessing your sins, or after 10 minutes if you haven't finished confessing your sins, the effect ends, and you can't confess again until your next daily preparations. Your conscience is clearer having confessed, and you take only a -2 status penalty to Deception checks.

SWARMING WORDS

CURSE 9

RARE CONJURATION CURSE MAGICAL

Placed upon those who use magic to cause harm, this curse causes a shower of bugs to fall from your lips whenever you speak, foiling your spellcasting.

Saving Throw DC 26 Fortitude; **Effect** The crawling within your mouth never stops as cockroaches, ants, and other insects hest in your body. Whenever you attempt to Cast a Spell with a verbal component or otherwise use an activity that has the auditory trait, you must attempt a DC 5 flat check. On a failure, the insects counteract your activity as they crowd your mouth and muffle the sound.

ENFORCED HOSPITALITY

RARE CURSE ENCHANTMENT MAGICAL MENTAL

Cast upon the rude or inconsiderate, this curse compels you to offer a genuine and warm greeting to each new creature you meet.

Saving Throw DC 31 Will; **Effect** This curse compels you to greet those you meet as though they were old friends. Whenever you come across a creature (or group of creatures) for the first time, you must spend 1 action greeting them or become slowed 1 for 1 minute, even if the creature is obviously hostile. No matter your intention, your greeting comes across as warm and genuine, and it grants you a +1 circumstance bonus to Diplomacy checks to Make an Impression.

Tempted Effect Your compulsion to greet newcomers intensifies. You must greet every individual creature you meet for the first time by spending 1 action greeting them or become slowed 1 for 1 minute. If you meet more creatures than you have actions, you can continue spending actions greeting creatures across multiple turns. For example, if you encountered six bandits, you could greet three bandits on the first round and three bandits on the second round, and you wouldn't become slowed unless you took another action before you finished greeting them. For 1 minute or until you take a hostile action, you gain the effects of a 7th-level *sanctuary* against creatures you've greeted in this way (DC 31).

Tempted Curse The insects multiply into a cascade. When you activate the tempted curse, you must spend 2 actions to cast a 5th-level *vomit swarm* to free the vermin inside you. For 1 minute after unleashing the swarm, you are not affected by the curse, but afterward, the swarming worsens. For the rest of the day, whenever you attempt to Cast a Spell with a verbal component or otherwise use an activity that has the auditory trait, you must attempt a DC 10 flat check. On a failure, the insects counteract your activity.

RAGE OF THE EXCOMMUNICANT CURSE 10

RARE CURSE ENCHANTMENT MAGICAL MENTAL

Placed upon heretics or those who broke faith, this curse causes symbols of your former faith to burn you upon sight.

Saving Throw DC 27 Will; **Effect** This curse is always associated with a specific deity, and is typically experienced only by one of their former clerics or champions. The sight of that deity's religious symbol burns you, dealing 1d6 damage every round you look upon it. You can avert your eyes to avoid losing Hit Points once you know where the symbol is located. In addition, the curse hardens you against that god. You gain a +1 status bonus to saving throws and AC versus divine spells cast by that deity's clergy.

Tempted Curse The sight of the deity's religious symbol burns you with the god's rage. You can activate the tempted curse upon viewing the deity's symbol. You are quickened 1 for 1 minute and can use the extra action each round only to Strike and Stride. For the rest of the day, whenever you see the deity's religious symbol, you lose 2d6 Hit Points.

FORBIDDING KNOWLEDGE CURSE 11

RARE ABJURATION CURSE MAGICAL

Information you never should have known lingers ever-present in your mind.

Saving Throw DC 28 Will; **Effect** This curse is acquired when encountering forbidden knowledge. This curse is always associated with a specific piece or topic of knowledge, such as a demon lord's plan to overtake a government or the true name of a powerful wizard. Your tongue trips when you try to tell another this knowledge, and your hand stalls when you attempt to write it. Any attempt at communicating it fails, even as you can't stop thinking about it.

Tempted Curse When you activate the tempted curse, you must spend 2 actions to attempt to speak the triggering knowledge. This allows you to redirect the curse's energy and cast *silence* heightened to 4th level, centered on yourself. You are still unable to speak the knowledge clearly, but you can convey a single word to an adjacent creature. You gain the stupefied 2 condition for the remainder of the day. This condition can't be reduced until the next time you perform your daily preparations, at which point it ends.



Boastful Prince's Scourge

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BARGAINED CONTRACTS

Anyone can have a taste of power—if they're willing to pay the price for it. These bargained contracts are readily offered to those who know how to ask. However, fey, spirits of nature, bogs, and the otherwise supernaturally inclined don't deal in currency as simple as gold.

Each of these *bargained contracts* offers specific benefits and drawbacks. While negotiation is part of these bargains, the entities that offer such deals rarely recognize the spirit of the agreement—only the written deal is final. Upon close review, the wording often matches the original proposal, leaving the mortal to wonder if the bargaining was just for show.

A *bargained contract* is a magic item that has the contract trait. The item has no physical substance and can't be dispelled or altered. Nonetheless, it comes with a pair of tokens indicating the contract has been struck, one held by each end of the deal. A *bargained contract* can only be destroyed if both tokens are destroyed. If discarded, lost, or stolen, a token tends to find its way back to the being to whom it belongs. Holding the token isn't necessary to receive the benefits of the contract except where specifically stated that the token is part of the activation or effect. A *bargained contract* is automatically invested and counts toward a character's limit of 10 invested items; part of the cost is that the contract draws from the holder's investiture. Entities that offer *bargained contracts* can enter into any number without restriction.

Bargained contracts don't cost money because they are always part of a contract roleplayed out during the story and priced in things more meaningful than coin. Nonetheless, the GM should consider contracts as a story reward in much the same way as they would other types of treasure. For instance, if the GM is looking to give out two 9th-level items, they might have one of those items be a *key to the stomach*. In other words, the lack of cost just means it can't be bought or sold in stores, not that it doesn't count as part of the PCs' overall treasure.

BOTTOMLESS PURSE

ITEM 8

RARE CONTRACT INVESTED MAGICAL

With a handshake, you traded future wealth for a *bottomless purse* of gems and other valuables. Using the purse, you can always sell items for their normal sell value during downtime, even if you aren't anywhere near a settlement. You just put them into the purse, and within a day, the proper sale price appears in coins and gems. Once per day, from any distance, the entity that holds your *bargained contract* automatically

sells a common consumable item in your possession, giving you back only half the normal amount for a sold item.

Activate ♦♦ envision, command; **Frequency** once per day; **Effect** You deposit up to 30 gp of gems and coins in a separate pouch of the *bottomless purse* while thinking of a common consumable item costing that amount of money. You then upend the pouch. The item you envisioned comes tumbling out into your hand.



Key to the Stomach

CRYOLITE EYE

ITEM 6

RARE CONTRACT INVESTED MAGICAL

You tore your eye from the socket and offered it to whatever spirit would take it. In return, you received a glass eye in its place. This eye allows you to see as normal, and when you succeed at a Perception check against an illusion, you get a critical success instead. Once per day, from any distance, the entity that holds your *bargained contract* can overwhelm your *cryolite eye* with magical energy, causing images to float over your vision that inflict the dazzled condition on you for 1 minute.

Activate ♦♦ command; **Frequency** once per day; **Effect** You look through the glass eye sealing your *bargained contract*. The contract casts *see invisibility* affecting you.

HAND-HEWED FACE

ITEM 7

RARE CONTRACT INVESTED MAGICAL

At the crossroads under a new moon, you traded your face for one that you can mold as though it were clay, sealed with a ribbon worn around your neck to hide the seam. Your true appearance changes to that of a generic member of your ancestry. You can shape your facial features with your hands and thus don't need a disguise kit to Impersonate, and you don't take circumstance penalties to Impersonate someone due to the difference in your facial features. Once per day, from any distance, the entity that holds your *bargained contract* can change their appearance to match your appearance from before you sealed the contract, or the appearance you are currently using through Impersonate. When they do, your face transforms to your new true appearance, that of a generic member of your ancestry, and you become stunned 3 by the sudden backlash.

Activate ♦♦ Interact; **Requirements** You have used Impersonate and molded your face into a different face; **Effect** You peel your current face from your skin, revealing

the true generic appearance from your *bargained contract*. This allows you to duck out of sight and remove the facial component of your disguise almost immediately, though clothing or other elements might still give you away.

KEY TO THE STOMACH

ITEM 9

RARE CONTRACT INVESTED MAGICAL

Whether due to the inconvenience of having a physical body or the desperation of impending starvation, you were drawn to a person offering relief from hunger. You swallowed a key, which remains in your stomach, that continuously satiates you. You no longer need to eat or drink. Once per day, from any distance, the entity that holds your *bargained contract* can have the key sealing your *bargained contract* absorb all items in your stomach, which prevents you from benefiting from items that require you to eat or drink them, such as potions and elixirs, for 10 minutes. During this time, the entity gains the benefits of these items instead.

Activate \blacklozenge command; **Frequency** once per day; **Effect** You absorb any poisons with the key sealing your *bargained contract*. You gain the benefits of a casting of *neutralize poison*.

LOST EMBER

ITEM 10

RARE CONTRACT INVESTED MAGICAL

Sealed with a vial containing the ashes from your childhood home, you traded the memories of your early life to stay focused on the present, allowing you to avoid distractions during combat. Once per day, from any distance, the entity that holds your *bargained contract* can take one of your memories. This functions as a casting of *modify memory* that doesn't grant you a saving throw and can't be reversed by any means without stealing the memory back first.

Activate \blacklozenge command; **Frequency** once per day; **Trigger** You start your turn flat-footed or confused; **Effect** A speck of ash from the vial sealing your *bargained contract* appears out of nowhere on your tongue, bringing your senses into focus. You suppress the flat-footed or confused condition until the start of your next turn. You can use this free action when you are confused, even though you normally can't take actions of your choice when confused.

STONE OF UNRIVALED SKILL

ITEM 17

RARE CONTRACT INVESTED MAGICAL

You traded your senses to a hag for unrivaled expertise stolen from various souls who were once the greatest in their field. Your *bargained contract* is sealed by sleeping with a pitch-black stone under your pillow every night. Choose one skill when you seal this *bargained contract*. You become an expert in that skill; if you were already an expert, you become a master, and if you were already a master, you become legendary. Once per day, from any distance, the hag that holds your contract can take over your senses for 10 minutes, during which time the hag hears, sees, smells, tastes, and feels everything you

would typically experience. During this time, you are dazzled by your own disjointed senses.

Activate \blacklozenge command; **Frequency** once per day; **Effect** You place the stone sealing your *bargained contract* in your mouth. For the next 10 minutes, you gain a +3 status bonus to skill checks using the skill you chose for your contract.

VIAL OF THE IMMORTAL WELLSPRING

ITEM 20

RARE CONTRACT INVESTED MAGICAL

At a wellspring, you gave your blood to a force of nature and received a vial from the wellspring's heart in return. Once per 10 minutes, when your dying value would increase above 3, you instead become unconscious and are no longer dying; this doesn't prevent you from being killed by death effects or the doomed condition. Once per day, from any distance, the entity that holds your *bargained contract* can possess you and control your actions, leaving you unaware of what goes on. This possession automatically succeeds, regardless of any countermeasures you might take. Normally this lasts for only 1 round if during an encounter, or no longer than a few minutes during exploration. However, the more you rely on the power of the wellspring's heart to survive death, the longer it can possess you the next time it chooses to do so, doubling the amount of time with each use, to a maximum duration of 1 day. Once the entity possesses you, this duration resets.



Lost Ember

SELF-EMPTYING POCKET

ITEM 9

RARE CONTRACT INVESTED MAGICAL

You never perform to an empty crowd after promising any profits to a phantom in a playhouse, sealed by holes that appear in your pockets. By meeting with the attendees at your events, you can use Performance instead of Diplomacy to Gather Information. When you would use Performance to Earn Income, you don't earn any gold pieces, as the money disappears before you can even count it.

The entity that holds your *bargained contract* can influence your reception any time you perform for a crowd or Activate the pocket. If they influence your performance favorably, you gain a +2 item bonus to your Performance check. If they influence your performance unfavorably, you gain a -2 item penalty to your Performance check. If you've failed to earn the entity money in quite a while, it typically influences your performance unfavorably.

Activate \blacklozenge command, envision; **Frequency** once per day; **Effect** You exercise all of your charm on a creature, turning a chance meeting into an impromptu performance that commands attention. Attempt a single Performance check against the Perception DC of the creature. On a success, the creature is affected as though by a successful Deception check to Create a Diversion. The entity that holds your contract can influence this performance as well.

PACTBINDER (ARCHETYPE)

Some people feel that the universe is a constant struggle. Good against evil, law against chaos, civilization against nature, life against death against undeath. But why fight what you can't change? You prefer to bargain.

As a pactbinder, you make deals with strange entities, otherworldly beings, and all sorts of multiversal denizens, amiable and unapproachable alike. Over the course of your many negotiations, you've learned something important: while such beings always seek a bargain tilted in their own favor, sometimes your definition of value differs enough from theirs that you can still come out ahead. In fact, sometimes, those who don't understand pacts like you do might mistake the payment for the benefit, or vice versa. Perhaps an ancient being of nightmare demanded to consume something you sought to be rid of, like a painful memory or a negative personality trait, priding itself on how it was taking something personal from you. Little did it know, you let it win on haggling your end of the deal. Of course, this practice isn't without its own risks, as who knows what you might become without that part of you.

All these things, you can and must consider in every pact. In addition to pacts, you might also pursue magical contracts. While less of a metaphysical commitment than a pact, contracts offer similar benefits you just can't resist—and you can employ your skill set as a pactbinder to manipulate the precise wording of the bargain.

PACTBINDER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Diplomacy as well as either Arcana, Nature, Occultism, or Religion

The first step toward forming a successful pact is an understanding of the magic behind it, along with skill at negotiation. It doesn't hurt that you also learned how to magically bind yourself to keep your word, enabling you to bargain more easily. You increase your proficiency from trained to expert in Diplomacy and in one of the following: Arcana, Nature, Occultism, or Religion.

Binding Vow ◆ (auditory, concentrate, enchantment, occult)

Frequency once per day; **Effect** You bind yourself by formally speaking a binding vow. Supernatural power flows through and around you as you speak it, and all those present to hear it intrinsically know that it binds you. Breaking this vow is anathema to you, and if you break it willingly, you lose all pactbinder benefits until you fulfill your vow or, if that's impossible, participate in an *atone* ritual. The vow doesn't prevent unwilling violations and can't be used to try to circumvent mind-control magic, confusion, or similar situations where you perform an action not entirely of your own volition. A Binding Vow doesn't end until you've fulfilled it. Even if you die, the vow still binds you if you return to life. The vow doesn't force you to go to ridiculous extremes, such as dying, to fulfill your vow unless you specifically swear to go to such extremes. Trying to subvert your binding vow by making selfish promises (such as swearing to an ally that

you'll kill someone you already wanted to kill) is in itself a violation of your vow, as is attempting to subvert other vows you've made (such as those from other pactbinder feats or a champion's code).

When you make a Request or Coerce directly in service of fulfilling your vow, you gain a +1 circumstance bonus to your check against any creatures aware of your vow.

Special You can't select another dedication feat until you've gained two other feats from the pactbinder archetype.

SOCIABLE VOW FEAT 4

ARCHETYPE SKILL

Prerequisites Pactbinder Dedication, expert in Diplomacy

You can leverage your vow in more social interactions. The circumstance bonus from your Binding Vow also applies to attempts to Gather Information, Make an Impression, or Demoralize you make directly in service of fulfilling the vow.

PACT OF FEY GLAMOUR FEAT 4

UNCOMMON ARCHETYPE ILLUSION PRIMAL

Prerequisites Pactbinder Dedication

You've sworn a pact with fey powers, granting you the otherworldly appearance of your dreams in exchange for oaths of hospitality. As long as you keep your end of the bargain, your base appearance changes indefinitely to any one appearance you wish that's within the bounds of possibility for your ancestry; this effect can't be counteracted or removed except by violating the pact. Additionally, you can cast *illusory disguise* as a primal innate spell once per hour, using the higher of your class DC and your spell DC to determine the DC.

In exchange, you promise to accept any fey's request for hospitality, granting them food, drink, and lodging for up to 3 days and 3 nights. You also promise not to harm any creature to whom you've offered hospitality or who has shown hospitality to you, whether or not that creature is fey, unless that creature does harm first. If you refuse hospitality to a fey or violate hospitality, you lose the benefits of this feat until you *atone* for your transgressions, instantly reverting your appearance to the one you had before the pact.

PACT OF DRACONIC FURY FEAT 6

UNCOMMON ARCANE ARCHETYPE EVOCATION

Prerequisites Pactbinder Dedication

You've sworn a pact with a dragon, giving you the ability to tap into the dragon's immeasurable power in exchange for adding to their hoard. You gain the Dragon Breath activity.

In exchange, you promise to search for objects the dragon wants for its hoard upon request. These requests might be extremely specific unique objects, or they might be a broad category of objects. While the dragon agrees to pay you a fair price for the item you retrieve, the pact requires you to give your time and service.

Dragon Breath ◆◆ **Frequency** once per hour; **Effect** You breathe deeply and exhale a line or cone of powerful breath, much like the dragon with which you made the pact. If the dragon had a cone-shaped breath weapon, your breath weapon is a

PACT OF ELDRITCH EYES

UNCOMMON ARCHETYPE DIVINATION OCCULT

Prerequisites Pactbinder Dedication

You've sworn a pact with an entity beyond mortal comprehension, granting you distant visions and insights. You can cast *prying eye* as an occult innate spell once per hour, using the higher of your class DC and your spell DC to determine the DC.

In exchange, you allow the entity to peer through you at your world. The entity's touch creates strange dreams, typically nightmares. Every morning, you awaken trained in an unexpected Lore skill determined by the GM, which you retain until the next time you rest for the night. While the entity contacts you most often while you sleep, it occasionally peers at you during the day, leading to disorientation and visions. You can generally determine what's going on during these visions, so normally this occurrence imparts no mechanical penalty. However, in the unlikely event that an encounter begins while you're experiencing visions from the entity, you might take a circumstance penalty to your initiative roll.

Special The entity isn't particularly attached to its pact with you. If you want it gone, you can retrain out of Pact of Eldritch Eyes, after which the entity withdraws its eyes to the void.

30-foot cone. If they had a line-shaped breath weapon, your breath weapon is a 60-foot line. If they had a burst-shaped breath weapon, your breath weapon is a 10-foot burst within 60 feet. No matter the shape, it deals 1d6 damage per level, of the same damage type as the dragon's Breath Weapon, with a basic Reflex save, using the higher of your class DC or spell DC. This action has the same traits as the breath weapon of the dragon you made the pact with.

PACT OF INFERNAL PROWESS FEAT 8

UNCOMMON ARCHETYPE DIVINATION DIVINE

Prerequisites Pactbinder Dedication

You've sworn a pact with devils, granting you success in life in exchange for your soul in the afterlife. Once per hour, when you critically fail a check, you can reroll the check as a free action; this is a fortune effect. Additionally, you can choose to automatically succeed at checks to Earn Income for tasks below your level, without rolling.

However, when you die, your soul is consigned to Hell. You can't be returned to life except by powerful magic such as *miracle*, and even then, the devils responsible for the contract can track your every move for 1 year. The devils gain the effects of a *discern location* spell. They can also use 10th-level *scrying* on you at will, and you automatically critically fail your saving throw.

Special You can't retrain out of a Pact of Infernal Prowess without journeying to Hell and destroying the devil's written contract spelling out the terms of your pact.

PACT OF THE FINAL BREATH FEAT 12

UNCOMMON ARCHETYPE DIVINE NECROMANCY

Prerequisites Pactbinder Dedication

You've sworn a pact with a powerful psychopomp—typically an *olethros* advocate or *yamaraj* judge—granting you a reprieve before your soul will be collected in exchange for respect for the dead and assistance against the undead. As long as you keep your end of the bargain, you live twice as long as you normally would before dying of natural causes. Additionally, the first time each day that you would be reduced to 0 Hit Points and gain the dying condition, you instead regain a number of Hit Points equal to twice your level (starting from 0 HP), remain conscious, and gain fast healing equal to your level for 3 rounds.

In exchange, you swear to treat the dead you come across with respect, performing last rites and final dispositions to ensure their spirits rest in peace and are less likely to rise as undead. Furthermore, you swear to destroy undead you come across, so long as it's within your power to do so without inordinate risk to yourself. Violating your part of the pact causes its protections to immediately end. If at that point you had already lived beyond your natural lifespan, the psychopomps typically give you a few moments to make any last farewells, and then you simply breathe your final breath and pass on.



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CURSE MAELSTROM (ARCHETYPE)

Some folks are ridden with bad luck: the rations they were counting on turn out to be spoiled, the ship they were hoping to catch sinks in the harbor, or the new home they bought is destroyed by a rampaging golem. Most know that they are cursed, feeling an emptiness in their soul that weighs upon them, gnawing at their confidence and shrouding their ambitions. Sometimes, these curse maelstroms learn to control and channel their curse; you are one such unfortunate soul.

You have a powerful curse living deep within you. You might have been able to restrain your curse for the

most part, but it flares up occasionally and tempts you with the power to curse your foes, should you allow it to exert itself. Why should you be the only one who has to endure a cursed life when others have so clearly earned such woe?

Living with a curse every day, you become intimately familiar with the workings of curses, getting a sense of when bad luck is about to befall those around you. You might try to avoid further bad fortune—which rarely pans out as you'd like—or you could come to terms with your lot in life and regard your curse as something akin to an old friend. Either way, fate cares little.

Misery loves company, so your curse can even be a beacon for more misfortune. You might have multiple curses all tied to you, all fighting to make your life as hellish as possible.

CURSE MAELSTROM DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

Prerequisites You are cursed or have previously been cursed. A horrible curse has left a lingering stain on your soul, and its effects continue to plague you even if the curse's other effects have ended. You can choose to suppress it, but if you instead let it manifest, you can channel its power in your favor. During an encounter, when you succeed at a check, the GM can offer to have you roll again, taking the second result. This is a misfortune effect. If you do so, you enter a curse maelstrom state. If the misfortune effect is somehow canceled or negated (by a fortune effect, for example), you don't enter a curse maelstrom state.

In addition, the curse is jealous of its place within your soul and gladly lashes out whenever others dare to usurp that position, granting you its power without the usual price. If a foe places a misfortune effect on your roll and the effect applies to your roll, you enter a curse maelstrom state, and if you fail a saving throw against a foe's curse effect and are affected by the curse, you also enter a curse maelstrom state. No matter the source, you can only enter a curse maelstrom state during an encounter, and if you don't end the state on your own, it ends at the end of the encounter. Once it ends, you can't enter a curse maelstrom state again for 1 minute.

While in a curse maelstrom state, you can't benefit from fortune effects, and they also don't cancel misfortune effects on you; they simply have no effect. While in this state, all creatures other than you within a 10-foot emanation take a -1 status penalty to all saving throws and skill checks due to the storm of bad luck swirling out of your body. You gain the *Expel Maelstrom* action, which you can use to focus the brunt of your curses onto an unlucky target.

Expel Maelstrom ◆ (curse, necromancy, occult)

Requirements You are in a curse maelstrom state;

Effect You expel the maelstrom from your body, sending the energy to reside in one unlucky creature within 60 feet. Your curse maelstrom state ends. The result depends on the creature's Will save.



Critical Success The creature is unaffected, and the curse's energy dissipates harmlessly.

Success The creature comes to house the maelstrom's wrath within it. It takes a -1 status penalty to all saving throws and skill checks for 1 minute.

Failure The maelstrom strikes deep into the creature's soul. It takes a -2 status penalty to all saving throws and skill checks for 10 minutes.

Critical Failure The maelstrom pitches the creature into a single fit of utter misfortune before burrowing into its soul. As failure, but the creature also must roll twice and take the lower result on its next saving throw or skill check; this is a misfortune effect.

FAMILIAR ODDITIES

FEAT 2

ARCHETYPE SKILL

Prerequisites Curse Maelstrom Dedication, trained in Occultism or Curse Lore

Perhaps due to the curse within you, curses occasionally perceive you as an extension of themselves and readily reveal themselves to you. You gain a +2 circumstance bonus to checks to Identify Magic on a cursed item or a spell that has the curse trait.

UNNERVING EXPANSION

FEAT 4

ARCHETYPE

Prerequisites Curse Maelstrom Dedication

You gather your curse around you and impel it to pour outward, expanding your maelstrom. The radius of the emanation of your curse maelstrom state increases by 5 feet until the end of your curse maelstrom state. The outpouring of the curse is unnerving. You attempt to Demoralize a creature within the emanation of your curse maelstrom; you don't take penalties for not sharing a language with that creature.

SHARE BURDEN

FEAT 6

ARCHETYPE

Prerequisites Curse Maelstrom Dedication

Trigger An ally within 60 feet would be affected by a curse or misfortune effect, and you wouldn't be affected but you are an eligible target for the effect.

You draw the misfortune or curse into yourself, potentially enabling you to enter your curse maelstrom state. Instead of affecting your ally, the triggering curse or misfortune effect affects you.

ACCURSED MAGIC

FEAT 8

ARCHETYPE

Prerequisites Curse Maelstrom Dedication

When the curse within you spills out, you can lay curses on others and claim them for yourself with ease. You can cast *claim curse* (*Secrets of Magic* 95). At 10th level, you can also cast *seal fate* (*Advanced Player's Guide* 224), and at 12th level, you can also cast *inevitable disaster* (*Secrets of Magic* 111). You can cast these spells once per day as occult innate

MANIFESTATIONS

Those at the center of a storm of curses often have peculiar manifestations that mark them as one of the unfortunate. Over time, even the places that they inhabit will begin to show signs of their presence: plants with bizarre growths, dust clouds that form strange symbols in the light, and floors that creak and groan even when no one is walking across them.

spells, but only while within your curse maelstrom state. If you couldn't already cast occult spells, these spells use Wisdom as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for occult spells.

COUNTER CURSE

FEAT 8

ARCHETYPE

Prerequisites Curse Maelstrom Dedication

Requirements You are in a curse maelstrom state.

Trigger You or an ally within 30 feet is targeted by or in the emanation of a curse or misfortune effect from an opponent or object of which you are aware.

You gather the energy of your maelstrom and fling its unleashed power into the enemy's curse, attempting to neutralize it. Attempt a counteract check against the triggering effect, using half your level rounded up as your counteract level and the higher of your class DC and spell DC as the counteract modifier. On a success, you neutralize the curse or misfortune effect. If the effect was constant, such as a misfortune aura, it returns automatically at the beginning of the creature or object's next turn. Whether you succeed or fail, your curse maelstrom state ends.

TORRENTIAL BACKLASH

FEAT 10

ARCHETYPE

Prerequisites Curse Maelstrom Dedication

Requirements You are in a curse maelstrom state.

Calling upon forbidden practices, you release the curse from within yourself, allowing it free rein to destroy everything around you. All creatures within your curse maelstrom emanation except you take 1d6 negative damage for each level you have, with a basic Fortitude save. Your curse maelstrom state then ends.

REVERSE CURSE

FEAT 12

ARCHETYPE

Prerequisites Counter Curse

When you counter a curse or misfortune effect, you send it back to destroy its originator. Whenever you succeed at the counteract check to Counter Curse, the creature is affected by its own curse or misfortune effect, attempting a saving throw against its own DC if the effect allows a saving throw. In the case of a constant ability, such as a misfortune aura, the creature is affected only until the beginning of its next turn, when the ability reasserts itself.



VILLAGE SQUARE
1 SQUARE = 5 FEET



GRANDFATHERS' GROVE
1 SQUARE = 5 FEET

WISHES IN KRASNOPRUDNY

With its particular confluence of witches and ancient spirits, Irrisen is always a region of interest when discussing curses and pacts. The matter concerning the village of Krasnoprudny in particular is just the latest in a long string of such files, but one that's managed to catch my eye—while many villages have borne the curse of a winter witch for a slight real or imagined, something feels different about this village. Curse? Enchantment? Geas? — K.H.W.

ADVENTURE BACKGROUND

In the land of Irrisen, where the riders of bright morning, red noon, and dark midnight serve Baba Yaga, and where the princess Anastasia rules from a palace of ice, there is a village called Krasnoprudny. Next to that village is a lovely little pond, from which the village takes its name (for Krasnoprudny means “beside the beautiful pond”). And in that pond, there lived a vodyanoy and his seven rusalka daughters.

For many years they lived happily enough, but then came word of a new queen in Whitethrone, and the rusalkas decided to venture to the capital and seek service as handmaidens to Anastasia, because a palace is better than a pond, even a very nice pond with a little ledge perfect for sitting. And the old vodyanoy, Ded Bolota (“Grandpa Bog”) by name, gave them his blessing and waved them goodbye as they left.

But it's lonely living in a pond all by yourself, and Ded Bolota started to mope, and to sulk, and to drink too much. Until an old friend of his came to visit, the elder leshy Ded Bereza (“Grandpa Birch”). The leshy grew worried about the vodyanoy's state of mind. “Bolota,”

the birch tree said, “You need to get out more, you need a hobby. There are all these mortals living by your banks, why don't you do something nice for them?”

And so the two put their heads together and set out to make Krasnoprudny the most fortunate village in all of Irrisen, a place where wishes come true. And since neither had the faintest idea of how mortals thought, it all promptly went to pieces.

GETTING STARTED

Unlike several previous adventures, the journey through the *somnambulist bridge* is noticeably turbulent, like a falling nightmare. The portal unceremoniously spits the PCs out into the air about 5 feet above a snowbank by the side of a road, a few hours away from their intended destination. (Unbeknownst to the PCs, at least for now, is that someone in town made an ill-considered wish to be left alone, and the ensuing fey magic was enough to interfere with the transportation ritual.)

A PC who succeeds at a DC 26 Nature check to Recall Knowledge is familiar with the main sources of the curses in Irrisen.

Critical Success While it's certainly not impossible, such a big curse afflicting an entire village sounds rather out of character for a winter witch—they tend to be more focused. More likely it's some kind of fey, perhaps a poludnica (field fey), vodyanoy (water fey), or elder leshy (forest plant fey).

Success Irrisen is a land with plenty of curses, but the two most likely culprits are winter witches, who have a habit of cursing people who cross them, and capricious fey, who curse for whatever reason seems to make sense to them.

Critical Failure If there's a curse in Irrisen, then it must have been cast with the knowledge, or more likely the participation, of Baba Yaga herself.

WELCOMING COMMITTEE

As Krasnoprudny lies well off the beaten track, the PCs make the last leg of their journey by means of a passing donkey cart operated by an old peddler named **Maiksim** (CG male human peddler). The trip is an uneventful sojourn through the beautiful, frozen Irriseni countryside, interrupted only periodically by Maiksim's ongoing feud with his donkey, Conqueror. Grand, gloomy pine trees cluster thickly on either side of the slender road, little red berries twinkling from the depths of the snow. From time to time, the PCs spot the tracks of deer and rabbits, or glimpse of an arctic fox going about its business. A few nightingales sing late into the evening.

Finally, the donkey cart turns a corner, and the PCs get their first good look at Krasnoprudny. It's a modest little village of maybe twenty houses, with sturdy walls made of cut logs and sharply pitched wooden roofs. It's clearly not a very prosperous place, but it doesn't look impoverished either—the houses have carved windowsills and cornices, and there are a few barns here and there. As with everything in Irrisen, the village is covered in a layer of fresh-fallen snow.

Before the party can get any closer, Conqueror the Donkey decides that this is entirely too much work for one day and stops pulling the cart to nibble on some nearby shrubs (not for the first time on this trip), at which point Maiksim loses his temper and begins swearing, saying "Ah, devil take you, you lazy beast!"

Whereupon a very strange thing happens. Out of the bushes, a pair of diminutive pig-feathered imps trot out and begin to abduct Conqueror in a very business-like fashion. One of the imps quickly removes Conqueror's harness while the other contrives to heft the entire (loudly braying) donkey, despite being the size of a small child.

At this point, unless the PCs intervene, the imps make off with the donkey after a few minutes of work, leaving behind a befuddled and donkey-less Maiksim and a party who needs to walk the last mile to Krasnoprudny. Any hostile attack or spell on the part of the PCs causes the imps to drop Conqueror and run away, or else explode into a cloud of noxious soot. This rescues the donkey but leaves the PCs with something of a mystery on their hands.

ABOUT THIS ADVENTURE

Recommended Level: Team of four 9th-level characters.

The adventure begins with the PCs arriving in Krasnoprudny, in Irrisen, the land of eternal winter. They quickly discover that something very odd is going on when some imps try to steal their donkey. Investigating the village makes it clear that the entire place is laboring under an odd sort of curse—where casual exclamations and idioms become real. The source of the trouble is probably the nearby pond and the creatures living there. Ultimately, the PCs will have to convince a pair of proud, prickly primal beings that their benevolent efforts have gone astray, all without offending them enough to get the village flooded.

Alternatively, the PCs can attempt to yell at or talk to the imps. Getting their attention requires a successful DC 24 Intimidation check to Coerce or Diplomacy check to Make an Impression, whereupon the imps begin to loudly and profanely complain that they were offered a donkey and simply came to collect. A PC who succeeds at a DC 24 Religion check to Recall Knowledge can observe that this is very much not standard imp behavior—something or someone is nudging the imps to act this way. During the ensuing conversation, the PCs might have a few questions for the imps. Use or paraphrase the following questions and answers as guidance.

Who are you? "I'm Moldy-Cheese." "And I'm Mosquito-by-Ear."

Why are you trying to take our donkey? "It's not your donkey!" Moldy-Cheese says. "We were offered it fair and square." "He said devil take it," Mosquito-by-Ear adds, pointing to Maiksim, "so we did!"

Why does an imp want a donkey? This seems to confuse the two imps for a moment, and they look at one another. Finally, Moldy-Cheese says, "I don't know..."

"We were home, and then suddenly... we were here," Mosquito-by-Ear says. "And then we just knew we had to take this donkey."

This more or less exhausts the useful information that the two imps have, although if the PCs manage to learn about the imps' arrival in Golarion, they can attempt a DC 26 Arcana or Occultism check to Recall Knowledge about summoning. On a success, the PC is able to decipher the imps' comments as meaning they were summoned not by a specific mage, but by some kind of automatic process (a spell, ritual, or curse)—an extremely powerful process if it can just casually summon fiends, but also, from the available evidence, not a terribly bright one.

In any case, the PCs can deal with the imps as they please—they can bribe them with a few moldy apples or threaten to kick them until they leave—either way, the imps disappear—and the PCs can proceed into Krasnoprudny.

goose—took us all the whole day to figure out how to turn him back,” says Baba Donya. “Now, you say the wrong thing, and pfah! You’re a goose, or your best spoon turns magic, or worse. Watch your words, children, the magic’s listening.”

Do you know what’s causing the magic? “Pfah, it’s probably Unclean Powers. Rusalkas, leshys, vodyanoys, one of those. Not cruel enough for a Poludnitsa, too strong for a domovoi or kikimora.”

Are there a lot of those around here? “Enough. They all love their games and their gifts, and this smells like someone’s idea of a bet. Troublesome neighbors. They live in the forest, though where, I couldn’t tell you.”

If the PCs helped her, before they leave, Baba Donya gifts them the remains of her favorite spoon, which still has some magic in it—it functions as a *wand of wall of water*, except that instead of a wall of water, it produces a wall of buckwheat porridge. Unfortunately, the temporary conjured porridge from the wall doesn’t provide any nourishment.

A. THE TROUBLE WITH DOLLS SEVERE 9

After the PCs’ encounter with Baba Donya and Frosya, they can continue exploring the village. They meet a few other people, several suffering the effects of curses. For instance, one young woman is unable to do anything except sing, her throat growing hoarse and her eyes wide as if pleading for help, while a doughty farmer is pestered by bluebirds flitting about and pecking away at him. No one appears to know much more than Baba Donya. Everyone suspects the fey, but no one knows which fey caused the curse or where they might be.

A little later though, perhaps as the PCs sit down for lunch in the middle of the town, or just before they leave town to explore the woods, they hear a loud, childish wail, and a young boy around nine years old comes running in their direction, pursued by what at first glance appears to be an exceptionally large wooden bumblebee.

This is **Volkya** (CN male Kellid human child) and on closer inspection, the bumblebee is actually a fist-sized matryoshka doll, brightly painted to look like a rosy-cheeked Irriseni maiden. Volkya made the mistake of wanting the doll to be less boring and is now reaping the consequences as the doll animated and attempted to “play” with the child.

The PCs might attempt to help the boy in some way, perhaps by swatting at the doll or trying to distract it. If not, Volkya runs and hides behind whichever PC looks biggest and brawniest. In either case, read or paraphrase the following.

The floating doll turns to regard you menacingly with its painted features—as menacingly as a six-inch-tall wooden matryoshka can manage. Certainly there is something unfriendly in its serene, painted eyes.

It suddenly pops open, and out of it emerges another doll. Though common sense would insist that the new doll

IF WISHES WERE FISHES...

Encourage your players to speak in-character while in Krasnoprudny and pay close attention to anything that the fey magic might interpret as a wish. Drop little curse effects into the party’s adventures—nothing with mechanical heft, but small, cosmetic effects, and never exactly what the PCs want. If one character calls another a pig, for example, then the luckless recipient might have to add a few oinks to their dialogue for the next portion of the adventure. If someone wishes they had a horse, they might promptly slip on a child’s wooden toy.

Ambitious GMs might even employ a “ringer”—arrange with a suitable player to make a particularly choice statement at some point in the adventure, which can then lead to a preplanned effect. At the same time, keep an eye on your players’ tolerance. If they’re getting into the swing of things and poking the curse, excellent, but remember that the goal is to annoy and befuddle the characters, not the players!

should be smaller, this one is somehow bigger, more than a foot tall. Its painted dress is a little different, and the finely drawn hair is different as well.

Then this doll opens up, and an even bigger doll emerges. And then again. And again. And one last time for good measure, releasing a ten-foot-tall matryoshka as big around as a barrel. The six dolls stared at you for a moment with unseeing eyes and then charge.

Volkya uses this opportunity to run away, but the PCs have a fight on their hands.

Creatures: The three smallest matryoshkas (6 inches tall, 2 feet tall, and 4 feet tall) zip about the



If the PCs try to explain the situation to the two fey though, a problem arises. No matter how delicately or diplomatically they make their case, Ded Bolota grumbles that he can't just go around lifting spells from villages for no good reason. Its un-fey-like! People would talk! He couldn't look Ded Moroz (Grandfather Frost, a powerful Irriseni fey of winter) in the face!

At this point, a clever PC might notice the cards, recall what they were told earlier about fey loving games, and suggest a bet or game instead. If no PC does so, either prompt them with a DC 24 Nature check or have Ded Bereza suggest it. A quick game, something with stakes. If the PCs win, the curse is lifted. If the PCs lose, well... what would they like to wager? The fey will accept a gift (any permanent magic item of 9th level or higher will do), a single character's service for a year and a day, or any other half-reasonable suggestion that the PCs might make.

ANTE UP!

When Ded Bolota and Ded Bereza play their fey version of durak, fey magic links the PCs to their cards via their own wits and skills. The fey play with four unusual suits, each of which allows for different skills. To win, the PCs must each take turns selecting a suit to try to score Victory Points using the Play the Fool activity. The DC for the skill checks is initially 24, but for each Victory Point the PCs gain using a given suit, the DC increases by 2, as the fey's hands grow more formidable in that suit, to a maximum of DC 30 after gaining 3 Victory Points from that suit. If the PCs succeed at the DC 30 check (or critically succeed at a DC 28 check), they've exhausted that suit entirely. The PCs win if they gain 8 Victory Points before the fey do.

Alternatively, if your group would enjoy it, you can break out a deck of cards and resolve things in person by playing durak in real life. In durak, it's best to have relatively even teams, so the GM takes the role of Ded Bolota, one player becomes Ded Bereza, and the remaining players are themselves.

Some PCs may attempt to use skills, spells, or other abilities to give them an edge in the game or even outright cheat. You can reward clever use of a character's abilities by giving that PC or one of their allies a +1 or +2 bonus to their check, especially if they expend resources such as spell slots or items to do so; however, the grandfathers have seen most tricks in the book, and while they appreciate a bit of creative flair, they grow annoyed at excessive cheating. Generally, a PC should get a bonus in this way only once; if they attempt it a second time, one of the two says, "I really wish you'd cut that out," and the wish-granting curse renders further attempts to bend the odds futile.



Ded Bereza

FEARSOME FEY

Some PCs might consider fighting the fey, but succeeding at a DC 21 Nature check confirms that this would likely end in the PCs' death. The two fey are very powerful, and in their realm would likely grind the PCs into the snow if provoked. In the event that the PCs nevertheless decide to attack, use the stats for a rusalka for Ded Bolota (*Pathfinder Bestiary 2* 229) and an arboreal archive with the fey trait for Ded Bereza (*Bestiary 3* 21) with suitable cosmetic alterations. This is even more difficult than an extreme encounter, but it's distantly possible that an incredibly lucky and skillful team of PCs might win. While the fey meant no harm, killing them also ends the curse.

PLAY THE FOOL

EXPLORATION MANIPULATE

You play a card in the mystical game of fey fool with Ded Bolota and Ded Bereza, empowering your attack with your own skills, based on the suit you selected. Choose the suit of spring, summer, fall, or winter. For spring, attempt an Acrobatics, Nature, or Performance check. For summer, attempt an Arcana, Diplomacy, or Society check. For fall, attempt an Athletics, Deception, or Religion check. For winter, attempt an Intimidation, Occultism, or Survival check. The outcome depends on your check result.

If a PC has Games Lore or a similar type of Lore skill, they can roll this skill check instead of the required one; if they do so, the DC is 5 lower. Only one PC can roll Games Lore in this way during the competition, and they can do so only once.

Critical Success You gain 2 Victory Points.

Success You gain 1 Victory Point.

Failure The fey gain 1 Victory Point.

Critical Failure The fey gain 2 Victory Points.

CONCLUSION

If the PCs manage to get Ded Bolota to lift the curse, all supernatural effects are instantly reversed, and the PCs are hailed as heroes when they return to town. The village isn't able to offer them any more rewards, but the PCs are stuffed with as much food as they can eat (though it's probably mostly buckwheat porridge).

If the PCs are unsuccessful, then in the course of the following weeks and months, Krasnoprudny is gradually abandoned, as the villagers decide to leave before someone is killed. They take what they can with them, but they are nevertheless leaving their homes and their fields behind. The fey take years to realize what they did wrong.

LAND OF SECOND SOULS

Incident Location: Raven's Call, Tomalán, Arcadia

Incident Type: Ouroboros

Reporting Archivist: Julien Imkaros

I left Xopatl and traveled south for some time, eventually reaching the nation of Tomalán. The border town of Raven's Call seemed like any other Arcadian town I have seen: the people were kind, the architecture practical, oddly comforting in its familiarity. It was only when I spoke with the locals I truly understood the reason for your request.

I asked a local woman walking with a young boy about the town. Yulana and Icelgo answered graciously, each sharing information in equal parts. My questions ventured into the history of Raven's Call, and Yulana stated her grandfather could better answer. I expected to follow her to find the elder, but the young boy began to speak. His words were eloquent and there was wisdom behind his eyes. I was startled—almost terrified!—thinking the man was cursed to live his final days as a child. My shock and confusion must have been apparent, as the two quickly apologized and explained the situation.

Icelgo was indeed Yulana's grandfather. He passed away over two decades ago. Icelgo explained he was born again from the Tree of Rebirth in central Tomalán. A kind family cared for him until he was able to speak and requested to be brought back to Raven's Call. The newly young Icelgo was reunited with Yulana about six years ago.

The two kindly shared more information about the southern reaches of Arcadia and their unique relationship with the afterlife. Everyone who dies has a second chance, not unlike the lives samsarans lead. Rather than an endless wheel of reincarnation, however, the people of these lands have only the one extra opportunity. Once someone dies a second time, they seem to move on as anyone else would.

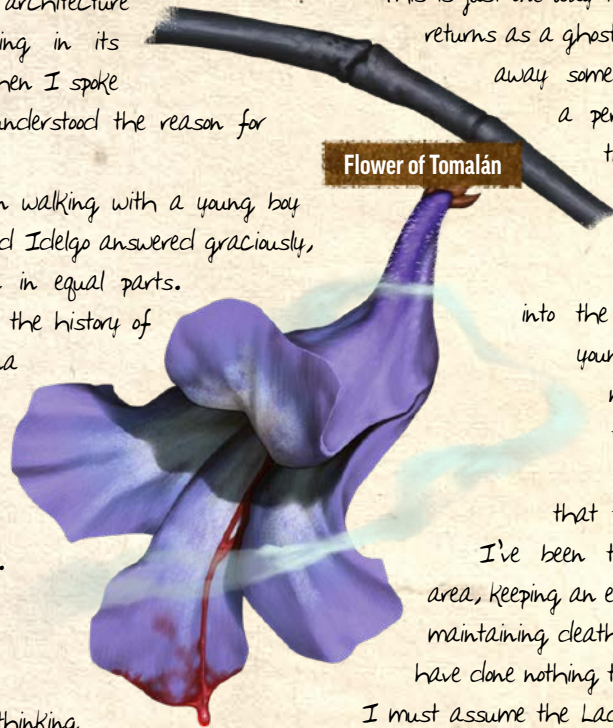
It's not as simple as waking up and continuing on. The Tree of Rebirth constantly drips blood from its flowers,

which locals collect in large containers. After some time, an infant swims to a vat's surface, crying for assistance. This is how Icelgo was born again. Local families and orphanages raise these children until they're old enough to recount their past life. The locals then reunite the children with their families or help them set up new lives elsewhere if they prefer.

This is just one way to be reborn here. Sometimes one returns as a ghost with all their faculties, fading away some decades later. Other times, a person wakes up and continues their life, reaching ages in the hundreds or even thousands of years. After she died, Icelgo's wife simply walked into the village one day, already a young woman. There seems to be no exact science or pattern for these rebirths.

I considered the possibility that the region is blasphemous, but I've been told psychopomps frequent the area, keeping an eye on things, as if Pharasma is maintaining death here. So far, the psychopomps have done nothing to alter the rebirth cycle here, so I must assume the Lady of Graves has no misgivings with the situation.

This is what I've learned so far. I will continue to explore more of the region and send additional reports. While I'm upset at your contacting me, I have to admit you were right. This region is definitely worth investigating further.



REBORN SOUL

BACKGROUND

RARE

You were given a second opportunity at life by mysterious forces in the Lands of Second Souls. You remember your life before your death and now live with an extra lifetime of knowledge.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You become trained in two Lore skills, which you and your GM choose from Lore skills associated with your past life. At 3rd level, 7th level, and 15th level, you receive skill increases, which you can apply only to these Lore skills. In certain situations analogous to your past life, fragments of memories resurface, potentially helping or distracting you. The GM can offer you a +1 circumstance bonus on skill checks with either of these Lore skills or on other skill checks that echo your past life. If you accept but fail the check, you're stupefied 1 for 1 minute by the mental distraction of your past-life memories, or stupefied 2 for 1 minute on a critical failure.

THE SACRAL KING

Incident Location: Tower of the Forgotten and surrounding districts, Goka, Tian Xia

Incident Type: Keystone

Reporting Archivist: Krayne

I hate you. I want you to know this, because it took me three months of trekking over every wretched swamp in Wanshou to confirm your theory.

Moving on. I went to Goka to recuperate and I heard of a strange little detail that seems up your alley. There's an old man wandering around the Oldport District, a beggar who claims to be the reincarnation of the Eternal Emperor of Lung Wa. So what, you're asking? Well, he's got half the district convinced he might be right, or at least going along with the joke and humoring him. His name is Hao Qian, and no one seems to know where he came from. About 12 years ago, Qian stood in front of the temple and announced he was the reincarnation of the Eternal Emperor, that he'd hidden his past too long, and henceforth he would conduct the sacred rites with the dignity due to an emperor.

Lots of people laughed, but ever since, Qian's been doing exactly that. These days, he does tours of the temples to perform the proper rites and sacrifices, he holds audiences with anyone who wants to see him, and he periodically issues proclamations or decrees—I think his last one was to declare an embargo on Po Lian goods until they acknowledge his sovereignty.

I went to see him, and I've got to say, the man's convincing. He speaks with a perfect court accent, the kind you don't hear often, and he's got a grasp on imperial etiquette that suggests at the very least he knew somebody at court. Some local tailor made a set of (cheap) imperial robes for him, and Qian's talked a printer into making some "official" Lung Wa paper currency, which Qian will sign in exchange for actual money.

Part of me thinks Qian has stumbled onto the perfect scam, but he's the most ungodly difficult person to snoop on I have ever met. When I initially tried, I nearly got run over by a wagon on three separate occasions. Second time, I went over the rooftops, stepped on a rotten board, and broke my ankle. Third time, I nearly got hit by a gods-cursed lightning bolt! I never saw him do anything but I got a definite impression that continuing to shadow Qian would be bad for my health—it was like the streets themselves were looking out for him.

Maybe it's a scam and Qian just also happens to be a sorcerer, or I just got really unlucky. Maybe there's something more here, some connection between the ceremonies Qian conducts and the areas of the city he frequents—maybe even the whole territory of what used to be Lung Wa. After all, millions of people worshipped the Eternal Emperor for several centuries, and now, no emperor. Where does all that power go?

SACRAL LORD

FEAT 4

RARE CHAMPION ORACLE

Prerequisites trained in Occultism or Religion

By right of ritual or sheer stubbornness, you have claimed rulership of the land. Claim a defined territory, such as a small section of forest or river, or a district of a larger city. Within its borders, you can cast *detect magic*, *guidance*, and *sigil* as innate divine cantrips, and you gain a +1 circumstance bonus to Make an Impression on creatures that have the celestial, fiend, fey, monitor, or spirit traits.

Special You and your land are linked. Changes to one mirror themselves on the other—if you're depressed, gray rain and clammy mist might set in. These effects have no immediate mechanical impact, but they might give clues about problems afflicting the land.

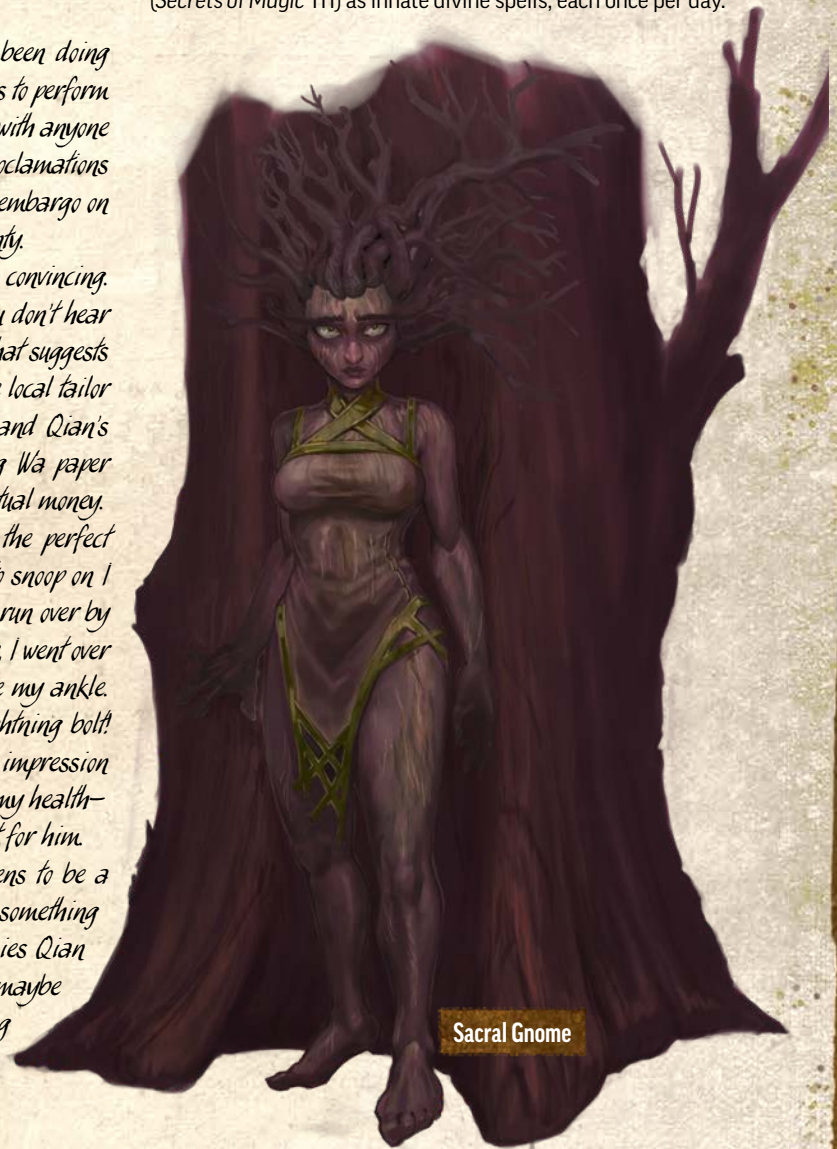
SACRAL MONARCH

FEAT 14

CHAMPION ORACLE

Prerequisites Sacral Lord, master in Occultism or Religion

You have come into your full powers and are truly a monarch of your realm, by your own definition at least. While in your territory, you can cast *banishment* and *inevitable disaster* (Secrets of Magic 111) as innate divine spells, each once per day.



Sacral Gnome



TWISTS IN THE ENDLESS RIVER

TIME LOOPS, CAUSAL PARADOXES, AND OTHER TEMPORAL ANOMALIES

Of all the phenomena we've studied over the years, none cause so much headache as Golarion's myriad temporal anomalies. Each operates under its own rules, forcing us to discern the nature of each individually, and often under dangerous conditions.

The fact that temporal anomalies can manifest their effects before they've even occurred, in direct defiance of our common understanding of causality, further cements their status as one of the Archive's most troublesome sources of incidents.

This forces us to question the very nature of time itself: does it operate consistently with anomalous exceptions, or does it instead have a variable multiplicity—and if so, what determines the flow of time? Does time flow at all, or is it simply an illusion created by our own inability to process information nonlinearly? Every uniform theory of time has proven to be lacking.

Magic interacts strangely with the timestream. With considerable power, it's possible to manipulate time to a certain extent, but never enough to fully explain the range of observed phenomena, nor the variability. Unfortunately, we're at a loss, as our ability to gather data is limited to what we can find by interacting with and investigating areas where time goes wrong, so-called "anomalies." As experiments go, they're nearly impossible

to recreate. Is each phenomenon we've documented some sort of unique cosmic glitch or micro-fracture?

Take, for instance, Crystilan. An arcane dome wrapped around the city of Xin-Edasseril with its inhabitants frozen in time for millennia, caused by malfunctions in the process of creating a runewell. The Society takes issue with any attempts to recreate this phenomenon, citing concerns about the power of runewells, despite its foremost potential to provide crucial insight into a fundamental mystery surrounding the fabric of our reality. Typical.

Stranger still are the temporal phenomena in motion. To stop time is one thing, difficult but not nearly impossible. To see it move, repeat, and change is another. And how does any of this interact with the poorly understood Dimension of Time?

MOMENTS IN AMBER

Time stops are, blissfully, rather straightforward to understand compared to other temporal phenomena. Any anomaly that deals with stopping time takes affected areas out of play, so to speak—that is, briefly removed entirely from reality. Stuck. Those in stopped time can't affect anything outside their own person and vice versa. For instance, the Cryo Lake Incident, constituting a large body of water in the Crown of the World. Though still liquid, the lake remains eternally frozen in time with remarkably clear water providing a near-unmarred view straight down to the bottom, well over 100 feet down. Possibly 200. The most chilling aspect is the presence of creatures frozen within, unidentifiable and entirely unique. While freezing may preserve the bodies of deceased creatures, it's undoubtedly clear those trapped in the lake are alive, albeit unable to move. Attempts to carve into the lake to test the ice proved impractical—like Crystilan and most similar phenomena, moving the object out of the time stream renders it impervious to interference.

The so-called Gray Mannequin bears some similarities. They have the appearance of an elven wizard, clad in ceremonial robes, forever removed from the strings of fate, perfectly preserved against the ravages of time. Were we to hazard a guess as to their condition, it would likely be an incident involving a powerful magical spell gone awry. Anything so powerful can malfunction. Perhaps a use of time-stopping magic, interacting strangely with an unrelated fluctuation in magical energy. Or an experiment. It is unknown whether they can perceive or process information or dream.

The Gray Mannequin has gone through some... let's say, turbulent processing. Questions about whether to attempt to resuscitate the individual were stymied by their unknown origins and hazards present in the resuscitation process. Though the Archive's duty was to retrieve and store them (having first been noticed as a museum exhibit), even errant members of the Society who caught wind of the case seemed hesitant about unleashing a potentially powerful spellcaster with unknown motives into the world. We were given the go-ahead to study the individual while the Society quibbled about what to do.

DOORS IN TIME

We've documented plenty of reports from around the world about "time doors," entrances to another time, whether it be two days ago, an eon ago, or, rarely, even the future, as with the Luminous Archway. Most turn out to be hoaxes of some kind, or at least impossible to verify one way or another—anyone who enters the door vanishes and never returns, leaving it impossible to determine whether they reappeared in another timeline, were annihilated by temporal guardians, or simply went somewhere else. I still remember the

unearthly nature of those lacerations. It's our working assumption that functioning time doors have to do with the folding of reality, like a hot needle piercing layered cloth, as I understand it. Strikingly similar to the various dimensional entryways to other planes, but on the temporal axis, rather than locational. How does this affect our present? Is it predetermined, or do we simply experience the resulting outcomes? It's difficult to justify when we have no methods of retrieval; we lost Archivist Galan to what we believed to be a time door in Caliphass. He wandered right in. No traces.

Objects such as the Orichalcum Sparrow suggest travel through such doors may cause some permanent alteration to the existential makeup of the subject. Due to the nature of its construction, it's unclear whether it represents pre-Earthfall construction or is rather from a point in our future. While the nature of time doors is of great interest to us, it's impossible to proceed with gainful research until we've devised more robust testing parameters, though this limitation doesn't stop some of the more enthusiastic archivists from throwing stones through the doors when they think no one's looking.

FUTURE FLASHBACKS / MENTAL TRAVEL

Many who experience temporal anomalies come away with lasting conditions, likely due to our minds coping with the lingering paradox of experiencing multiple divergent realities, but just as possibly some portion of our soul's essence becoming changed, much in the way that interacting with powerful magic can alter our very beings. Quite intriguing. The most common manifestation of this phenomenon are future flashbacks, vivid memories of events not yet experienced. These mental flashbacks can take many forms, and, ironically, many are actually visions of potential future events.

Archivist Vyi, who became an archivist after being at the center of the Double Trouble Incident, is our exemplary case study. Frustratingly, the inconsistency of these visions makes rigorous examination difficult. Sometimes they're of past events that she nevertheless didn't experience, while others are predictions for the future. The real trouble's that mental flashbacks that depict possible future events rarely abide by the same rules, a pattern for these sorts of anomalies. Attempts to change the future depicted in these visions vary, with some outcomes being avoided, and, in some, our very meddling caused them to come to fruition. However, it's useful to note that should nothing be done, these flashbacks often occur as envisioned, and evidence from before 4606 suggests that all such cases before the Age of Lost Omens—if the visions weren't a hoax in the first place—*always* came to pass without outside action.

LOOPS AND REPETITION

Archivist Laufent and I were sent to investigate a case she charmingly named "Tomorrow is Fireday."

DARK ARCHIVE

INTRODUCTION

THE ARCHIVIST'S TRAINING MANUAL

THE STOLEN CASEFILES

- Cryptids
- Secret Societies
- Deviant Abilities
- Mirrors and Imposters
- Cults
- Curse and Pacts

Temporal Anomalies

- Temporal Spells
- Time Mage Archetype
- Chronoskimmer Archetype
- Time Oracle Mystery
- Tomorrow's Feast
- Mindscapes

SPELL & ITEM LISTS, GLOSSARY & INDEX

The anomaly in question involved a town trapped in a self-stabilizing time loop that caused every day to be the day before Fireday. It wasn't simply that we repeated every day, nor that every day was Oathday, but more like a determinate amount of time disappeared regularly to cause this phenomenon—a very different circumstance from the Near-Midnight Incident. The temporality of the town was vastly offset from the rest of the world, and, much like Xin-Edasseril, the town housed valuable historical information, of which Archivist Laufent gladly dedicated herself to documenting.

Further investigation into the origin led to the discovery of a small timepiece of indeterminate design. It initially appeared to have been crafted in Imperial Shu, but it bears unmistakably Thassilonian engravings. The disappearing time appears to have been used to continue the operation of the object, almost like an energy source. Once removed from its pedestal, of a much older design—possibly even dating back to the Shory Empire—a sputtering sound occurred for about half a minute. The loop then ceased to function.

Field testing of the timepiece revealed that depressing one of the buttons would “consume” time in a small area, logically following from the circumstances of the village. Were it not for the weeks we had been missing with no contact, we would've tested it more extensively. The object was sealed in the vault for further study, while other archivists were sent to monitor and research the pedestal, which was stored separately under three layers of wards.

As far as time loops are concerned, none is more representative than the Near-Midnight Incident. An approximately 12-minute closed time loop spontaneously began in Absalom, localized somewhere near the Grand Lodge, culminating in an explosion that marked the recursion point of the loop. Fortunately, the vaults seemed to be at the edge of the included radius, allowing archivists to observe and eventually neutralize the phenomenon, with some difficulty, as memories did not carry over between loops. Luckily, exposure to previous temporal anomalies (of any type) seemed effective in priming the body to sense the seams; most experienced archivists realized a loop was happening, even if they couldn't remember what happened. Some experienced echoes, specifically Archivist Vyi, who has always been sensitive to visions.

The event was that a small idol, being carried through Absalom after being identified, was carelessly dropped, causing an emergency self-preservation function to activate. Archivists in the vaults recognized the situation, deduced the center of the incident, and hastily convinced a Society member upstairs to run full-sprint, catching the object a mere split second before it shattered upon the ground. While difficult to ascertain the exact number of loops we experienced, the ringing headache I was left with after the incident suggests it was decidedly more than a handful.



OUTSTANDING FILE: THE DEATHLESS CASE

Time loops are frustrating in that their manifestations rarely abide by the same rules, true for most classes of temporal anomalies, but abnormally true for loops specifically. There has long been a strange rumor in Quain that I knew, I just knew, could not be false, which concerns a town in the Wall of Heaven. We set out through the mountains, which swayed like reeds in the mist. There was no path to follow. Just the persistent feeling of being led somewhere. The nature of being an archivist means we follow every childhood inclination to believe in outrageous stories—fairy tales often have more than a modicum of truth behind them.

The temple we found was truly a sight, jutting proudly from the stone. As if expecting us, a contingent of monks guided us through the doors. They led us into a palace-sized complex with designs coming straight from the Yixing Imperial Era, centered around a strange persimmon tree that seemed to exist in multiple times at once, a fact which, though we could see it with our own eyes, was difficult to swallow nonetheless.

Quite a few of our questions went unanswered, but we were able to discern the primary mechanic of this phenomenon: those who lived here could not die. Upon passing, naturally or otherwise, the inhabitants of this temple would invariably revert to the form of a newborn infant, born again with no memory of their previous life. Complete blank slate. The adults and elders seemed to eat no food at all, subsisting entirely off of the latent energy in the air, but a humble vegetable garden and a handful of goats were kept to provide sustenance for the recently “born.” It's our working theory that these individuals have internalized time loops that cause this rebirth, though it's entirely possible that the temple itself is a loop site. Testing proves difficult, as not a single member of the temple wished to leave. Case recorded and shelved for followup.



TEMPORAL SPELLS

The Archive's encounters with temporal phenomena have yielded a number of magical techniques to turn back the clock or otherwise meddle with time. For a list of all spells in this book, see page 216.

AWAKEN ENTROPY

NECROMANCY

Traditions arcane, divine, occult

Cast >>> material, somatic, verbal

Range 120 feet; **Area** 10-foot burst

Saving Throw basic Fortitude; **Duration** sustained up to 1 minute

All things age, all things die, and at the end of days even the universe will grow quiet and still. You awaken the cosmic principle of entropy, accelerating time in an area—flesh falters, plants shrivel, and even stone begins to crumble. Any creature that enters or begins its turn in the area must succeed at a basic Fortitude save or take 8d6 negative damage, or 8d6 force damage if the creature normally doesn't take negative damage, such as if the creature is a construct or undead. Even beings such as fiends with unlimited lifespans can be worn away by entropy.

The first time you Sustain the Spell on each subsequent turn, the entropic zone grows stronger in addition to having its duration increased. The radius of the burst increases by 10 feet (to a maximum of 40 feet), and the size of the damage dice increases by one step (from d6 to d8, then to d10, and finally to d12).

Heightened (+1) The damage increases by 1d6.

SPELL 6

BEHOLD THE WEAVE

DIVINATION INCAPACITATION PREDICTION

Traditions divine, occult

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 round

You behold the many timelines that weave around a creature, and in so doing, you make one more likely to occur. The target must attempt a Will save.

Critical Success You can make neither heads nor tails of the target's timeline, and the target is unaffected.

Success The target must commit to a single action that it will take at some point during its next turn: "Stride toward Valeros," "Cast shield," "Strike at Amiri with my jaws." That action is now locked in, and the creature must attempt it, even if the situation has changed—if the creature stated that it would Strike at Amiri with its jaws, it must try to do so. If the creature is entirely unable to fulfill the action it committed to—for instance, if it had only 1 action left and Amiri was out of the range of its jaws Strike—it loses the last action of its turn as it reels in a temporal paradox. The creature can choose to lock in a 2- or 3-action activity if it prefers to do so, but if it does, it loses all the associated actions if it can't perform the activity on its turn. If the

IRIIS

These denizens of the Dimension of Time are powerful guardians who ward the timeline against outside meddling, even as they war with each other over their divergent philosophies of time. An irii can be either a fate, with the view that time is immutable, or a fortune, with the opinion that time is fluid. Among practitioners of temporal magic, iriis are famed for their ability to see consequences before they occur, sidestepping them at their leisure.

situation changes oddly (perhaps the creature is forcibly teleported away and has no idea which direction is “toward Valeros” any longer), the GM determines what happens.

Failure As success, but the creature must commit at least two of its actions for the next turn—“I will Stride toward Valeros and then Strike with my claws.” All of these actions are similarly locked in and can’t be changed, but the creature can take them in any order.

Critical Failure As failure, but the creature must commit all of its actions for the next turn.

Heightened (7th) Instead of affecting a single target, the spell affects all enemies within a 30-foot emanation.

LOOSE TIME’S ARROW SPELL 2

TRANSMUTATION

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** up to 6 creatures

Duration until the end of your next turn

You pluck the time stream like a bow—pull one string back, release, and watch a creature fly. All affected targets are quickened. They can use the extra action only to Step or Stride.

MORASS OF AGES SPELL 4

AURA **TRANSMUTATION**

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Area 5-foot emanation

Saving Throw Fortitude; **Duration** sustained up to 1 minute

You surround yourself in temporal eddies that draw out time for those around you, making every step feel like an eternity endured. A creature in the emanation, or that later enters the emanation, must attempt a Fortitude save. The creature makes this save only once and uses the same effect for the duration of the spell. Each time you Sustain the Spell, you can choose to increase the emanation’s radius by 5 feet, to a maximum of 60 feet.

Critical Success The creature is unaffected.

Success Squares in the emanation are difficult terrain for the creature.

Failure Squares in the emanation are difficult terrain for the creature, and the creature is slowed 1 when it starts its turn in the emanation.

Critical Failure As failure, plus the creature also becomes

restrained. The creature can attempt to Escape against your spell DC to remove the restrained condition.

QUICKEN TIME SPELL 5

TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You speed up the time stream in an area, stretching and pulling it until time flows swift and wild. Any creature that begins its turn in the area is quickened and can use the extra action each round to Stride or Strike. Unfortunately, speeding up time is much more difficult than slowing it down, and the effect is uneven and jittery, making accuracy between times painfully difficult; creatures inside the area are concealed to those outside it, and vice versa.

STAGNATE TIME SPELL 5

TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot burst

Saving Throw Will; **Duration** 1 minute

You examine the time stream in a particular area, then proceed to stick a few metaphorical pins into it, thickening and slowing down the flow of time until it rumbles along like a river of molasses. Any creature that begins its turn in the area must attempt a Will save.

Success The creature is unaffected.

Failure The creature is slowed 1 this turn.

Critical Failure The creature is slowed 2 this turn.

SUMMON IRII SPELL 8

RARE **CONJURATION** **INCARNATE**

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 100 feet

Duration until the end of your next turn

You cast your spell, whisper your words of power, and find that an irii is already here—indeed, they have always been here, and always were, and always will be. The temporal being occupies the space of a Medium creature and has a Speed of 60 feet and a fly Speed of 60 feet. When you Cast this Spell, choose whether it summons a fate irii or a fortune irii.

- **Fate** The fate stands before you with its stained-glass wings and animal-headed gaze, floating eyes circling about it; **Arrive** (divination, fortune, lawful, prediction) *Decree the Immutability of Time* While within 30 feet of the fate, you and your allies who roll below 10 on a d20 for an attack roll, Perception check, saving throw, or skill check get a 10 instead; **Depart** (divination, misfortune, prediction) *Observe the Inevitability of Destiny* Each enemy within a 30-foot emanation must attempt a Will save. If a creature fails its save, until the end of its next turn, any time it rolls above 10 on a d20 for an attack

roll, Perception check, saving throw, or skill check, it gets a 10 instead.

- **Fortune** The fortune stands before you with its golden horns and moth-scale wings, a sly smirk on its elfin face; **Arrive** (chaotic, divination, fortune, prediction) *Decree the Chaos of Infinity* While within 30 feet of the fortune, you and your allies roll twice and take the higher roll on all damage rolls, Perception checks, and saving throws; **Depart** (divination, misfortune, prediction) *Sunder Eternity's Authority* Each enemy within a 30-foot emanation must attempt a Will save. A creature that fails its save must roll twice and take the lower result on all damage rolls, Perception checks, and saving throws until the end of its next turn.

SUSPENDED RETRIBUTION

SPELL 6

CURSE DIVINATION MENTAL PREDICTION

Traditions divine, occult

Cast >> somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw basic Reflex; **Duration** 1 minute

All life dances one step from the precipice, one heartbeat from disaster. You open your eyes wide and see doom waiting in the wings, then invite it to step forward. A spectral omen of disaster appears above the target's head—traditionally, this is a downward-pointing sword, but some spellcasters report seeing a hangman's noose or a grinning skull instead. When you Cast this Spell, pick one of the following triggers.

- The target moves more than its Speed in a single round.
- The target makes more than one Strike in a single round.
- The target Casts a Spell.
- The target uses a specific skill you name.
- The target uses a specific ability you name.

If the target takes the triggering action, the portent of doom activates—the sword strikes down, the noose loops around the target's neck, the skull bares its fangs—and the target takes 70 mental damage with a basic Reflex save. The target instinctively knows which action will trigger the omen and can ward off the omen by spending a total of 3 actions, which have the concentrate trait, to pray, make signs against doom, or similar apotropaic actions. These actions need not be consecutive. After the creature spends the actions, the spell ends.

Heightened (+1) The damage increases by 10.

TEMPORAL TWIN

SPELL 3

UNCOMMON CONJURATION

Traditions arcane, occult

Cast >> somatic, verbal

Range 30 feet; **Targets** one willing ally

Duration until the end of your next turn

You pull a fleeting duplicate of your ally from the recent past. The duplicate appears in an unoccupied space of your choice within 30 feet of you and repeats a basic single action the target took since the end of your last turn, such as making

a Strike or Interacting to pull a lever. Because the other basic single actions don't produce much of a result on their own, this is typically used for Strike and Interact, though occasionally it could be useful to have a *temporal twin* Stride through a potentially dangerous area to expose a hazard. The target ally spends a reaction to create the duplicate, makes any decisions, and rolls for the repeated action, such as choosing a target for a Strike and making the attack roll. If the ally doesn't have a reaction to spend, *temporal twin* fails. Use the duplicate's location for determining flanking, cover, and the like. Using this spell requires remembering what your ally did, and if you don't remember the details, the GM might not allow you to cast *temporal twin*.

This action can't be used for anything but a basic single action (*Core Rulebook* 469), nor can it use limited resources. The action can have a different target than the original action but must be very similar in form. For example, if the original action were to Interact to pull a lever, the time duplicate could pull a different lever, but couldn't turn a doorknob or pick up an item from a table.

Being pulled through time to create a twin destabilizes the target's timeline. Once an ally has been the target of *temporal twin*, they're temporarily immune for 1 day.

TIME POCKET

SPELL 3

TRANSMUTATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** one item of 1 Bulk or less that a willing creature is holding

Duration until the next time you make your daily preparations
You fling the target item forward in time and link it to the future of the creature holding it. The item disappears. When the spell ends, the item reappears with the creature that was holding it when you Cast the Spell. If the creature has enough hands free to hold the item, it appears in their hands. Otherwise, it falls to the ground in the creature's space.

You can Dismiss the spell, and it automatically ends if you're reduced to 0 Hit Points or cast *time pocket* again.

TIME SENSE

CANTRIP 1

DIVINATION

Traditions arcane, occult

Cast > verbal

When you Cast the Spell, you gain a perfect sense of time. You can learn exactly what time it is, down to the second. You can instead choose to gain a perfect sense of the calendar if you have knowledge in that area—if you're trained in Nature, you can learn exactly how long it is until sunrise and how many days until the next solstice. If you're trained in Astronomy Lore, you can learn precisely when any known predictable astronomical conjunction will begin and end, and so on.

You can gain a +1 status bonus to one attack roll, Perception check, saving throw, or skill check you take on the same turn you cast *time sense* that requires extremely precise timing. If you choose to gain this bonus, you can't gain it again for 1 hour.

TIME MAGE (ARCHETYPE)

Magic leaves its brand on those who practice it. The veteran pyromancer bears the scorch marks of lessons learned. The archdruid grows to resemble plants or animals in their domain or grove. The professional reanimator can never quite cover up the stench of their grim work.

The mark left by the practice of time magic is less obvious but no less indelible. With other disciplines, the marks of experience accumulate as magic is learned, creating an equilibrium of sorts between the exercise of power and the necessary consequences. Time magic suffers no such limitations of cause and effect. Distortions and

anachronistic thoughts echo back throughout a time mage's entire life, providing a nonlinear perspective that others can find distracting or even alien. The threat of creating a paradox is ever looming. Many a reckless time mage has inadvertently erased themselves from existence, glimpsed a future they now have no choice but to enact, or attracted the attentions of temporal creatures, such as iriis or siktemporas.

For these reasons, most mages merely dabble in time magic, learning a spell or two here and there. Despite the dangers, a brave few embrace the discipline, for it offers the allure of changing what was and controlling what will be.

Additional Feats: 10th Read Disaster (*Advanced Player's Guide* 80); 12th Quicken Casting (*Core Rulebook* 102); 16th Plot the Future (*Advanced Player's Guide* 64); 20th Echoing Spell (*Advanced Player's Guide* 141)



TIME MAGE DEDICATION

FEAT 6

UNCOMMON ARCHETYPE

Prerequisites You have a spellcasting class feature.

You might be a novice in the temporal arts now, but in the future, you'll hold time in the palm of your hand.

As some of your future knowledge leaks back to your present self, you gain the *delay consequence* domain spell (*Pathfinder Lost Omens Gods & Magic* 118). It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover by using the

Refocus activity to revisit moments from your past and contemplate futures yet to come. If you already knew *delay consequence* from a feat or ability that allows you to gain your choice of domain spell, such as Domain Initiate, then when you take this feat, you can retrain that option to gain a different domain spell instead as your personal timeline rearranges itself. You also gain *time sense* (page 183) as an innate cantrip usable at will. This innate spell and your focus spells from the time mage archetype are of the same tradition as the spells you used to meet the archetype's prerequisites.

Special You can't select another dedication feat until you have gained two other feats from the time mage archetype.

CHRONOCOGNIZANCE

FEAT 7

ARCHETYPE SKILL

Prerequisites Time Mage Dedication, master in Perception

The flows and ebbs of time are obvious to you, as are the tangles that form when it's distorted. You're automatically aware if any creature that you observe is under the effects of the slowed or quickened conditions. You have a general idea when you're in the vicinity of time-manipulating phenomena, though this grants you no particular insight into the specific effects of the anomaly. Particularly subtle temporal anomalies might still escape your notice, requiring a Perception check, as determined by the GM. If you're legendary in Arcana, Nature, or Occultism, or Religion,

whenever a creature that you can observe gains the benefits of *time stop* or similar effects, you can observe what happens during the stopped time, though you still can't act yourself for the duration.

CHRONOMANCER'S SECRETS **FEAT 8**

ARCHETYPE

Prerequisites Time Mage Dedication

The secrets of time peel back, revealing deeper truths. You gain either the *stasis* domain spell (*Gods & Magic* 118) or the *path of least resistance* focus spell (below). Increase the number of Focus Points in your pool by 1.

Special You can take this feat a second time, gaining the focus spell that you didn't gain the first time. Increase the number of Focus Points in your pool by 1.

FUTURE SPELL LEARNING **FEAT 8**

ARCHETYPE

Prerequisites Time Mage Dedication

More future memories of time magic percolate back to the present, teaching you spells you've yet to learn. Add *behold the weave* (page 181), *cast into time* (*Secrets of Magic* 94), *haste*, *loose time's arrow* (page 182), *quicken time* (page 182), *slow*, and *stagnate time* (page 182) to your spell list. You can thus potentially learn these spells even if they aren't normally on your tradition's spell list.

WHAT COULD HAVE BEEN **FEAT 8**

ARCHETYPE **CONCENTRATE** **METAMAGIC**

Prerequisites Time Mage Dedication

Rather than conjuring creatures from elsewhere in the world or the planes, you can temporarily pull a much different version of yourself from an alternate timeline—for instance, instead of summoning a generic or random troll with *summon giant*, you summon a troll version of yourself from a timeline where you're a troll. If your next action is to Cast a Spell that summons a creature, that creature is another version of you. This creature remains the type of creature you summoned and has largely the same abilities (plus the following adjustments), but it clearly resembles you, likely sharing some distinguishing features, such as mannerisms, speech patterns, tattoos, or clothing. The summoned creature gains a +1 status bonus to any skill check in which you're trained, a +2 status bonus if you're an expert, a +3 status bonus if you're a master, or a +4 status bonus if you're legendary. The creature also takes a -2 penalty to all skills in which you're untrained.

INTO THE FUTURE **FEAT 10**

ARCHETYPE **CONCENTRATE** **METAMAGIC**

Prerequisites Time Mage Dedication

You know your spell will be needed not now but in a few moments, so you cast your magic into the future. If your next action is to Cast a Spell that takes 1 or 2 actions to cast, the spell's effects occur 1 round later, at the beginning of your next turn, rather than immediately. Targets and

choices about the spell must be determined when the spell is cast, and requirements, such as line of sight and line of effect, must be valid both when the spell is cast and when its effects occur. Consequences for the action of Casting the Spell itself, such as an Attack of Opportunity reaction or ending a foe's fascinated condition by taking a hostile action, aren't delayed.

PURGE OF MOMENTS **FEAT 16**

ARCHETYPE **CONCENTRATE** **TRANSMUTATION**

Prerequisites Time Mage Dedication

Frequency once per hour

All things eventually end, a truth that you can put into practice by accelerating your passage through time to shake off harmful effects. Five rounds of apparent time occur for you. No one, including you, can act during this time, but effects on you run their course, including beneficial effects, negative effects, afflictions, conditions, and persistent damage. Roll saving throws, flat checks, damage, and any other rolls for those effects normally as if the time had passed. Excessive use of this technique is responsible for more than a few premature gray hairs among time mages.

TIMELINE-SPLITTING SPELL **FEAT 18**

ARCHETYPE **CONCENTRATE** **DIVINATION** **MANIPULATE** **METAMAGIC**

Prerequisites Time Mage Dedication

Frequency once per day

You invest in two futures, then choose the one to make a reality. You Cast two Spells that each take 1 or 2 actions to cast. These can't be the same spell heightened to two different levels. You expend the resources for both spells, such as spell slots, Focus Points, and material components. Determine the immediate results for both spells, including attack rolls, saving throws, damage, and any other dice rolls. Then, choose which of the two spells takes effect, using the previously made rolls. The other spell's resources are still expended, but the spell has no effect as the magic disappears the other timeline.

TIME MAGE FOCUS SPELL

PATH OF LEAST RESISTANCE **FOCUS 4**

UNCOMMON **DIVINATION**

Cast **verbal**

You trace several possible routes, quickly resetting the timeline until you find the safest one. Choose three spaces you could reach with two Stride actions. Each must be at least 20 feet from the other two. You Stride twice to one of the spaces, determined randomly by the GM from among the paths you chose. If some of the paths contain a hidden danger, such as a trap that you would trigger by walking into the trap's affected area, the GM doesn't consider this path when randomly determining which one you take, but if all options have a hidden danger, the GM randomly chooses between all three paths. This movement doesn't trigger reactions.

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CHRONOSKIMMER (ARCHETYPE)

The flow of time is an unstoppable force. Most are carried downstream inexorably, like a leaf floating on a river. You, however, somehow fell out of the flow of time, if only for an instant, but in doing so gained a perspective that few others have.

Now you stand on the banks of the river, watching the flow, choosing where to dive in, or even defying the current, at least for a short while, as you skim its surface and skip from moment to moment. As a chronoskimmer, time is yours to exploit.

You have the means to see the timelines of all creatures, including your own. You can use this insight to manipulate the flow of time for creatures, much like you can pluck the leaf from the river and place it elsewhere. Manipulating timelines can be dangerous, however, and the Dimension of Time isn't wont to allow these transgressions against time to stand forever. The threat always looms of time dimensionals coming to correct your actions or of you becoming removed from time forever.

CHRONOSKIMMER DEDICATION **FEAT 2**

RARE **ARCHETYPE**

You became partially unstuck from time and have learned how to manipulate your place in flow of time. When you roll initiative, you can choose one of three options: either do nothing and roll initiative normally, stabilize your timestream, or destabilize your timestream and send it into intense fluctuations. If you choose to stabilize your timestream, you don't roll initiative, and instead your initiative is equal to 10 + your initiative modifier. If you choose to destabilize your timestream, attempt a DC 11 flat check. On a success, your initiative is equal to 19 + your initiative modifier, and on a failure, your initiative is equal to 1 + your initiative modifier. Both stabilizing and destabilizing your timestream are fortune effects.

Additionally, if your initiative roll result is tied with an opponent's initiative roll, you go first. Your manipulation of time grants you access to a number of abilities, some of which require a saving throw. The DC for these abilities is either your class DC or spell DC, whichever is higher, and is called your chronoskimmer DC.

Special You can't select another dedication feat until you've gained two other feats from the chronoskimmer archetype.

TURN BACK THE CLOCK **FEAT 4**

ARCHETYPE **CONCENTRATE** **FORTUNE**

Prerequisites Chronoskimmer Dedication

Frequency once per day

Trigger You fail a skill check or saving throw.

After failing a test of skill, you hop back in your personal timeline so you can try again. You reroll the triggering check with a +1 circumstance bonus as you apply your experience from your last attempt. You must use the new result, even if it's worse than your first roll.

GUIDE THE TIMELINE **FEAT 6**

ARCHETYPE **CONCENTRATE**

Prerequisites Chronoskimmer Dedication

Frequency once per day

You know the result you want and subtly nudge the timeline to your intended destination. Choose an ally or a foe. If you choose an ally, the next time within the next round that ally makes an attack roll or skill check, they roll it twice and take the higher result; this is a fortune effect. If you choose a foe, the next time within the next round that foe makes an attack roll or skill check, they must roll twice and take the lower result unless they succeed at a Will save against your chronoskimmer DC; this is a misfortune effect. Regardless of your choice, the target becomes temporarily immune for 24 hours.

REVERSING CHARGE **FEAT 8**

ARCHETYPE

Prerequisites Chronoskimmer Dedication

You dive into the fray before rewinding yourself to safety. Stride up to your Speed. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You then teleport back to the square from which you began your Snapback Charge. You can use Reversing Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

SUPERIMPOSE TIME DUPLICATES **FEAT 8**

ARCHETYPE

Prerequisites Chronoskimmer Dedication

Frequency once per hour

You call alternate versions of yourself, either from a different timeline or perhaps yourself from a different point in your current timeline, to aid you in combat. Until the start of your next turn, these alternate selves flicker in and out in your vicinity, providing flanking for you against all enemies within your reach. Flanking with your time duplicates is the same as flanking with an ally and so is subject to effects like all-around vision or the deny advantage class feature.

BORROW TIME **FEAT 10**

ARCHETYPE

Prerequisites Chronoskimmer Dedication

Frequency once per minute

Trigger Your turn begins.

You reach ahead and make use of time that's yet to be. You become quickened and can use the extra action to Step, Stride, or Strike. You gain this extra action immediately and can use it this turn. At the end of your turn, you become stunned 1.

STEAL TIME **FEAT 10**

ARCHETYPE

Prerequisites Chronoskimmer Dedication

Frequency once per hour

You reach into another creature's timeline and attempt to alter their flow of time. Select a creature within 30 feet. That creature

attempts a Fortitude saving throw against your chronoskimmer DC. The creature takes the effects of *slow* based on the result of its saving throw.

COMBAT PREMONITION

FEAT 12

ARCHETYPE

Prerequisites Chronoskimmer Dedication

By narrowing your sense of the future, you can improve that of your allies. When you roll initiative, instead of stabilizing or destabilizing your own timestream, you can grant your allies a flash of insight into their future. Choose two allies. Those allies roll their initiative roll twice and take the better result; this is a fortune effect. You roll your initiative roll twice and take the worse result; this is a misfortune effect. The two effects are tied together: if you would avoid the misfortune effect for any reason, or if any of your allies would negate their fortune effect, your Combat Premonition does nothing.

ESCAPE TIMELINE

FEAT 12

ARCHETYPE

Prerequisites Chronoskimmer Dedication

Frequency once per day

Trigger Your turn begins.

You step outside of the flow of time momentarily, allowing you to avoid dangers. Your physical form stops existing momentarily, and you can't be targeted or affected until the start of your next turn—you simply don't exist at that moment in time. Your turn ends immediately, advancing 1 round for all timed durations and effects, such as conditions and afflictions. You still attempt saving throws, flat checks, or any other checks at the end of your turn as normal, but you don't take any damage due to these checks (though you take any non-damaging effects as normal). At the start of your next turn, you reenter the flow of time and reappear in the same space where you left time last round. If the space isn't clear, you arrive in the nearest open space.

SPACE-TIME SHIFT

FEAT 12

ARCHETYPE

Prerequisites Chronoskimmer Dedication

Frequency once per 10 minutes

Trigger Your turn begins.

You travel just a few moments into the future to immediately arrive at your destination. Your Strides are augmented until the end of your turn, allowing you to instantly teleport to any point you could reach with your Stride instead of traversing normally to the location. Your augmented Strides have the teleport trait and don't trigger reactions that can be triggered by move actions or upon leaving or entering a square. You also

augment your Burrow, Climb, Fly, or Swim actions in this way if you have the corresponding movement type.

RESET THE PAST

FEAT 14

ARCHETYPE

Frequency once per day

You manipulate time to recharge one of your temporal techniques—by revising your past so you never used it in the first place. Select one of your chronoskimmer feats that has a frequency of once per day (or more frequent) that you've already used. You can use the feat again, as if you hadn't used it already.



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TIME (ORACLE MYSTERY)

Oracles are gifted spellcasters as mysterious as the powers they harness. Although they wield divine magic, their powers aren't achieved through worship, but by tapping into a power greater than any one deity. Nothing is more mysterious than causality, no river stranger than time, so it's no surprise that some oracles come to access the incomprehensible, absolute power that keeps all of creation moving from undeniable beginning to inevitable end.

Simultaneously blessed and cursed, oracles have extraordinary power to control their mystery, but the effort is too much for their bodies—mortals weren't meant to hold such power. Thus, using their powers also curses them, wracking their body with pain, rotting them from within, or even aging them well beyond their years. To an oracle, learning to balance the use of their powers against the strain of using them is integral to their survival and their well-being. Power always comes at a price.

The following new mystery is available to oracles and follows the standard rules for oracle mysteries on page 72 of the *Advanced Player's Guide*.

TIME

Whether by accident, fate, or purposeful meddling, you exist slightly outside of time. While initially unmoored by moments, the countless march of milliseconds builds up to drift you further and further out of sync with your natural timeline, often in contradictory directions. You might view this as a blessing, perhaps as a sign you're somehow beyond mortality or you can't be contained within reality's

limitations, or you might view it as a cruel curse that causes your own life to slip by adrift even as you gain power over time. Many oracles of time are without faith and either come to rely upon their own instincts to survive or else turn to strange rituals and forbidden magic in an attempt to break free of time's grasp. Those oracles who worship deities most often worship Pharamasma, goddess of fate who sees all possible futures for all who ever lived, or Alseta, goddess of transitions and the passage through time.

Mystery Benefit Time passes more swiftly for you than it does for those around you, enabling you to cover more distance in what others perceive as the same amount of time. You gain a +10-foot status bonus to your Speed. At 6th level, this increases to a +15-foot status bonus; at 10th level, this increases to a +20-foot status bonus; at 14th level, this increases to a +25-foot status bonus; and at 18th level, it increases to a +30-foot status bonus. Your disjointed movement makes it harder for creatures to hit you as you move. You gain a +1 status bonus to AC against attacks made against you from reactions or free actions while you're moving.

Trained Skill Occultism

Granted Cantrip *time sense* (page 183)

Revelation Spells initial: *temporal distortion*; advanced: *time skip*; greater: *manifold lives*

Related Domains fate, time (*Pathfinder Lost Omens Gods & Magic*)

CURSE OF TURBULENT MOMENTS

Time passes differently for you than everyone else. You experience fluxes that might manifest as minor day-to-day changes in your apparent age, such as a gray lock of hair or a disappearing wrinkle, or as occasional ghostly temporal afterimages that slightly trail your movement.

Minor Curse As you draw upon your mystery, time's passage becomes more disjointed, aging, regressing, or warping you out of sync. You become enfeebled 1. In addition, you take a -2 penalty to saving throws against effects that would make you fatigued or slowed.

Moderate Curse Time distorts further, increasing your muscular atrophy, age regression, or warping while making effects pass you by at an increased rate. The value of your enfeebled condition increases to 2 and the penalty from your minor curse increases to -3. Your status bonus to AC against attacks made against you from reactions or free actions while you're moving increases to +2. In addition, spells affecting you last less time; their duration is reduced by half, to a minimum of 1 round. This doesn't reduce the spell's duration for other targets affected by the same spell. Finally, all non-permanent conditions affecting you that have a duration measured in rounds, minutes, or hours have their duration reduced by half, to a minimum of 1 round. Any afflictions (such as poisons, diseases, and curses) affecting you have their maximum duration, onset time, and time for each stage reduced by half. Spells, conditions, and afflictions that last "until your next daily preparations" last for 12 hours or until your next daily preparations, whichever comes first. This doesn't change the duration you're temporarily immune, the rate at which you can use abilities that have a frequency, or any other features based on the passage of time.

Major Curse (11th) You become so out of sync with time that it's hard for you to act, but when you do act, you do so with incredible speed. You become slowed 1, the value of your enfeebled condition increases to 3, and the penalty from your minor curse increases to -4. Time passes so much faster for you that your steps appear as a blur of motion to others. You gain a +4 status bonus to initiative rolls. Whenever you move, you're concealed while you're moving and until the start of your next turn. As normal for concealment where your location is still obvious, you can't use this concealment to Hide or Sneak. Your status bonus to AC against attacks made against you from reactions or free actions while you're moving increases to +4.

REVELATION SPELLS

The following revelation spells are associated with the time mystery.

TEMPORAL DISTORTION

FOCUS 1

UNCOMMON CURSEBOUND ORACLE TRANSMUTATION

Mystery time

Cast ◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will

You share some of your own temporal distortions with a foe, altering their mind and body unpredictably as they're thrown backward or forward in time. Roll 1d4. On a 1, the foe becomes clumsy; on a 2, it becomes enfeebled; on a 3, it becomes stupefied; and on a 4, you choose which condition applies.

Success The creature is unaffected.

Failure The creature is either clumsy 1, enfeebled 1, or stupefied 1 for 4 rounds, depending on the result of the d4.

Critical Failure As failure, but the time warp is stronger, increasing the condition's effects but making it run its course faster. The condition's value is 3, and the condition lasts for 2 rounds.

TIME SKIP

FOCUS 3

UNCOMMON CURSEBOUND ORACLE TRANSMUTATION

Mystery time

Cast ◆ somatic

Range 30 feet; **Targets** 1 willing creature other than yourself

Duration 1 round

You manipulate time around your ally, pushing them forward a few moments in time. The target is quickened on its next turn and can use the action only to Step, Stride, or Strike.

Heightened (+1) You can one additional willing creature other than yourself within range.

MANIFOLD LIVES

FOCUS 6

UNCOMMON CURSEBOUND DIVINATION EMOTION MENTAL ORACLE

Mystery time

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You cast a creature's mind back through time, forcing them to take other paths and make other choices, experiencing countless alternate lives in an instant. The creature becomes overwhelmed with regret over paths untraveled, lives un-lived, and times unrealized. The creature takes 6d6 mental damage and must attempt a Will save. After the effect is resolved, the target is then temporarily immune for 1 day.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stupefied 2 for 1 round.

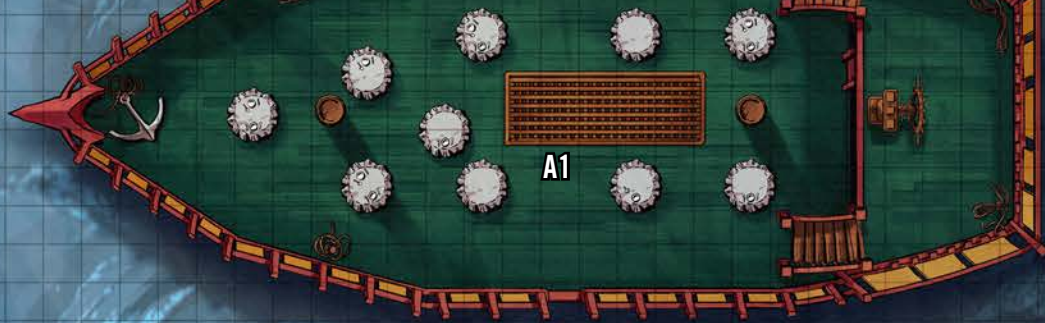
Failure The creature takes full damage and is stupefied 2 for 1 minute. While affected, the creature must attempt another save at the start of its turn; on a failure, it's slowed 1 for that turn as it sobs uncontrollably.

Critical Failure The creature takes double damage and for 1 minute, it's stupefied 4 and slowed 1 as it sobs uncontrollably.

Heightened (+1) The mental damage increases by 1d6.

A. GOLDEN FORTUNE
1 SQUARE = 5 FEET

PATHFINDER



TOMORROW'S FEAST

The **Golden Fortune** case reported in Goka is one that's caught my eye for some time, though I confess not for the most unbiased of reasons—it's been far too long since I visited my father's hometown, and I'm sure my uncles would appreciate a visit. Nevertheless, our archivists detected signs of a strange anomaly around one of its many restaurant boats: a stuttering region that swallows people and spits them out later, stumbling and disoriented. — K.H.W.

ADVENTURE BACKGROUND

In the city-state of Goka, a restaurant boat named the *Golden Fortune* has exhibited strange behavior. People who visit the restaurant leave and can't remember what happened. Those same people seem robbed of their ambitions and hopes afterward.

This is the restaurant's third relaunch, and owner Rui Longlai was getting desperate, so he incorporated some unconventional and risky elements to the standard business opening rituals hoping to draw influential customers who would spread word of his business. Right before opening, Rui cast a ritual to summon a morrowkin, which he thought would nudge potential customers' futures to lead them to the *Golden Fortune*. Unfortunately, the creature drains the potential future from his customers instead. The other ritual he performed was a unique ceremony to summon an artifact called the *Knife of Trouble Elimination*. The knife was meant to let a person repeat a moment from their past until they could find the source of their problems and cut it out of their life.

The knife activated on its own when the morrowkin first appeared, creating a loop of time in which someone

could figure out how to stop the morrowkin. The knife can only give any group of people a limited number of tries, however. The PCs investigating will need to fight the morrowkin several times as they gather clues about how to finally beat it and return time to normal.

GETTING STARTED

The *somnambulist bridge* created by the Dark Archive folio deposits the PCs on a riverside dock near the Balance Bridge in Goka, the greatest metropolis in Tian Xia.

Goka's docks buzz with busy energy as the sun sets. People load and unburden their ships with haste in preparation of trade.

Eventually, the anomaly becomes clear. An extravagant restaurant boat, the words *Golden Fortune* inscribed on its red-lacquered hull between two carved windows in the shape of peonies, flickers erratically within a strange field of abjuration magic, likely an Archive containment protocol of some kind to ward off passers-by. Though fishers and dockworkers pass by the *Golden Fortune*, not seeming to even notice the ship, some people are disembarking, clearly unsteady and disoriented as they cross through back onto the dock.

Talking to people getting off the *Golden Fortune* yields few results. No one can describe their experience, having lost their memories when stuck in the time loop. A PC who succeeds at a DC 28 Perception check can verify that the customers aren't lying—they truly remember nothing.

A1. DINING DECK

EXTREME 10

Read or paraphrase the following as the players set foot on the boat. After Loop 0 (see the sidebar on page 192), modify the text below appropriately.

The ramp leads to the main deck of the boat, where guests are taking their seats at opulent darkwood tables and chairs with intricate carvings. An amethyst geode flickers as a middle-aged man with a bushy salt-and-pepper beard makes his way to the entrance, adjusting his maroon robes. "Welcome to the *Golden Fortune*! I've never seen you in these parts before, but it's never too late to make new friends! My name is Rui Longlai, the host and owner of this fine restaurant. Please, let me find you a seat so you can prepare for the finest dinner experience in all Goka!"

Loop 1: Rui says that the PCs seem somewhat familiar, but if the PCs mention that they've had this exchange before, he can't place it.

Loop 2: Rui is sure he's seen the PCs. He's hazy on the details but helpful to players who want to investigate.

Loop 3: Instead of his normal welcome, Rui says, "Thank you for being here. I've made a terrible mistake and I need your help to repair the damage. Please come with me. I know we don't have much time." He then accompanies the PCs below and can find all three books in area A2 without searching, can recount the information in Rui Longlai's Journal without reading it, and can read through the other books, automatically gaining a new clue every 10 minutes.

Once the PCs set foot into the anomaly, which completely covers the *Golden Fortune* and extends 30 feet from the boat, they can't leave it; the space is distorted and impassable. After speaking with the PCs, Rui pulls up the ramp and the ship leaves port. The PCs have an hour to talk with Rui, taste the restaurant's cuisine, explore the areas of the boat they can, and gather information from the guests. On Loop 0, before the PCs are aware of either the time loop or time limit, they will likely only be able to converse with the people on the deck and enjoy their meal.

There are two servers carrying food and drinks back and forth between the deck and the kitchen. **Hwarang Hahn** (CN human server) is energetic and disarms customers with his good looks and fast wits, though while he charms them and takes their orders, he also tries to take their valuables from their pockets. He is in league with Fa and Kuen (area A4), who are hiding out from the authorities, so when PCs start asking questions, he assumes they are here for the brothers and warns them, setting them on edge for a fight. Hwarang feels the PCs are far too formidable to be prospective targets for pickpocketing, but they might

ABOUT THIS ADVENTURE

Recommended Level: Team of four 10th-level characters.

Tomorrow's Feast takes place in Goka, a major port metropolis on the western coast of Tian Xia. The PCs are trapped in a time loop aboard a restaurant boat, the *Golden Fortune*, that ends with their almost certain death at the hands of a fearsome temporal creature. Thankfully, the time loop can give the team multiple chances to uncover the information they'll need to defeat the creature once and for all, putting an end to the many, many maiden voyages of the *Golden Fortune*.

notice him surreptitiously lifting something from another passenger as they search the dining deck.

Banjau (CG half-orc server) is a Matanji half-orc very far from her native Nantambu. The soft-spoken server found a retreat from the pressures and expectations of her family, enjoying a simple life here serving food to her customers. Banjau has been a part of several of Rui's re-launches (this is the third). She doesn't know anything about Hwarang, Fa, and Kuen and prefers it that way ("they seem like they've experienced life's roughest parts").

PCs who investigate the exterior of the boat or the water around it for 10 minutes can attempt a DC 27 Nature check. On a success, they notice water around the boat isn't moving in sync with the boat's movement. A PC who succeeds at a DC 27 Diplomacy check to Gather Information (taking 20 minutes, far less than the usual time because of how few people are around) can tell that no one's noticed anything wrong. The passengers are excited for the journey and wait in anticipation for their meals; PCs who succeed at the check, or who simply order and experience the meal, also pick up some of the information above about the servers.

Loop 1: In the first and subsequent loops, the passengers seem a bit on edge, and the PCs realize they might have more information to give with a Gather Information check. On a success, the PCs learn that one passenger named Maika Khogal has information from loops leaking into her head. She says things like "you're better than the last ones" or she'll call a PC by someone else's name (one of the previous explorers who came on the ship). She'll also tell the PCs, "The talismans protect your potential," though she herself doesn't understand what that means.

Rui doesn't let the PCs in the kitchen or belowdecks, saying he plans a big reveal and that it's worth the wait. Since Rui's life force and consciousness power the time loop and determine the affected area, it's virtually impossible to go belowdecks without his permission, which a PC attempting to sneak below immediately notices as strange.

Loop 1: Rui lets the PCs into the rest of the ship on a successful DC 25 Diplomacy check. If the PCs fail, but don't critically fail, they can try again after 20 minutes, and a third time after another 20 minutes.

DARK ARCHIVE

INTRODUCTION

THE ARCHIVIST'S TRAINING MANUAL

THE STOLEN CASEFILES

Cryptids

Secret Societies

Deviant Abilities

Mirrors and Imposters

Cults

Curses and Pacts

Temporal Anomalies

Temporal Spells

Time Mage Archetype

Chronoskimmer Archetype

Time Oracle Mystery

Tomorrow's Feast

Mindscapes

SPELL & ITEM LISTS, GLOSSARY & INDEX

LOOPS

This adventure takes place in a small area that the players pass through on multiple time loops. When there are changes in an area during a loop, there will be a “Loop” entry followed by a number to indicate which loop the PCs are in. The PCs’ first time on the ship is “Loop 0,” so “Loop 1” refers to the second time they are on the ship. After Loop 3, if the PCs are defeated again, they are ejected from the time loop with their potential futures devoured; while this is not fatal, they leave the ship listless and apathetic, unable to continue their adventures.

Loop 2: As Loop 1, but the Diplomacy DC is only 22.

Loop 3: He begs the PCs to investigate immediately and comes along with them.

EXPLORING BELOWDECKS

Starting from Loop 1, Rui begins to regain his memories. While he resists letting them explore, it becomes easier to convince him to let them belowdecks. The characters only have an hour before the morrowkin returns, forcing them to return in a subsequent loop to continue investigating.

All doors belowdecks are unlocked unless stated otherwise.

EVENT 1: THE MORROWKIN

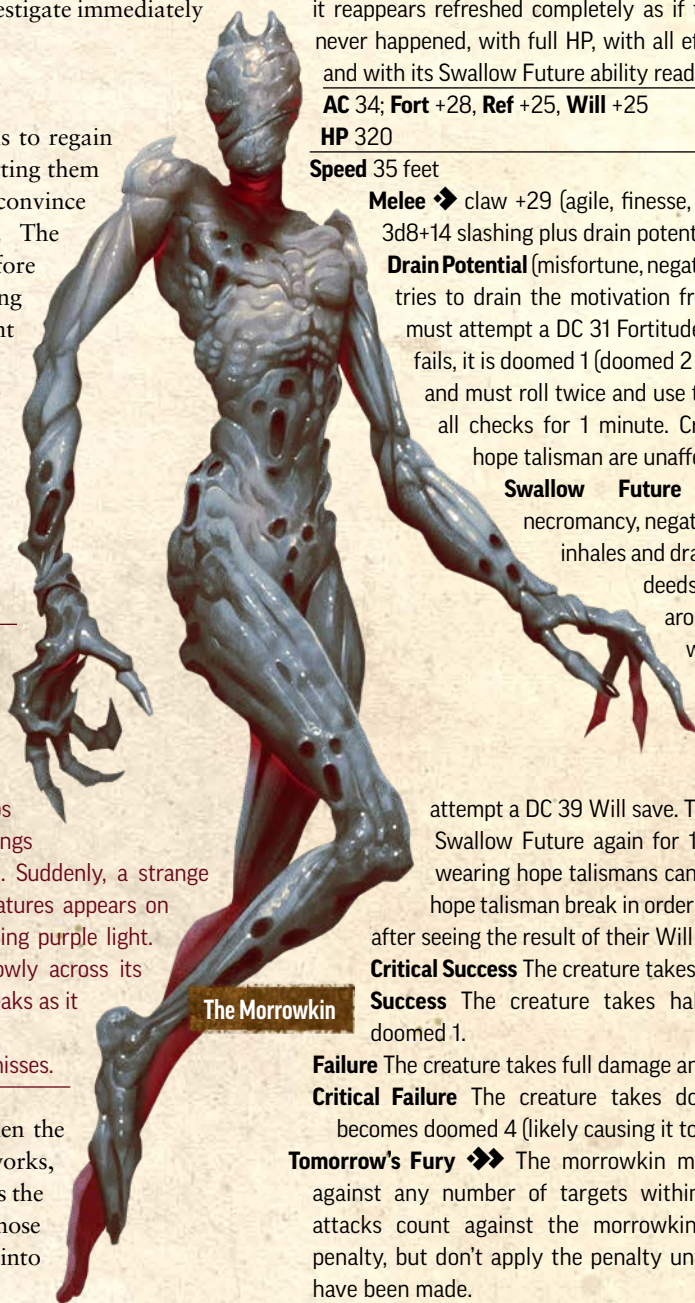
EXTREME 10

After an hour has passed in any time loop, read the following.

As the last glow of the setting sun leaves the bay, it’s replaced by the flash and bang of fireworks in the sky, launched from the nearby luxury Dragonhead district. Startled by the sudden noise, a woman drops a copper cup of baijiu, which clangs against the table, then the ground. Suddenly, a strange humanoid form with no distinct features appears on the dining deck, bathed in scintillating purple light. Images of haunted faces ripple slowly across its body. Though it has no mouth, it speaks as it raises its hands toward the guests.

“We’ve come for your futures,” it hisses.

If the PCs aren’t on the deck when the event occurs, they hear the fireworks, the crashing cup, and screaming as the morrowkin swiftly dispatches those in its way before chasing the PCs into the belly of the *Golden Fortune*.



The Morrowkin

THE MORROWKIN

CREATURE 14

UNIQUE NE MEDIUM ABERRATION TIME

Perception +24

Skills Athletics +26, Deception +24, Intimidation +28, Occultism +25, Stealth +25

Str +8, **Dex** +7, **Con** +7, **Int** +5, **Wis** +4, **Cha** +4

Disgusted by Food The morrowkin eats dreams and potential, not food. A creature that spends an action to brandish food at the morrowkin automatically makes the creature sickened 1 (or increases its sickened value by 1, to a maximum of sickened 6), decreasing the morrowkin’s AC, attack rolls, saves, skills, and ability DCs accordingly, as normal for the sickened condition. The morrowkin can’t retch to reduce its sickened condition.

Endless If reduced to 0 Hit Points or incapacitated for more than a few rounds, the morrowkin vanishes. In 1 minute, it reappears refreshed completely as if the previous battle never happened, with full HP, with all effects on it cleared, and with its Swallow Future ability ready to use again.

AC 34; **Fort** +28, **Ref** +25, **Will** +25

HP 320

Speed 35 feet

Melee **◆** claw +29 (agile, finesse, reach 10), **Damage** 3d8+14 slashing plus drain potential

Drain Potential (misfortune, negative) The morrowkin tries to drain the motivation from its target, who must attempt a DC 31 Fortitude save. If the target fails, it is doomed 1 (doomed 2 on a critical failure) and must roll twice and use the worse result on all checks for 1 minute. Creatures wearing a hope talisman are unaffected.

Swallow Future **◆◆** (mental, necromancy, negative) The morrowkin inhales and draws forth the future deeds of all creatures around it. All creatures within a 30-foot emanation of the morrowkin take 6d8+18 mental damage and must attempt a DC 39 Will save. The morrowkin can’t Swallow Future again for 1 minute. Creatures wearing hope talismans can choose to let their hope talisman break in order to ignore the effect after seeing the result of their Will save.

Critical Success The creature takes no damage.

Success The creature takes half damage and is doomed 1.

Failure The creature takes full damage and is doomed 2.

Critical Failure The creature takes double damage and becomes doomed 4 (likely causing it to die immediately).

Tomorrow’s Fury **◆◆** The morrowkin makes claw attacks against any number of targets within reach. The claw attacks count against the morrowkin’s multiple attack penalty, but don’t apply the penalty until after all attacks have been made.

Defeating the Morrowkin: PCs who have the *Knife of Trouble Elimination* (see Finding the Knife, page 195), have awakened the knife's magic (see Awakening the Knife, page 194), and learned how to wield it (see Learning the Knife, page 194) have access to the Untether from Time action, the only thing that can defeat the morrowkin for good. The PCs know when they meet the requirements through an intrinsic sense from the knife. When three tethers have been severed, the morrowkin is unmade and pulled out of the time stream—see Defeating the Morrowkin (page 195).

Untether from Time ◆ (attack, fortune, magical) **Requirements**

You are wielding the *Knife of Trouble Elimination*, the *Knife of Trouble Elimination* has been temporally empowered, and the morrowkin has 160 or fewer Hit Points; **Effect** You focus your eyes to see the tethers of time located around the morrowkin, then slash in a strange, twisting pattern with the *Knife of Trouble Elimination* to sever the creature's connection to time. Make a melee attack roll against AC 28. On a success, you sever a tether of time (two tethers on a critical success).

Death in the Anomaly: The PCs will very likely be killed by the morrowkin on their first (or a later) encounter with it. Virtually the only chance of avoiding this is if the PCs can repeatedly defeat the creature dozens of times in a row during Loop 0 to make enough time to learn how to use the knife and keep Rui Longlai alive long enough to allow them to investigate belowdecks. This shouldn't happen unless the PCs are much more powerful than expected for their level. Once all the PCs have died in a loop, they're brought back to area A1 (page 191), having just stepped aboard the *Golden Fortune* at the beginning of the loop. Once the PCs have realized that their defeat against the morrowkin is imminent (or that they've accomplished all they can in the current loop), feel free to summarize the remainder of the loop so players can get straight to resuming their investigation in the next loop. Loop 3 is the PCs' last chance; if they die a fourth time, the morrowkin devours their future destinies, leaving them little more than hollow shells of their former selves.

When the players return to the start of the loop, they're returned to full HP, but any expended resources the PCs brought with them (such as spell slots or consumables) remain expended. Any items that the players gained from within the anomaly, such as any talismans or even the knife, return to their normal places at the start of the loop.

A PC who succeeds at a DC 25 Occultism check realizes that something about the *Golden Fortune's* temporal anomaly will allow them to return back to when they boarded the vessel, though only three times. Regardless of the check results, PCs gain a +1 circumstance bonus to Perception and skill checks to investigate for clues starting in Loop 2, and a +2 circumstance bonus in Loop 3, as the knife assists them.

A2. RUI LONGLAI'S OFFICE

This makeshift office contrasts the splendid facade of the

rest of the boat: simple and functional. Crates of research materials are strewn about and book stacks line the shelves.

Rui's office is full of paperwork and research. It is clear during a search that he splits his time evenly between running his restaurant and studying ritual magic. The office is disheveled, arranged in a way that only Rui can make sense of. PCs who succeed at a DC 27 Perception check or a DC 22 Society check find one of the relevant books in 20 minutes (10 minutes on a critical success); on a failure, they waste the 20 minutes. If multiple PCs search together and each succeed, they each find a different relevant book. Once the characters have found a book, they automatically find it again in a subsequent loop without spending precious minutes searching. Once the PCs find all three books, they can tell they've searched through everything in the office and found all the volumes of interest.

The three relevant books in the office are Rui's journal, *Unleashing Potential* (author unknown), and *Solving Your Problems* by Cantu Ji. Each book has three clues, and it takes 20 minutes of reading to find each clue, in the order presented, so reading a book for an hour gets the PC all of its clues. A PC can halve the time to learn a given clue to 10 minutes with a successful DC 29 Perception check (Rui Longlai's journal), DC 29 Occultism check (*Unleashing Potential*), or DC 29 Arcana check (*Solving Your Problems*); on a critical failure, it takes 40 minutes to learn the clue, and on a critical success, it only takes 5 minutes. Only one PC can study a given book at a time.

RUI LONGLAI'S JOURNAL

Clue 1: Rui details that this is his third relaunch of the *Golden Fortune*. He's spent most of the family fortune chasing his dream of running a successful restaurant. Each launch, Rui gave an overhaul of the decor, the menu, and the staff. After some initial hype, business quickly dwindled and he felt compelled to reinvent the restaurant.

Clue 2: Rui discusses feeling that he needs more than good food and grand decor for a successful restaurant. He wants influential people to visit and spread the word, of which Rui has had very little success in his past tries. He has spent much time collecting and studying rituals, looking for those that can subtly attract wealthy customers.

Clue 3: The two rituals that Rui decides are most fruitful are "Tomorrow's Feast" and "Problem Cutting."

The relevant entry for Tomorrow's Feast follows.

You make a lot of food for a guest and then he arrives and fixes your future! How simple! I'll get help from Jiudu and have the feast ready in the private room tomorrow.

The relevant entry for the Problem Cutting entry follows.

I'm not sure about this one... I don't need to spend all this time doing the same things over and over, do I? I've made the knife but I'll use it if the Feast doesn't work, I guess.

UNLEASHING POTENTIAL

Clue 1: The first half of the book is all philosophy. In frenzied handwriting, it discusses how one unleashes potential by borrowing from others. Any character trained in Occultism or master in Perception recognizes that the intent behind the words is not as benign as it seems.

Clue 2: The book discusses the summoning of a creature known as the *morrowkin*, a creature whose sole purpose is to “borrow” the future of others by making a feast for dozens. It collects a large wellspring of energy and grants it to its summoner before returning home. Characters trained in Arcana or Occultism, or who are a master in Perception, recognize conspicuous amounts of missing information.

Clue 3: The ritual itself is detailed properly, but a character who is of master proficiency in Arcana or Occultism recognizes something is wrong with the feast. The runes in the example in the book indicate the feast is not *for* a dozen guests, but is *of* those guests. A PC who is trained in Deception recognizes that this “mistake” in the diagram is an intentional deception. Regardless of the PCs’ training, they realize that since the *morrowkin* is sustained by the metaphysical feast, it might be vulnerable to mortal food, allowing them to understand how to spend an action to sicken the *morrowkin* via its Disgusted by Food ability.

SOLVING YOUR PROBLEMS

Clue 1: This book discusses how magic isn’t a tool to solve your problems but rather to give you what you need to solve them yourself. It gives several examples of how the author just needed extra time to think about her problems from different perspectives to make lasting progress.

Clue 2: The book describes how to summon the *Knife of Trouble Elimination*, an artifact that allows one to keep looking at their problems. Once the root of the problems is found, the wielder can cut it out as if it never existed and carry on with their life.

Clue 3: The ritual for summoning the knife describes many different components (they can be found in A5), while also revealing that the knife requires a final step to become properly empowered.

Awakening the Knife: PCs who read through all of Rui Longlai’s journal and *Solving your Problems* realize that Rui never completed the final step to awaken the knife. Once the PCs have located the knife, they can complete this ritual, which requires 30 minutes, a drop of blood, and a successful DC 27 Occultism check or DC 29 Arcana, Nature, or Religion check. As the knife’s existence is tied to the temporal anomaly, once it is empowered in any loop, it remains empowered across all time loops.

A3. PRIVATE DINING ROOM

LOW 10

The door to this room is locked with a combination lock and a series of layers that make breaking through laborious, requiring a DC 27 check and 10 minutes to Pick a Lock (or a DC 29 check and 10 minutes to Force Open). Successfully Picking the Lock also allows the PC to

reverse-engineer the combination, enabling them to open the door normally on subsequent loops.

A ritual circle takes up the center of this room, its perimeter outlined by several silver talismans. Ornate dining tables are pushed to the side. The scent of burnt sandalwood and medicinal herbs hangs in the air.

This private dining hall is where Rui and his friend **Jiudu Xien** (N female ghost gnome accountant) first performed the ritual to summon the *morrowkin*. Rui completed his part of the ritual a bit before Jiudu, then left the room for some last-minute preparations elsewhere. Once Jiudu completed the ritual, the *morrowkin* was summoned and made her its first victim, devouring her potential and fate before she could fight back. The remnants of her spirit lurk here.

Loop 1: Jiudu immediately attacks the PCs, fighting with desperation. After 3 rounds of fighting or if she is brought down to half of her Hit Points, PCs can spend an action to attempt a DC 29 Diplomacy check to get her to talk. Once she begins talking, Jiudu tells the PCs that her last memories were of performing the ritual when everything went suddenly black, after which she awoke as a ghost. When asked about the ritual, Jiudu says she thought something seemed off about it, yet she decided to go through it anyway to help her old friend.

Loop 2: As the previous loop, but Jiudu requires only a DC 27 Diplomacy check to convince and can be persuaded from the first round with any amount of HP remaining.

Loop 3: Jiudu appears but has become aware enough of the time loop that her starting attitude toward the PCs is already friendly.

JIUDU XIEN

CREATURE 11

Elite ghost mage (*Bestiary* 6, 167)

Perception +19; darkvision

Learning the Knife: While Jiudu was not aware that Rui had created a *Knife of Trouble Elimination*, she does know of the ritual that created the *morrowkin* and how it might be defeated. Once she has become friendly with the PCs, she teaches them that a special maneuver, performed with a sufficiently empowered object, could be used to cut the *morrowkin* out of the timestream. PCs who spend 30 minutes performing a training drill with Jiudu learn the Untether from Time action.

Hope Talismans: The talismans on the floor are hope talismans, used to bind the *morrowkin*’s spirit in the early part of the ritual. There are as many hope talismans as there are PCs.

Bypassing Jiudu: Jiudu’s research into temporal magic taught her many best practices for time travelers, such as establishing a “personal passphrase” told to no one—that way, if someone ever utters her personal passphrase to her, she knows it is her future self, or someone sent at her future self’s direction. The first time the PCs successfully speak

with Jiudu, she teaches them the line “Six plovers grace Shelyn’s comb” to give to her past self. If the PCs speak this line to Jiudu in a subsequent loop, she recognizes them as being sent by her future self and will immediately stand down from combat—while “future” self is slightly inaccurate, this still allows the PCs to bypass this fight on subsequent loops if they need to revisit the dining room.

A4. KITCHEN

LOW 10

The tantalizing smell of simmering seafood stock permeates this compact kitchen. Baskets of vegetables line the walls.

Fa and Kuen are busy cooking in this kitchen. The brothers are assassins on the run, working this job until the heat dies down. They were told of this opportunity by the server Hwarang, who often works with the pair on jobs. Rui hired the two on the spot after seeing their excellent knife work. While Fa and Kuen are excellent cooks, they’re not used to the time management needed to run a professional restaurant kitchen.

Hwarang warns the pair if he sees the PCs asking too many questions, thinking they are authorities looking for the brothers. Even without this warning, Fa and Kuen immediately attack anyone who comes into the kitchen without Rui, suspecting they are there to arrest them. They surrender and submit to being taken to jail when they are at a quarter of their Hit Points total. Characters can succeed at a DC 30 Diplomacy or Society check to convince the brothers they aren’t there to arrest them. The brothers don’t know anything about the ritual, only caring what happens in the kitchen.

During a fight, the slippery floors in the kitchen make the ground difficult terrain.

Loop 3: There is a faint blue glow coming from the storage room. Fa and Kuen do not seem to perceive it.

FA AND KUEN

CREATURE 9

Elite assassins (*Bestiary* 6, *Gamemastery Guide* 211)

Bypassing the Brothers: The brothers attempt to fight and kill the PCs only because their faces have been seen. If the PCs bang on the door before they come belowdecks and claim to be the authorities here to make an arrest, the brothers instead jump out of a porthole and attempt to swim to escape (not knowing that they can’t leave the anomaly), as their identities are still secret. Be sure that Fa or Kuen complain that the PCs didn’t identify themselves as authorities the first time they surrender after combat with the PCs, and the other brother blurts “Yeah, then we could have made a break for it,” or something similar. This will allow the PCs to bypass this fight on subsequent loops if they need to revisit the kitchen (or storage room).

A5. STORAGE

This small storage space is crammed with food, spices, and cooking implements, as well as several poorly organized crates. Space has been made to accommodate two hammocks.

This is where Fa and Kuen sleep at night rather than going home. Rui thinks it is unconventional but also thinks that it shows dedication to their craft, so he allows it.

Finding the Knife: Hidden in a crate containing a dangerous jumble of sharp cooking implements (sloppily packed from Rui’s last restaurant) is the *Knife of Trouble Elimination*, though it seems like just another knife. Even Rui can’t remember which one it is. Once the PCs have found the knife, they can find it immediately in later loops.

Loop 1, 2: Temporal energy starts to form in this room, and the knife can be detected with a successful DC 25 Occultism or Arcana check, taking 10 minutes to attempt the check, or 5 minutes if

also using *detect magic*.

Loop 3: The *Knife of Trouble Elimination* has become unstable as it attempts to hold the time loop open. The whole room glows with a faint blue light and the knife becomes easy to locate from the crate.

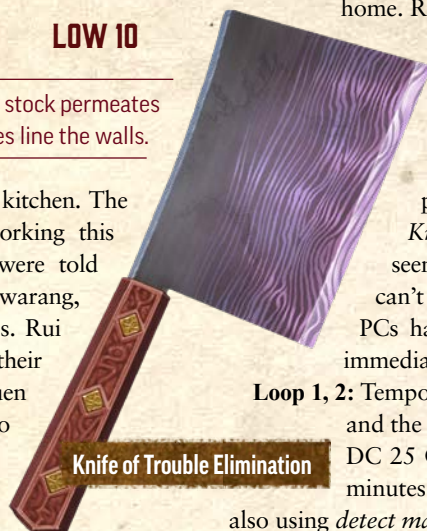
DEFEATING THE MORROWKIN

The morrowkin is pulled through a black hole in the fabric of reality, hissing about all the fates it wanted to devour as it goes. The tear heals as quickly as it formed.

A few breaths later, the *Knife of Trouble Elimination* shudders for a moment before letting raw temporal energy spiral forth. Reality is rewritten as scenery goes back into place, people return to their positions, and damage is reversed. The knife fades away into nothing. Everything is as it once was... except for Rui Longlai, who has aged at least thirty years.

The *Knife of Trouble Elimination* used Rui Longlai’s life to hold the loops open. Rui is aware of this and doesn’t complain, since he wanted to save the people who were suffering from his mistake. The owner of the *Golden Fortune* is in great spirits, saying he realizes there are no shortcuts in life. He thinks he can finally run the restaurant the right way. He thanks the PCs profusely for the help and encourages them to visit the restaurant again in the future.

All PCs are restored to the state when they first stepped into the temporal anomaly. Only the PCs and Rui remember anything about the morrowkin. *Unleashing Potential* disappears, as do all other traces of it, and the PCs see the passengers disembark from the boat disoriented but alive—the same ones they first saw disembarking when they arrived on the dock.



Knife of Trouble Elimination



LANDS OF THOUGHT AND IMAGINATION MINDSCAPES, MENTAL REALMS, AND THE WORLD OF DREAMS

It's with some unease we plumb the powers of the mind. The common senses have served us over years of observing and cataloging the external world, but accessing the internal senses doesn't come as naturally. They're subjective, inconsistent. It's clear the potential of mentalism is vast—possibly limitless—though we can't say for sure. Mindscapes, as the name suggests, mimic an environment but spring from the power of a mind rather than the machines of nature. They can seem as vast as a house, a town, even a forest. They can have incredible fidelity or be as plain as a plank of wood.

Studies into the metaphysical nature of mindscapes suggest they nearly always grow in the Astral Plane. Account 87 from Archivist Kanvarati details sightings witnessed during a ritual of astral projection: blob-like structures with hazy edges coursing within the Silver Sea, seemingly at their own speed. Details are light, due to distance, the altered state imposed by the ritual, and the fact that they are sensed partially with the mind rather than the eyes. Kanvarati likens them to bubbles rushing past in a stream, bursting when they expire.

You'll notice obvious comparisons to the dreamscapes that crop up within the Dreamlands; indeed, Archivists Ralt and Harachi are forever bickering about whether

mundane dreams can be called a form of “naturally occurring mindscapes.” The primary differences appear to be the far smaller number of mindscapes and the more deliberate nature of their creation. (Though as the Tenemor event demonstrated, they can spring up without conscious effort from an architect possessed of sufficient psychic power and emotional conflict.) Anyone can dream, but few can form mindscapes, much like anyone can bang out a beat on a table, but few can write a symphony.

INSIDE THE MINDSCAPE

External structures tell a small part of the story—the true experience of a mindscape is within it.

I will note that archivists well versed in mindscapes— as much as we appreciate them—remain quite rare. Much of our information comes from accounts of students under Master Pramyat Mindap. Given the level of secrecy and potential retaliation from Grand Sarret these sources shall remain nameless for their safety.

We have records of mindscapes with many levels of detail, though it's useful as a baseline to classify them as immersive or not: an immersive mindscape is one in which creatures are entirely contained, truly separated from the world. An immersive mindscape has terrain, people, weather, structures. Some can feel accurate down to the blade of grass or text in the books. Rare, but quite impressive. Someone brought into a mindscape can shape it with their own mental power, whether aware or not. On one of our few encounters within a mindscape, I was at least possessed of enough knowledge of the phenomenon to shift a moth's wings from dun to golden, even without a particular acumen for working mental magic. Our more adept colleagues were building bridges of bare stones, walking fully through walls, and flying over trees. Still, a moth's wing is more than nothing.

Simpler mindscapes suffice in other circumstances. Ones termed "binary" mindscapes simply link two minds, echoing the mindscape's inhabitants in the Astral Plane rather than transporting them there entirely. The effect is akin to the angled mirror illusion in theater, showing the viewer the illuminated stage of the real world overlaid with the proverbial offstage scene being reflected into their view. As interesting as this sounds, in practice these are often used for mind-against-mind squabbles (or "psychic duels") rather than higher pursuits. We've been told these are quite spectacular to those within them, explosive as a festival dance or fireworks display. From the outside, this intense experience of perceiving both the mindscape and outside world simultaneously looks like a person dosed with basidron spores attempting to negotiate small talk about the weather. (That comparison might not make sense to most people. Hmm.)

A mindscape can shift as suddenly as, quite literally, changing one's mind. Emotions are like the weather within a mindscape and bleed into the environment easily. Thoughts of a loved one may manifest trite markers like singing birds and sweet fragrances on the breeze, or might be more personal, rooted in specific memories. For example, their beloved's face might appear on faces in a crowd within the mindscape. (This was no doubt a bit embarrassing for Archivist Welmine, as his infatuation was with his immediate supervisor, but at least informative!) Those with notable psychic ability recount a persistent feeling, more direct unease piped into their minds, appearing more direct and less metaphorical. A mindscape can be a tangle, a maze, an oubliette, and these signs can arm those pulled into them with the means to understand and possibly even escape or undermine the mindscape. Mental discipline is needed to

maintain a steady mindscape—if the architect considers that important.

SELF-IMAGE IN FLUX

It must be remembered that the self in the mindscape, while feeling entirely real, is an astral self. The mindscape draws from the self-image for its facsimile of each inhabitant. Usually, that simply means you look like you, feel like you, act like you. Sometimes, the self-image has variations from complete accuracy: slightly more attractive or unattractive, clothing that fits better, and occasional major variations in parts of the body the person rarely sees or senses, like the back of the chest or soles of the feet. The biases of the mindscape's architect greatly affect everything within, sometimes altering the appearance of inhabitants. A hated foe or rival might have a monstrous look to them or even—and we hesitate to call it this—dramatic lighting to invoke fear or hate.

Noticing these changed details can inform someone they're in a mindscape. They or others might notice minor discrepancies. The most obvious is usually a mirrored appearance; the person is most familiar with their appearance through seeing it in a mirror, so a friend notices their mole is on the other side of their face or the part in their hair is reversed. Changes can be intentional if one is aware they're in a mindscape. Especially within psychic duels, appearances can change on a whim.

We suspect the minds of the tenants fill in some details within a mindscape, so the architect doesn't have to craft every flower petal and grain of sand. That the architect can make a perfect facsimile in one step seems impossible, though research on this point is scarce. It's exceedingly difficult to differentiate who invented what in a mindscape, as sensation and thoughts blur between individuals. Accounts we've uncovered show the participants doubtful about their experience as a whole, which layers even greater doubt on every detail. As the metaphysical makeup of a mindscape resembles that of a dream, it's possible the mindscape relies on the same mechanisms to present a believable world.

Some mindscapes are intended for only one resident. We term these insular mindscapes for simplicity. They're most often used as personal realms for their architects, whether said architect deliberately created a sanctuary for study, contemplation, isolation, or other means, or has inadvertently made a mindscape and become trapped within it. Outsiders rarely see the inside of these mindscapes, but our data points to most being little more interesting than private studies, libraries, or clubhouses. They can sometimes be a bit more... shameful. Places where the architect goes to flout traditional mores and make fantasies come true. The exploits within might be embarrassing if revealed, but the activity is harmlessly conducted within one mind. Unless, of course, something within escapes, which is a possibility with any such creation. But we'll discuss that later.

CONFINED IN A MINDSCAPE

Disappearances can be attributed to mindscapes, as was explicitly the case in five files we've run across and no doubt several more unsolved cases. Two of those cases show a creator trapped in their own mind (and with companions in one case), and the other three were malicious imprisonments.

These imprisonments sort into two categories: ones meant to conceal the fact it's a prison and ones engineered specifically to anguish the prisoner. A hidden prison might look and feel pleasant—the captive may even be happy—useful to capture someone who's a danger but not due to malice. Though no less a prison, it may be more just than a grimy cell or the gallows. This form is also typical of self-exile into a mindscape.

The torturous version comes from great malice, an ire sharpened and crafted into a painful jail, saved for the most loathed enemies or the cruelest psychics.

We've seen many instances of involuntary self-imprisonment in mindscapes, and with both varieties of confinement. The archivists involved in one case in southern Garund reported a youth within his own mindscape was made a victim of fears so specific to him the imagery didn't look like anything particularly frightening to them. Certainly, it was a punishment rooted in his own anxieties.

A term in a mindscape can be quite long. The greatest ones endure indefinitely, outlasting their architect and potentially excluding someone from the world for eons. The trapped being's body can die and waste away, leaving only psychic residue. In the mindscape, this looks—and smells—like a true corpse. A timeless mindscape, in which time doesn't pass, avoids this problem, though eternal imprisonment is rarely considered a boon by the prisoner.

We were quite fortunate that Venture-Captain Yuul's encounter with a mindscape didn't trap her eternally. This mindscape, an unending one named the Monastic Archive, proved its danger by sucking Yuul into memories of her youth, and only good fortune and cunning by her fellow Pathfinders secured her freedom. It has become the mindscape most studied by the Pathfinder Society. (Frustratingly, these records don't always get reproduced and sent to the Dark Archive as they should.) This type of triggered trap doesn't typify mindscapes, but nothing typifies them. They simply can't be taken for granted any more than the whims of a person's mind can be.

BENEVOLENT PURPOSES

Most intentions we've mentioned so far are neutral or malicious. Positive uses are rare, likely due to the expense and time involved. (Sad to say, experience teaches us most endeavors people willingly put effort into go toward harming others.) If mindscapes were more common, I've no doubt they'd come in useful for talking therapy, to illustrate feelings in a safe realm. Archivist Kanvarati and others speak glowingly of the calm and self-reflection they've found in their explorations. I personally found

satisfaction and a thrill of creativity in being able to change my environment (recall the moth?).

Communication through mindscapes also has exciting potential, surpassing language in the same way a good piece of art can. The apkallus—which, in case the reader is unfamiliar, are falcon-headed, winged historians of Axis—prefer to communicate mentally and mindscapes make a great tool. I'm keen to meet these beings, though Archivist Grispinn found them quite didactic and fond of explaining verbally, in great detail, what was evident from the scene occurring in the mindscape.

UNENDING VISTAS

We've largely kept this discussion to the more common varieties of mindscapes, but again, the potential seems limitless. Mass mindscapes call upon the thoughts of a great many minds to create a sort of shared hallucination. There is no one author of such a mindscape nor are there the limits of such an author! In particular, the thoughtforms of people tend to behave with more nuance, detail, and knowledge. The drawback here is consistency, as not all the imaginations stoking the mindscape agree. The same (imaginary) person might have a vastly different attitude depending on whose influence is waxing at the time.

A reader acquainted with Archivist Senthene might wonder about the "pervasive mindscape" hypothesis, which holds that everything is a mindscape and everyone and everything an invention of some strange being. If mindscapes exist, the theory goes, then it's reasonable to assume our reality is a mindscape from a high enough vantage point. A reach to be sure. Is it possible, though? With what we've seen, we'd be surprised but not shocked.

EXTERNALIZED THOUGHTFORMS

We mentioned mental creations of mindscapes escaping into the greater reality. Of course they do; we've come to expect no less by this point. Creatures born of pure thought are what we term thoughtforms or thoughtform creatures. You may think, "what about tulpas?"—a question I tire of before it's even asked these days. Suffice to say, tulpas can spawn in this way but aren't the only thoughtform creatures. Tulpas are defined by a certain sapience and psychic ability. Most thoughtform creatures are feral things—emotions or tossed-off thoughts made manifest. If you'd care to imagine your most careless thoughts, the ones you think better of uttering, coming to life, you'll have some idea what you could involuntarily create.

Once free, these things tend to lose their connection to the mindscape. If the mindscape is eliminated, the creature persists autonomously. They must be hunted down. Archivists excel at this task, of course, as much as anyone can. Fortunately, the base nature of the creatures makes them predictable and easy to trick. Even a mighty thoughtform wields its power clumsily. Tulpas, again, are another matter. They can be nearly as savvy as a person born of flesh and aren't to be taken lightly.

MINDSCAPE STATISTICS

Similar to a plane or dimension, a mindscape has statistics. The rules for planar traits and stat blocks begin on page 136 of the *Gamemastery Guide*. The stat block for more limited binary mindscapes is on page 202.

IMMERSIVE MINDSCAPE

FINITE **METAMORPHIC** **SUBJECTIVE GRAVITY**

An immersive mindscape forms in the Astral Plane and is shaped purely from the thoughts of its creator. Created of powerful psychic magic, it brings creatures fully into it in their astral forms. Their bodies might remain behind, inactive, or be totally drawn in, depending on the nature of the mindscape. Typically, the mindscape appears to the senses to be a real place, and the inhabitants believe they're physically there.

Though a mindscape is always mutable with subjective gravity, its nature can be veiled, causing inhabitants to be unaware of these properties. Veiled mindscapes typically appear to have normal gravity and morphic traits. Overcoming this appearance to alter the mindscape's structure or use subjective gravity requires realizing it's false.

Variations A mindscape's alignment trait is usually neutral but might be altered by the creator's emotions. A mindscape might have unbounded scope and its time might be altered, typically to flowing time or timeless. These aren't possible with the basic *construct mindscape* ritual.

MINDSCAPE RITUALS

CONSTRUCT MINDSCAPE

RARE **ILLUSION**

Cast 1 day; **Cost** precious clay, wood, or other modeling materials worth spell level × 20 gp; **Secondary Casters** 2 **Primary Check** Arcana or Occultism (master); **Secondary Checks** Arcana or Occultism, Crafting **Duration** 1 day

You create an entirely mental environment called an immersive mindscape. It can have any appearance you and the secondary casters imagine and hold in your minds as you execute the ritual. A mindscape is typically veiled, disguising its nature as a mental construct, but you can choose to make it overt. Even a veiled mindscape has some signs it's not a real place that can be revealed through close inspection or by spending a long time there. Most mindscapes are incapable of physically harming those inside. Even though the mindscape you create is limited in dimension, it appears to have a convincing environment around it, such as a sky and clouds.

Critical Success You create a mindscape approximately a half-mile in length and width, and 50 feet in height (large enough to contain a typical village). The GM might allow you to make it larger if it has little detail, such as a grassy plain. You and any secondary casters of your choice can

MINDSCAPE

enter it and you can leave a doorway that you and any creatures you designate can pass through.

Success As critical success, but the mindscape is approximately 25 feet in length, width, and height (like a modest house).

Failure You can't hold the image together and it falls apart.

Critical Failure Your secret desires horribly warp the mindscape into a distorted mirror of what you intended.

Heightened (6th) The duration is 1 week.

Heightened (9th) The duration is 1 year, and the area on a critical success is 1 mile in length and width.

Heightened (10th) The duration is unlimited, and the area on a critical success is 1 mile in length and width. The cost increases to 2,000 gp.

MINDSCAPE DOOR

UNCOMMON **ILLUSION**

RITUAL 3

Cast 1 hour; **Cost** incense and focusing diagrams worth a total value of the target's level (minimum 1) × 1 gp, for each target; **Secondary Casters** 3

Primary Check Arcana or Occultism (expert); **Secondary Checks** Arcana or Occultism, Deception or Diplomacy, Perception

Range touch; **Targets** yourself and up to 5 willing creatures

You project the targets into an immersive mindscape or cause them to exit one. You must be aware the mindscape exists, though you don't need to know specifics. The casters must be in physical contact with one another in a circle for the duration of the casting and all targets must be selected from these casters. Your bodies typically remain behind in stasis when you enter a

mindscape, though some mindscapes pull you entirely into them upon entrance. If you enter a mindscape, you can leave only by using another *mindscape door* ritual, finding an exit within the nature of the mindscape, or when the mindscape ceases to exist. When exiting a mindscape, you typically return to your bodies or to the location where you entered the mindscape.

If the mindscape's creator wants to prevent anyone from entering or exiting, the DC of the primary check is the creator's Will DC if that would be higher than the ritual's normal DC.

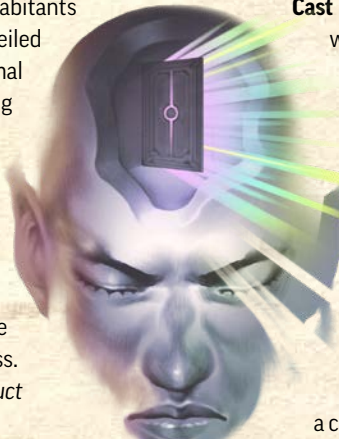
Critical Success You transport the creatures as you intended and can leave a portal that lasts for an unlimited duration. It typically looks like an ordinary door or passage appropriate to the mindscape. Any target of the spell can enter or exit through this portal as they would an ordinary door. If you wish, you can make the door passable by anyone.

Success You transport the creatures as you intended.

Failure You fail to enter or exit the mindscape.

Critical Failure Something goes horribly wrong. The GM decides whether mental feedback deals 9d6 mental damage to all ritual casters (DC 26 basic Will save) or 1d4 casters are unwillingly pulled into the mindscape (or ejected from it).

Heightened (8th) The ritual targets up to 100 willing creatures, the critical failure damage increases to 20d6, and the critical failure save DC increases to 40.



Mindscape Door



PSYCHIC DUELS

Two challengers flood their minds with a vision of a psychic battlefield. Imagination explodes into psychic attacks. Fireballs bloom into explosions of color, imaginary swords open wounds bleeding iridescent butterflies, unreal monstrosities escape from nightmares to lash out with their thousand fangs. A defender's shield of psychic glass shatters into fractal shrapnel and the combatant faints, overwhelmed. The victor's mind snaps back to the ordinary world as their foe crumples to the ground.

Taking place entirely in a mindscape, psychic duels can occur when foes come into conflict in an area rife with mental magic, through the magic of a bizarre artifact, when two creatures' minds connect within a dream, or when a psychic duelist instigates a duel (page 203). Psychic duels play out much like the duels described on pages 166–167 of the *Gamemastery Guide*. The main differences are the participants conduct their duel in mental space and their mental state and emotions determine the outcome. (A duel taking place in the physical world with occult spells uses the rules for spellcasting duels, not psychic duels.) While engaged in a psychic duel, the participants are paralyzed in the real world and can mentally act only in the psychic duel mindscape.

Though other kinds of duels have a judge, a psychic duel is governed by the workings of the mind. This means most psychic duels last until a participant yields or is knocked out (or all participants on one side in the case of a group duel). However, the duel can also end if the participants share an event they would consider a satisfying end to

the duel. For instance, they might decide the goal of the duel is to demonstrate mastery of illusion spells, with the first to fully fall for an illusion losing the duel. Because the duel takes place on a mental battlefield, a creature that is mindless or immune to mental effects is incapable of joining a psychic duel.

TERMS OF THE DUEL

Because of the entirely mental nature of a psychic duel, participants can easily establish more ground rules for their duel through simple consensus, such as the following example options.

- All psychic manifestations are nonlethal.
- Participants can cast no spells but battle form spells.
- A participant can escape the duel by attaining a certain goal, ending it early as a draw. This is especially common in a duel between a powerful psychic and someone with weak psychic capabilities.
- Participants can leave the duel immediately if their physical body is disturbed or harmed.

INITIATIVE AND DUELING ACTIONS

Each duelist rolls initiative normally and proceeds in that initiative order, like a spellcasting duel rather than a combat duel. Each duelist can roll a Deception, Diplomacy, Intimidation, or Occultism check instead of Perception. If the participant is trained at the skill they rolled for initiative, they gain the psychic center of that skill—a mental state corresponding to the skill. The GM might allow Lore skills for initiative in a psychic duel; these give the Occultism psychic center unless the GM determines otherwise.

All participants gain the Psychic Defense reaction, which they can use while psychically centered. Its specific effect depends on the user's psychic center and using it expends the state. Each participant also has the Recenter action, which lets them change or assume a psychic center.

PSYCHIC DEFENSE

CONCENTRATE MAGICAL

Trigger Your opponent uses a psychic manifestation against you.

Requirements You're in a psychic duel and are psychically centered.

You gain the benefit matching your psychic center against the triggering manifestation. Then your psychic center is expended.

Armor of Insight (Perception) Sensing the incoming attack, you make your mind resist psychic harm. You gain resistance equal to half your level (minimum 1) to mental damage against the triggering effect. This resistance is doubled if you're a master in Perception and tripled if you're legendary.

Empathic Orbit (Diplomacy) Displaying empathy, you sow doubt in your attacker to diminish their resolve for psychic combat. The opponent is stupefied 1 until the end of their next turn or stupefied 2 if you're legendary in Diplomacy.

Ire's Spear (Intimidation) Blazing anger surges in your mind, causing backlash to anyone who harms you. If the manifestation damages you, the opponent takes damage equal to the counteract level of the manifestation it used against you. This damage is doubled if you're a master of Intimidation or tripled if you're legendary.

Rational Labyrinth (Occultism) Analytically breaking down the attack, you realign your mind's defenses into a puzzle designed to confound it. You gain a +2 status bonus to your Will save or Will DC, or a +4 status bonus if the effect has the emotion trait.

Sensory Phantasm (Deception) Using your guile, you send psychic illusions through your mental link to your foe, making yourself harder to pinpoint. You're concealed against the opponent until the end of its next turn.

RECENTER

CONCENTRATE

Requirements You're in a psychic duel and are trained in the skill matching the psychic center you are changing to.

You adopt the psychic center matching the emotion of your choice. If you were already psychically centered, you lose your old psychic center when you adopt the new one.

IMAGERY OF A PSYCHIC DUEL

Upon entering the psychic duel, a creature's psychic avatar appears in the minds of the duelists. This mental manifestation looks vaguely like them but might be altered based on their mental abilities and the statistics they used for initiative. For instance, a creature that rolled Deception might appear cloaked, shadowy, or diabolic. Over the course of the battle, this avatar changes appearance multiple times, adapting to the flow of the duel. A vicious, powerful attack might cause the attacker to look more fearsome or increase the splendor of their imaginary attire; a failure might make them shrink or become translucent. Armor might change form to defend against varied manifestations.

Psychic manifestations, too, flex to meet the psychic battlefield. Players should describe the actions they use in imaginative ways unbound by the laws of the physical world. Weapons can grow, shrink, twist, and fly. Spells can become a riot of color and noise, directing sensation straight into the target's mind. Participants transform into animals or warriors that reflect their ferocity or cunning. Enchantment and illusion spells are particularly mutable since they're more directly tied to the mind and senses. Since the participants are mentally linked, their thoughts can bleed over, making an illusion pull imagery directly from the target's mind to show them a vision of a loved one or a bit of their past.

The varied forms of Psychic Defense illustrate this easily. Just a few examples appear here, but anything that makes sense to a participant's imagination might appear.

Armor of Insight: Suck an attack into a fractal vortex of color, speed acres of distance away from your foe, transform into an unbreakable mountain, deflect an attack by creating a prism of light that breaks the attack into a rainbow of colors.

Empathic Orbit: Transform into the pleading visage of someone the foe inadvertently harmed, remove your face to reveal a crying version of your foe's own face, broadcast one of your memories that can elicit sympathy.

Ire's Spear: Roil a crashing storm, mirror the manifestation upon your attacker, emit a red-faced roar that shatters eardrums, froth rabidly to form a river of blazing spittle.

Rational Labyrinth: Call up a foe's memory of being lost, block access to your mind with mathematical equations, levy a requirement for legalistic precision upon your foe's thoughts.

Sensory Phantasm: Duplicate your form infinitely, transform into a grotesque corpse to avert your foe's gaze, cast a falcon's hood over your foe's head, emit distracting strobes of light.

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BINARY MINDSCAPE STATISTICS

Psychic duels take place in a binary mindscape, which is much like a very simple plane or dimension. The stat block for a binary mindscape is as follows and uses planar traits (*Gamemastery Guide* 136).

BINARY MINDSCAPE MINDSCAPE

FINITE **METAMORPHIC** **SUBJECTIVE GRAVITY**

A binary mindscape is formed of only two linked minds and most often created to provide the arena for a psychic duel. It's typically simple in structure, with basic details that become even more indistinct at the edges of the duelists' imaginations.

The alignment and time traits typically match those of the plane on which the participants' forms are. A participant with particularly strong psychic abilities might be able to warp the alignment to their own or adjust the time trait (typically to timeless). In a voluntary duel, adjustments like these need to be agreed upon by all participants.

ATTACKS AND DEFENSES

Any action taken in a mindscape is converted into a thoughtform called a psychic manifestation. An attack or spell has essentially the effect one would expect it to, though its form is far more mutable in the mindscape. Though taking place in the mind, a psychic duel still consumes any resources used by its combatants, such as HP and spell slots. A skilled warrior brought into a psychic duel isn't a helpless weakling; their martial arts training carries over into the thoughtforms they use in the duel. Statistics and actions change in a psychic duel as follows.

Always Use Will Defense: Because a psychic duel pits mind against mind, you use Will for all saving throws and your Will DC as your Armor Class. In cases where a different DC (not a save or AC) would be used for defense, the GM determines which statistic to use, typically replacing only ones based on physical ability modifiers.

Any Damage Becomes Mental Damage: Any damage dealt in a psychic duel is converted to mental damage. Any immunities, resistances, and weaknesses a creature would normally have to the psychic manifestation's form still apply, for instance, applying fire resistance to a psychic *fireball*. Apply the higher of a creature's weakness or resistance to the damage as normal. Weakness or resistance to mental damage applies only once against a given manifestation, no matter how many types of damage it deals.

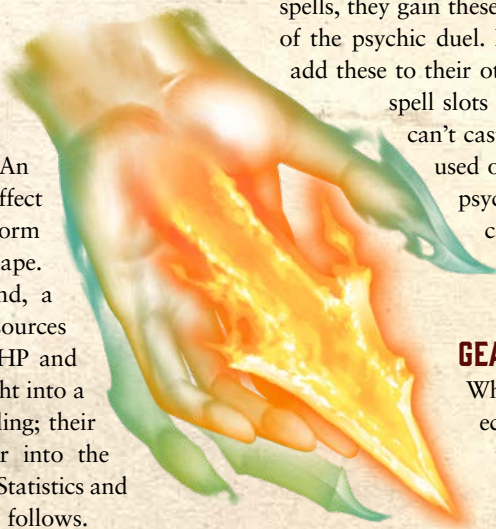
Change Strike Damage: Though Strikes use their normal ability scores to represent thoughtform versions

of the attacker's prowess, any physical ability modifier to damage is replaced with the attacker's highest mental ability modifier. A creature stat block typically doesn't list a breakdown of its Strike damage, but the GM can find the difference between its Strength modifier and highest mental ability modifier to adjust the damage.

Range Doesn't Matter: Spells and attacks with a range can target anyone inside the mindscape without penalty, even if outside their maximum range or range increment. Spells and abilities that affect a specific area or emanate from you must still follow those restrictions. Melee attacks only target foes within your reach.

NATURAL PSYCHIC SPELLS

Any creature in a psychic duel can cast two spells, both heightened to half the participant's level, rounded up. They can cast the *daze* cantrip at will and get a second spell that can be cast once during the duel. They choose from the following when they roll initiative: *fear*, *phantom pain*, or a common summoning spell (typically *summon animal*, *summon construct*, *summon fey*, or *summon lesser servitor*^{SoM} for a 1st-level spell). If the creature can't cast spells, they gain these as innate occult spells until the end of the psychic duel. If they can already cast spells, they add these to their other spells and temporarily gain any spell slots necessary to cast them (even if they can't cast spells of that level yet) that can be used only for the additional spell. Natural psychic spells use the higher of the caster's spell DC or class DC for their spell DC, and that number - 10 for spell attack rolls.



GEAR AND COMPANIONS

When you enter a psychic duel, psychic echoes of your gear travel with you. An eidolon, familiar, animal companion, or the like typically appears as a psychic echo based on your perception of it. However, the

GM might determine a particularly intelligent companion joins its own mind into the psychic duel.

MOVEMENT AND LOCATION

Changing location is usually easy within a psychic duel, as a participant can move at the speed of thought. It typically takes only a single action to move to any location the participant wants and range of attacks and spells rarely matter much. You can usually run a psychic duel without a grid. Functions of positioning and movement still matter, but have a more flexible appearance. For instance, a participant can Hide, but this likely means shaping the imaginary environment around them to create a visual screen, glowing phenomenon, or even psychic static. Likewise, spells that immobilize or grab a creature can prevent the easy movement detailed above.

PSYCHIC DUELIST (ARCHETYPE)

The mental landscape of the psychic duelist rises to meet your steps and reshapes at your touch. You understand the binary mindscape links two minds, making its foundation only as strong as the wills of those involved. Two psychic castles in a siege—patch every loose brick in your walls and single out every flaw in your foe's defenses.

PSYCHIC DUELIST DEDICATION FEAT 4

RARE ARCHETYPE DEDICATION

Prerequisites trained in Occultism, you have been in a psychic duel

Through experience and in-depth visualizations of mental battles, you've grown adept at psychic duels. You gain a +2 circumstance bonus to your initiative rolls for psychic duels. Each time you enter a psychic duel, choose one of the following benefits for the duration of that duel.

- **Mind Mace** You gain a status bonus to mental damage with spells you cast equal to the spell's level.
- **Psychic Fist** You can use your standard ability modifier for Strike damage instead of your highest mental modifier, and you can use your full AC instead of using your Will DC in place of your AC.

Special You can't select another dedication feat until you have gained two other feats from the psychic duelist archetype.

DUEL SPELL ADVANTAGE FEAT 6

ARCHETYPE

Prerequisites Psychic Duelist Dedication

When you start a psychic duel, you gain a third natural psychic spell. You can't choose the same spell twice.

If you're 9th level or higher, add the following spells to the list of natural psychic spells you can choose: *confusion*, *crushing despair*, *hallucination*, *suggestion*, *synaptic pulse*, and *synesthesia*.

SUPREME PSYCHIC CENTER ◆ FEAT 8

ARCHETYPE

Prerequisites Psychic Duelist Dedication

Trigger Your turn in a psychic duel begins.

With the merest thought, you realign your mental defenses to your duel's circumstances. You Recenter.

INSTIGATE PSYCHIC DUEL ◆◆◆ FEAT 12

ARCHETYPE ILLUSION INCAPACITATION MENTAL OCCULT

Prerequisites Psychic Duelist Dedication

Frequency once per day

You attempt to enter a psychic duel with a creature within 100 feet. The target can attempt a Will save against the higher of your spell DC or class DC. If it enters the duel willingly, use the result for a critical failure.

Critical Success The target is unaffected.

Success The two of you enter a psychic duel, but it ends

automatically at the end of your next turn. As normal for a psychic duel, the duel ends if one participant is knocked out, as well as under any other conditions to which both participants agree. If you're in initiative when you Instigate the Psychic Duel, you keep the same initiative positions. You can each choose a psychic center for any skill in which you're trained, as you would if you were using that skill to roll initiative for the duel.

Failure As a success, except instead of ending at the end of your next turn, the target can attempt a new save to end the duel at the end of each of your turns, starting with your next turn.

Critical Failure As a success, except the duel doesn't end until it reaches one of the normal end conditions for a psychic duel.



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MIND SMITH (ARCHETYPE)

“The mind makes it real.” Though uttered in many parts of Golarion, nowhere is this more literal than perhaps among mind smiths—those with a mysterious mental talent that allows them to manifest their mind into a physical object. Some gain this power through magical training from an ancestor or mentor, while others earn

it as a gift or reward from some greater being, or by inexplicable chance. Whatever the source, you have mastered the ability to form a mental image into a corporeal figment solid enough to affect the physical world. You trained the power to aid you in battle by shaping itself into a potent weapon, bound by only the reaches of your own imagination.

MIND SMITH DEDICATION

FEAT 2

ARCHETYPE DEDICATION

You’ve learned to imagine a shape in your mind, to envision it so strongly it takes form in the material world. You gain a single melee weapon of your choosing, called a mind weapon. Your mind weapon is a martial melee weapon. The overall shape and design of your mind weapon can be of your choosing but it has one of the following four basic statistics:

- A one-handed weapon that deals 1d4 damage and has the agile and finesse traits
- A one-handed weapon that deals 1d6 damage and has the finesse trait
- A one-handed weapon that deals d8 damage
- A two-handed weapon that deals 1d10 damage and has the reach trait

Each day during your daily preparations, you can decide if you want your weapon to deal bludgeoning damage and be in the club weapon group, deal piercing damage and be in the spear weapon group, or deal slashing damage and be in the sword weapon group. Your mind weapon is an extension of your mind—it has no Hardness, and any ability that would damage your mind weapon instead damages you directly, pushing back against the weapon’s corporeal form and becoming mental damage of the same amount the weapon would have taken.

You can project your mind weapon using an Interact action, just as you would draw any other weapon. Only you can hold, carry, or wield your mind weapon; if held by another person, it quickly disappears from their hand, reforming in your mind for you to project again. If you’re disarmed of your mind weapon, it dematerializes, but you can draw it again with an Interact action starting at the beginning of your next turn.

Upon creating your mind weapon, you also learn to use a mind smith’s keepsake: an object of light Bulk, such as a bracelet or figurine, that you wear or keep on your person and inscribe with weapon runes. Your keepsake can’t be a magic item, nor can it have any significant monetary value beyond the value of any runes you inscribe on it. You can buy and inscribe fundamental runes and weapon property runes onto your keepsake in the same way you would for a regular weapon, and you can move runes to and from your keepsake to other weapons or runestones for the usual cost. Any runes inscribed on the keepsake apply to your mind weapon when you create it. If your keepsake is ever lost or destroyed, you can spend 1 week of downtime imprinting a new object with your weapon’s mental properties, though this new keepsake won’t have any of the runes that were inscribed on the prior keepsake.

Special You can’t select another dedication feat until you have gained two other feats from the mind smith archetype.



MALLEABLE MOVEMENT

FEAT 2

ARCHETYPE SKILL

Prerequisites Mind Smith Dedication, expert in Athletics

Trigger You Leap.

You shift the shape of your weapon to help you Leap farther and faster. You shift your weapon into a long flexible pole, climbing hook, or similar aid, adding an extra 5 feet to the distance you're able to Leap. As normal, this can't increase the distance of your Leap beyond your Speed.

GHOST BLADE

FEAT 4

ARCHETYPE CONCENTRATE

Prerequisites Mind Smith Dedication

Frequency once per hour

You alter your weapon's phase so it can more easily strike incorporeal creatures. Your mind weapon gains the effects of a *ghost touch* property rune for 1 minute.

JUST THE TOOL

FEAT 4

ARCHETYPE CONCENTRATE

Prerequisites Mind Smith Dedication

You temporarily change your weapon's shape to assist you in the field. You morph your weapon into a single simple tool, such as a shovel or crowbar, to help with a mundane task. You can't replicate entire tool kits with this ability. You can use this action again to change your mind weapon back to a weapon.

MENTAL FORGE

FEAT 4

ARCHETYPE

Prerequisites Mind Smith Dedication

Your experiences in combat shape your mind's capability to strengthen and shape your weapon to match the way you move in combat. Choose two of the following weapon traits to give your mind weapon: grapple, modular (B, P, S), nonlethal, shove, or trip. Once chosen, these weapon traits can't be changed unless you spend 1 week retraining your fighting style to swap one property for another from the list.

MIND SHARDS

FEAT 6

ARCHETYPE CONCENTRATE ENCHANTMENT MAGICAL MENTAL

Prerequisites Mind Smith Dedication

With a swing and a thought, you detonate your mind weapon into a burst of psychic shards that shred the mind. You concentrate and unleash a 15-foot cone that deals 3d6 mental damage to all creatures in the area, with a basic Will save against the higher of your class DC or spell DC. After the attack, your mind weapon automatically re-forms, and you can't use this ability again for 1 minute. Mind Shards' damage increases by 1d6 at level 7 and every two levels thereafter.

MALLEABLE MENTAL FORGE

FEAT 8

ARCHETYPE

Prerequisites Mental Forge

You open your mind to further weapon customization. During your daily preparations, you can choose any two weapon traits from the Mental Forge feat to place on your weapon

for 24 hours or until your next daily preparations (whichever comes first), replacing the traits you chose from the Mental Forge feat. Each day you can swap the choices with any other options on the list.

MIND PROJECTILES

FEAT 8

ARCHETYPE

Prerequisites Mind Smith Dedication

You have learned to stretch your mind's influence further, releasing projectiles with a swing of your mind weapon. You can make ranged mind weapon Strikes; these are ranged Strikes with a maximum range of 30 feet that deal 1d6 damage of the same type as your mind weapon. Your ranged mind weapon Strike gains all the benefits of your mind weapon's runes as long as they still apply to a ranged weapon. For example, if your weapon had +1, *striking*, and *spell storing* runes, you would get a +1 item bonus to hit with your ranged mind weapon Strike, and it would deal the additional damage from the *striking* rune, but it wouldn't be able to unleash a spell from the *spell storing* rune, as that rune can be etched onto only melee weapons.

RUNIC MIND SMITHING

FEAT 10

ARCHETYPE

Prerequisites Mind Smith Dedication

You focus your mind on thoughtforms of fundamental magical forces, shaping them into a property rune that you mentally etch onto your mind weapon. During your daily preparations, choose one rune from the following list of weapon property runes: *corrosive*, *disrupting*, *flaming*, *frost*, *shock*, and *thundering*. You enhance your weapon with the chosen rune until your next daily preparations. This rune counts toward your maximum limit of runes as normal.

METALLIC ENVISIONMENT

FEAT 12

ARCHETYPE

Prerequisites Mind Smith Dedication

You always account for every weakness, allowing your mind to imagine just the right physical form to take advantage of your opponents. Choose between cold iron or silver; all your mind weapon Strikes are treated as the chosen type of metal.

ADVANCED RUNIC MIND-SMITHING

FEAT 16

ARCHETYPE

Prerequisites Runic Mind Smithing

Your mind can hold onto more complicated patterns than ever before. You can etch the greater forms of any runes on the list from the Runic Mind Smithing feat and add them to the list of options you can choose during your daily preparations, as well as the *anarchic*, *axiomatic*, *holy*, or *unholy* runes.

In addition, once per day, you can spend 10 minutes of uninterrupted focus to swap your daily prepared rune from Runic Mind Smithing to another rune from the same list. Once this swap is made, that second rune remains on the weapon until your next daily preparations.

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SLEEPWALKER (ARCHETYPE)

Many think of mental realms and mindscapes as rare and elaborate constructions, forgetting that everyone creates their own mental realm when they sleep, one where even the strangest occurrences seem perfectly normal. Anything is possible inside these dreamscapes, but few sapient creatures have the will and insight to take control and truly explore their unconscious mind.

Sleepwalkers dedicate themselves to unlocking the secrets of the sleeping mind, taking control of their dreams and walking through the slumbering vistas of others. Some are nefarious manipulators, whispering to the slumbering for personal gain. Others use their powers for good, seeking evildoers and those who corrupt dreams to nightmares. As their power grows, a sleepwalker's appearance gradually becomes slightly indistinct, as though they were blurred around the edges, and those who encounter them find it difficult to recall exact details about their appearance.

SLEEPWALKER DEDICATION **FEAT 4**

ARCHETYPE **DEDICATION**

Prerequisites expert in Occultism

You've learned to manipulate states of consciousness, beginning with your own. You can send yourself into a half-awake, daydreaming state and gain the Daydream Trance action.

Daydream Trance **◆** (enchantment, mental, occult) You fall into a half-sleeping trance. This lasts for 1 minute or until you fall unconscious, whichever comes first. You can voluntarily end your trance by taking a single action, which has a concentrate trait, and succeeding at a Will save against your own class DC or spell DC, whichever is higher. Once your trance ends, you can't enter a Daydream Trance again for 1 minute. While you're in your trance, you gain the following effects:

- You gain a +1 status bonus to Will saves. This bonus increases to +2 against mental effects. If you're legendary in Occultism, the bonus against mental effects increases to +3.
- You take a -1 penalty to Perception checks and initiative rolls.

Special You can't select another dedication feat until you have gained two other feats from the sleepwalker archetype.

INFILTRATE DREAM **FEAT 6**

ARCHETYPE **ENCHANTMENT** **MENTAL** **OCCULT**

Prerequisites Sleepwalker Dedication

Entering a dream is as natural to you as stepping through a doorway. If you're adjacent to a sleeping creature, you can enter a lucid dreamlike state, a process taking 10 minutes, to mentally walk into their dreamscape. While in the target's dream, you witness its contents, plots, and emotional experiences as an observer, though nothing within the dream can perceive or interact with you. Your target becomes temporarily immune to Infiltrate Dream for 1 week. You can't enter the dreams of a creature that doesn't have a conscious mind or doesn't dream.

While within the dream, you can attempt an Occultism check against the target's Will DC to interpret symbolism and learn information about a single topic. If the target has no knowledge of the topic, you learn they don't know about the topic unless your result is a critical failure.

Critical Success You learn a piece of information directly relevant to the topic unless the target would want to hide it. If so, you learn something related to the topic but not a direct answer.

Success You receive a hint or clue about the topic. This clue will not be inaccurate, but it's cryptic, vague, or may be understandable only with additional information.

Critical Failure The dreams mislead you, and you learn an erroneous piece of information.

VISION OF FORESIGHT **FEAT 6**

ARCHETYPE **DIVINATION** **FORTUNE** **OCCULT**

Prerequisites Sleepwalker Dedication

Requirements You're in a Daydream Trance

You use your daydreams to predict the success of actions, rapidly envisioning the possibilities. Once before the end of your next turn, you can call upon these predictions before you roll a saving throw or skill check. You can roll the saving throw or skill check twice and take the better result.

DREAM MAGIC **FEAT 8**

ARCHETYPE

Prerequisites Sleepwalker Dedication

You learn dream-related magic to aid your studies. Choose *dream message* or *sleep* upon taking this feat; you learn this spell as a 4th-level innate occult spell. If you choose *sleep*, you can cast the spell only while in a Daydream Trance. You become trained in occult spell attack rolls and spell DCs, and your spellcasting ability for these spells is Wisdom.

Special You can take this feat twice, gaining the spell you didn't select initially the second time.

WAKING DREAM **FEAT 8**

ARCHETYPE

Prerequisites Sleepwalker Dedication

While in your trance, you can blur the line between dreams and reality for others. You gain the *waking dream* focus spell, which you can use only while you're in a Daydream Trance. You gain a pool of Focus Points with 1 Focus Point and you can Refocus by taking a nap for 10 minutes. You become trained in occult spell attack rolls and spell DCs, and your spellcasting ability for these spells is Wisdom.

ONEIRIC INFLUENCE **FEAT 12**

ARCHETYPE **ENCHANTMENT** **INCAPACITATION** **MENTAL** **OCCULT**

Prerequisites Infiltrate Dream

While Infiltrating a Dream, you can also implant a suggestion in the target's mind. The target must attempt a Will save against your class DC or spell DC, whichever is higher, to resist your modification, which has the effects of a *subconscious suggestion* spell, but even on a critical success, the target doesn't realize

you were trying to control them and may not recognize your presence in the dream. The suggestion remains in the target's subconscious for 1 week or until triggered. Their memories of carrying out the suggestion are hazy and dreamlike and they may not remember doing it unless later reminded.

WARD SLUMBER

FEAT 12

ABJURATION ARCHETYPE OCCULT

Prerequisites Sleepwalker Dedication

Just before going to sleep, you can perform a 10-minute ward to protect the slumber of up to eight creatures within 30 feet of you. All creatures affected by the ritual gain a +4 status bonus on saving throws against *nightmare*, a night hag's dream haunting, or other effects influencing dreams (such as those provided by this archetype) until your next daily preparations. They heal double the usual amount of Hit Points from resting.

DREAM LOGIC

FEAT 14

ARCHETYPE ENCHANTMENT MENTAL OCCULT

Prerequisites Sleepwalker Dedication

You can transmit a sense of dreamy nonchalance. If you do something especially strange or dangerous while you're in your Daydream Trance, such as entering a restricted area or fighting someone in the street, any creature that isn't one of your allies must attempt a Perception check against your class or spell DC (whichever is higher). On a success, it realizes something is amiss, and on a failure, it believes nothing is out of the ordinary. The creature can attempt a new check if you start doing something else strange, but not if you continue on the same course of action it already failed to notice was peculiar.

Any hostile action by you or your allies against an affected creature automatically ends the effect for that creature. The GM might allow the creature a new check if someone else brings your actions to its attention, such as if someone you're attacking calls out for help. When your trance ends, affected creatures retain their memories of events but likely still view them as unremarkable; unless they are prompted to relate the events, they might not report them.

SHARED DREAM

FEAT 16

ARCHETYPE

Prerequisites Sleepwalker Dedication

You've learned to create a shared dreamscape to communicate with others. You can cast *dream council* as an innate occult spell.

EVER DREAMING

FEAT 18

ARCHETYPE

Prerequisites Sleepwalker Dedication

You draw no distinction between the sleeping and waking worlds. Your Daydream Trance has an unlimited duration, and you no longer need to take an action to enter it. If you're unconscious due to sleep, you don't take the -4 penalty to AC, Perception, and Reflex saves, and don't have the flat-footed condition. You're still blinded while asleep. You can act on your turn while asleep, though you're slowed 2 until you fully awaken.

SLEEPWALKER FOCUS SPELL

WAKING DREAM

FOCUS 4

ENCHANTMENT MENTAL

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You cloud the target's mind with vivid, dreamlike imagery, so they have difficulty distinguishing real threats from imagined ones.

Critical Success The target is unaffected.

Success The target is distracted by the visions and treats all other creatures as concealed for 1 round, and you can't Sustain the Spell to increase the duration.

Failure The target is confused. In addition to the creatures present, the target might also attack wildly at thin air, attempting to fend off the dreams. It can attempt a new save at the end of each of its turns to end the confusion. Even if the confused effect ends early, the target treats all other creatures as concealed for 1 round.

Critical Failure As failure, but the target gets no save to end the effect early.



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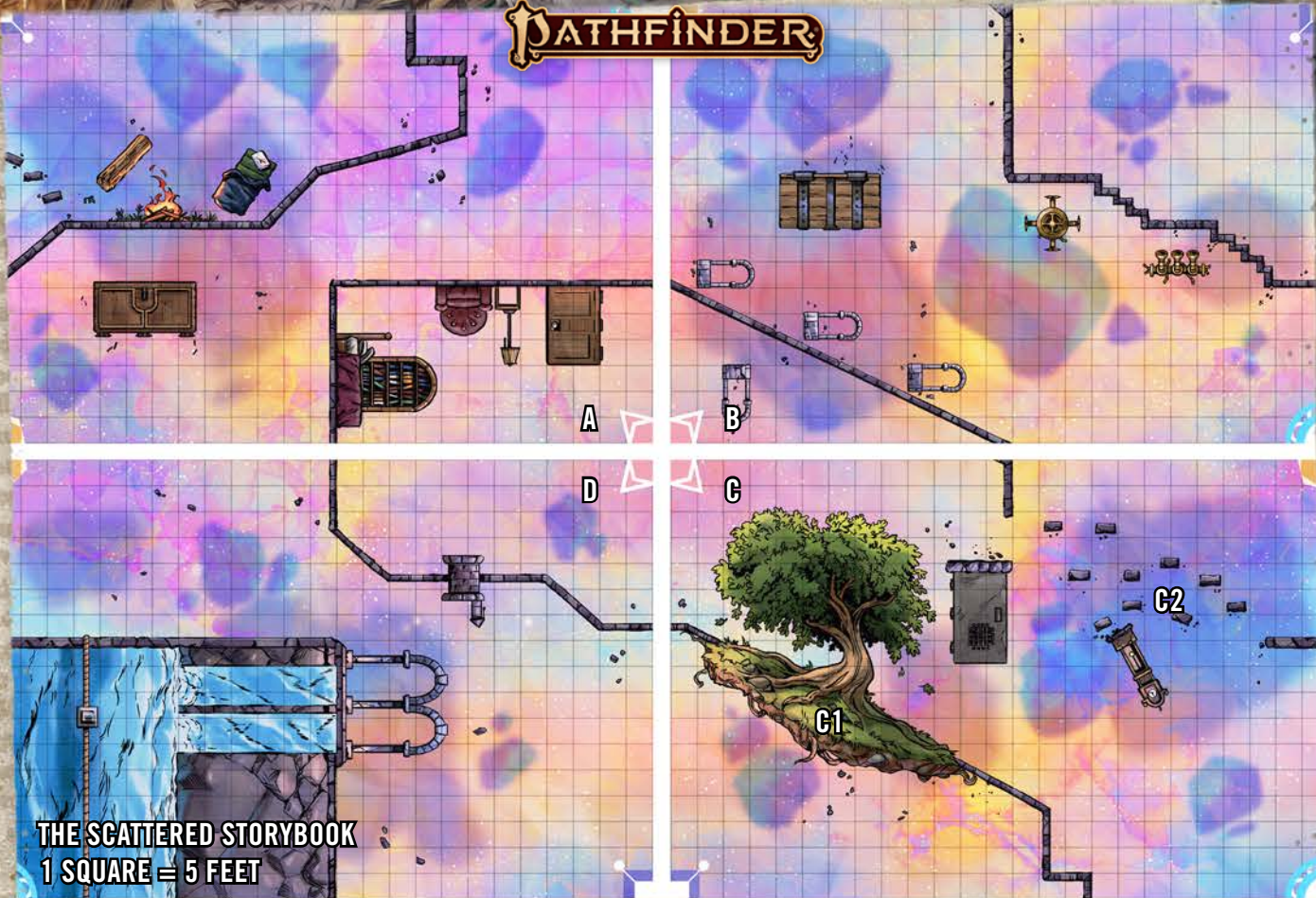
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PATHFINDER



THE LAST DREAM

For as many mysteries as there are covering our world, the spaces within the self can hold even stranger revelations. In Nantambu, guided by the professor with the armadillo mask that matches this bead, I once had the opportunity to peer into my own self. I saw something there, in that space within my memories... one day, I hope to return to it. —K.H.W.

ADVENTURE BACKGROUND

When the Lone Archivist began to take special interest in the casefiles he would later steal from the Archive, he knew he'd need a private way to return to them, one that neither the greater Dark Archive nor the Pathfinder Society would know of. The PCs should know this network well by now: the *somnambulist's bridge*.

Not magically inclined himself, K.H.W. visited a friend of his, a Magaambyan scholar named **Elaro** (LN male anadi lore-speaker). The two first met during the Six Clouds Incident, when K.H.W. was a young archivist stationed in Nantambu. Elaro, many years his senior, would go on to serve as a mentor and magical consultant for the archivist on several cases of note, using his burgeoning research into dreamscapes to help the archivist return to his memories of past cases and examine them for new angles or details.

Upon hearing his friend needed a way to discreetly return to the actual sites of certain unsolved cases, Elaro found a way to modify his research to create a dream-based transportation system. The bearer would dream a memory so powerfully that they physically returned to the location

the memory was formed. However, the makeshift system was unstable, degraded after a single use, and only enabled a traveler to visit locations in a set order. Now that the PCs have solved the other cases, clearing the *somnambulist's bridge's* links to those regions, the bridge is empty, returning to its default destination: the city where Elaro created it. It stands ready for one last trip.

GETTING STARTED

When the Dark Archive folio opens to the casefile for this adventure, the PCs can easily note that a single flat, turquoise bead is affixed to the page with a dab of adhesive, matching the mask the Archivist's note describes. The bead glows slightly, visible through satchels or clothing, as the PCs make their transit through the *somnambulist's bridge*. On the other side, they're welcomed by the sounds of a bustling market, burbling canals, and glass chimes tinkling in the warm breeze of Nantambu.

The party can either explore the city or head straight for the Magaambya to begin their search for the owner of the armadillo mask. A PC can attempt a DC 25 Gather

Information check around town to learn more; a success turns up rumors that there once was a scholar with an armadillo mask, an anadi, who specialized in the study of dreams and memory at the Magaambya, but he passed away a few years ago. Luckily, his grandson Kedari yet resides in Nantambu, and is likewise a student at the Magaambya.

A PC who succeeds at a DC 28 Society check can learn that the mask matching the bead was likely made by a Magaambyan scholar of attendant rank, who likely then kept the mask throughout their academic career. The mask has a strong divination aura.

VISITING THE MAGAAMBYA

The party can locate **Kedari** (NG male anadi conversant) in one of the Magaambya's libraries, perusing scrolls with his classmate and fiancé, **Ieme** (CN male human conversant). The stranger-shy Kedari adopts his humanoid form quickly at the sight of unexpected visitors. At first, when inquired about his grandfather, Kedari denies knowing anything about his research, but his evasive attitude changes once the party shows him the bead.

Kedari's jaw goes slack. "I don't believe it! I thought Grandpa was covering my eyes with Grandmother Spider's web the entire time." Looking at the bead, Kedari pulls a turquoise armadillo mask from his pack. "The magic still pulses, how amazing... may I?" He reaches out for the bead, which fits perfectly into a notch on the mask's ear.

Once the PCs hand the bead over, Kedari will happily answer any questions they have to the best of his abilities.

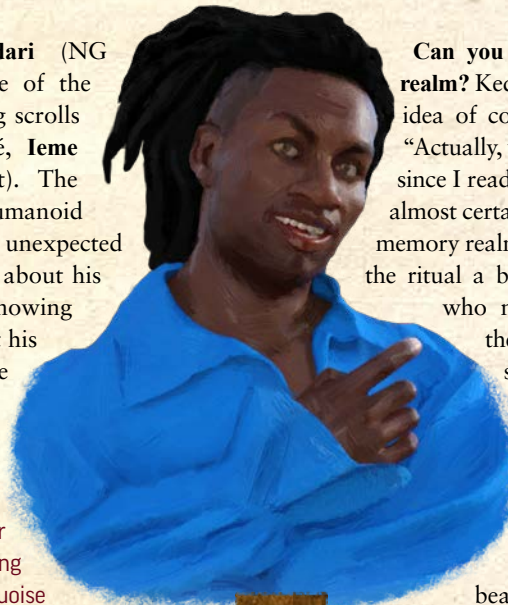
How did the bead end up with us? "According to Grandpa, he used to work with some detective or hunter or something like that, this Avistani-Tian man. He never spoke much about the man, but he'd always tell stories about scouring his research to help with a cursed tree or demonic animal or what have you... honestly, the stories would change a bit every time he told them. Anyway, after the last job they did—something about haunted rain, where he nearly lost his neck—he and the man went out drinking around Nantambu to celebrate. He said he gave the man that bead as a thanks for saving his neck all those times over the years."

What research did your grandfather do? "He worked on what the Cascade Bearers call a Memory Realm." Kedari draws a circle with his hands as he describes. "The Uzunjati branch prefer to call it the Storybook. Functionally, they are the same. Think of it like... a demiplane that everyone has inside them, made out of their memories."

ABOUT THIS ADVENTURE

Recommended Level: Party of four 12th-level characters.

The adventure begins with the PCs traveling to Nantambu, where they must seek the aid of a magical specialist to aid them in entering the Storybook, a personal mindscape created by the Lone Archivist. Breaking through the mindscape's defenses, they find themselves in a strange location where they will have to sift through and confront the Archivist's memories to gain access to the last secret of the Dark Archive.



Kedari

Can you help us access this man's memory realm? Kedari becomes extremely excited at the idea of continuing his grandfather's research. "Actually, with this bead, I can! It's been a while since I read Grandpa's research, but that bead is almost certainly what he used to access the man's memory realm in the first place. I'll need to modify the ritual a bit, though..." Kedari looks to Ieme, who nods supportively. With confidence, the scholar snaps his fingers. "Let's get started! I'll write up a list of books we'll need to retrieve."

THE PROJECTION RITUAL

By cross-referencing the theories in his grandfather's research with magical runes etched within the bead itself, Kedari and Ieme extrapolate the ritual that Elaro likely used to help the Lone Archivist access his own personal memory realm. Given the close association of dreams and memory, Kedari deduces the entrance to any memory realm can be located in the Dimension of Dreams, as long as sufficient emotional guidance is provided at the moment of casting, here in the form of the bead Elaro gave K.H.W. many years ago. However, modifying the ritual will require a few extra steps, which the PCs can help out with.

PCs can assist in the research effort with a successful DC 30 Arcana or Occultism check or a successful DC 28 Lore check related to the Astral Plane or another planar subject. Other PCs can search the city of Nantambu for rare dream spider silk, a crucial component for the modified ritual, which they can locate with a successful DC 30 Diplomacy or Society check or a successful DC 28 Mercantile Lore or Guild Lore check to locate a well-connected seller. Once the PCs locate a vendor, Kedari is more than happy to provide the funds necessary to purchase the silk from his Cascade-Bearer stipend, as the ritual represents an important piece of research into his family's magical theories. A PC can attempt only one check; if two or more PCs succeed, then their aid empowers the ritual crossing, granting all PCs a +1 status bonus to their checks in the

Chase encounter to enter the Storybook (see Racing Down Memory Lane, below).

The research takes until midnight, after which point Kedari is ready. To reduce variables during the experimental ritual, Kedari arranges for the casting to take place in a private laboratory under layers of the Magaambya's finest magical wards. The scholar spins a web of magic, connecting each PC to the armadillo mask, which flares in dreamlike colors before the PCs fall into a gentle slumber.

RACING DOWN MEMORY LANE MODERATE 12

Kedari's ritual feels similar to the transits through the somnambulist's bridge, but somehow more complete—as natural as falling asleep after a long day. When the shift is complete, the party stands in a dreamlike, temperate forest before the rotting walls of a two-story library. Books pile at the foot of collapsed bookcases and shelves, their covers marred by rain and mildew. Only a pair of darkwood doors stand, frameless, among the trees and ruin.

The party comes across the entrance to what must be the memory realm. With an appropriate DC 28 Society check or DC 25 check with an appropriate Lore skill, such as Pathfinder Society Lore, a PC can identify the doors as the pair that once stood at the entrance to the Vaults of the Grand Lodge in Absalom. As soon as the doors are opened, the mindscape mounts a defense to keep out intruders; read or paraphrase the following.

The doors swing forward easily with a creak. The forest grows cold and dark behind you, storm winds rising to buffet you inside even as the library's interior blurs and shifts. Though you've never been here, you can't shake how familiar it all feels.

This encounter uses the Chase subsystem described on page 156 of the *Gamemastery Guide*. If the party doesn't collectively acquire the number of Chase Points listed in the obstacle by succeeding at the indicated skill checks in one round, they only barely manage to outpace the obstacle, taking the damage listed in the Penalty section.

BIRCHFROST KAIJU OBSTACLE 12

Chase Points 4; Overcome DC 28 Acrobatics or Athletics to dodge the Beast's legs and falling trees, DC 30 Intimidation to Demoralize the beast, DC 26 Arcana or Occultism to counteract the jawbone

Cold, muggy mist drifts on the shores of the Lake of Mists and Veils, though pieces of Yllaldo Castle are strewn through the forest. The jawbone of Nolimarthus protrudes from the water, and a deafening drone fills the air. When it ends, the Birchfrost Beast emerges from the lake, growing in size with each terrible blast of sound until it blots out the sun and the ground shudders.

Penalty The Birchfrost Kaiju's thundering steps deal 6d6 bludgeoning damage (DC 34 basic Reflex save) to all PCs.

IMPOSTORS AT THE OPERA OBSTACLE 12

Chase Points 5; Overcome DC 28 Diplomacy or Intimidation to get the two sides to back down, DC 30 Perception or Society to identify or draw out the impostor

The Fullbloom Opera House is lovely this evening, the *Lady of the Harvest* hanging on stage. "Heroes, your arrival is most timely!" Jaynt or Vir (whoever the PCs sided with when they played Shaking the Helping Hand) calls from the stage—but there are two of her. "That impostor has sown seeds of doubt into the minds of my allies. You must assist me!" says one from stage left, while on stage right, the other decries, "Lies, smoke, and mirrors! I'm the real one, and it's YOU who have come to destroy us from within!"

Penalty Having incorrectly identified the impostor, mirror versions of the PCs appear behind them and plunge daggers into their backs, dealing 2d6 piercing damage plus 2d6 precision damage.

MOTHER AND GRANDFATHER OBSTACLE 12

Chase Points 3; Overcome DC 32 Stealth or Athletics to escape from the confrontation, DC 30 Religion or Nature to ward off the magic

The Womb of the World's temple is strangely cold and covered in snow. Ded Bolota looms tall in one corner, birch leaves and snowflakes swirling threateningly around him, while Mother Mitera rises in the other, held within an enormous wicker avatar grown of moonflower vines. The two plant bodies begin to brawl and launch bolts of natural magic as the waves of the Obari Ocean crash.

Penalty The clash from the two creatures deals 3d6 cold damage plus 3d6 poison damage (DC 34 basic Fortitude save).

FLASHBACK LOOP OBSTACLE 12

Chase Points special (see below); **Overcome** special (see below) Time surreptitiously loops. Return the PCs to the Birchfrost Kaiju obstacle, describing it the same way as the first time. The Overcome skills are the same, but their DCs are all one lower, and the number of Chase Points required is also 1 lower. If the PCs clear this, return to the Impostors at the Opera obstacle, then the Mother and Grandfather obstacle, and then the chase ends. However, if at any point a PC realizes this is a time loop, the *Knife of Trouble Elimination* appears before them, and any PC can sever the loop to automatically clear the obstacle and end the chase.

THE SCATTERED STORYBOOK

The crack in the kaleidoscope of memories widens, wind and light bursting through before drawing in. The memories that once stretched their ethereal claws now scream in anger, reaching out as the ground drops and falls away, down, down, down into the depths of a void.

Your back hits a door. It swings open. You stumble in. For a moment, the world is suspended and weightless before gravity reasserts itself towards the nearest surface: a perfectly smooth, flat plane of vivid colors.

A strange, dreamlike space, littered with objects jutting out of the plane or floating at odd angles with impossible gravity, extends in all directions. The “ground” beneath you is marked with a geometric symbol, split faintly into four parts that extend in each cardinal direction—if such things even matter in this strange realm.

THE CENTRAL GATE

Having made it through the mindscape’s defenses, the PCs have landed in the exact center of the Storybook proper, where all four sections of the mindscape intersect. Various objects jut at odd angles out of the “ground,” which, despite seeming like open space, is solid, like a pane of glass made from pure color.

PCs who succeed at a DC 30 Arcana or Occultism check realize that of the various symbols on the ground, one—the blue circle with a white center—is some kind of gate that will lead deeper into the mindscape, if only it could be assembled completely. Upon succeeding at this check, they also realize the mindscape can be rearranged if the correct anchor objects are found, which are likely located in each area marked by the segments of the symbol on the ground.

Rearrangements: The realm is divided in four rectangular sections that can both rotate and swap with each other. As the mindscape can shift freely and often, consider using four separate flip-mats, print-outs, or other types of map at your game table that you can rearrange as the mindscape shifts; if playing digitally, consider preparing multiple map files or layers. Controlling a section of the Storybook requires that a creature have the “anchor” for that section—a metaphysical object that enables the creature to Reshape the Mindscape. A creature can have only one anchor, though it can willingly relinquish the anchor if it chooses. An anchor leaves any creature that falls unconscious.

RESHAPE THE MINDSCAPE

CONCENTRATION MANIPULATE

Requirements You have the anchor for a given section of the Storybook.

You impose your will on the Storybook to alter its structure. Choose one of the following effects, which applies to the section of map for which you have the anchor.

Rearrange You swap the position of your section of map with another. To use this ability, you and the anchor-holder for the other section must agree to the transposition.

Redirect You create a momentary redirection of gravity toward one of the four edges of the map, causing creatures to fall in that direction until they hit the edge of the map or an obstacle, or until they cross into a new section of map with normal gravity. Creatures who fall more than 40 feet within the Storybook are affected by a *feather fall* effect, as they have time to subconsciously reject the false reality of the mindscape.

Reorient You rotate the section of map by 90 degrees, either clockwise or counterclockwise.

A. THE CHILDHOOD BEDROOM

LOW 12

This cozy bedroom clearly belongs to an inquisitive child. Sturdy shelves next to the four-poster bed contain storybooks and friendly informational volumes on the wonders of Golarion.

Creature: A metaphorical manifestation of K.H.W.’s childhood curiosity has taken the form of a shining child and inhabited this bedroom. The sight of strangers excites the astral creature, who attempts to get the PCs to tell him a story. While the shining child has no intention of letting the PCs leave alive, if a PC tells him a good story and succeeds at a DC 29 Performance or Society check, the shining child is so engrossed he forgets he can Reshape the Mindscape and doesn’t use this ability during the ensuing combat. If the PCs don’t tell a satisfactory story (or refuse to attempt one), the shining child attacks anyway.

ELITE SHINING CHILD

CREATURE 13

Pathfinder Bestiary 6, 292

Initiative Perception +25

Reshape the Mindscape The shining child controls the anchor for section **A**.

Treasure: Defeating the shining child causes a mystical tome, the anchor for this section of the mindscape, to emerge from the bookshelf by the bed. When a PC takes possession of the tome, it fuses into their body, granting them the ability to Reshape the Mindscape on section **A** of the map.

B. THE IRONWORKS

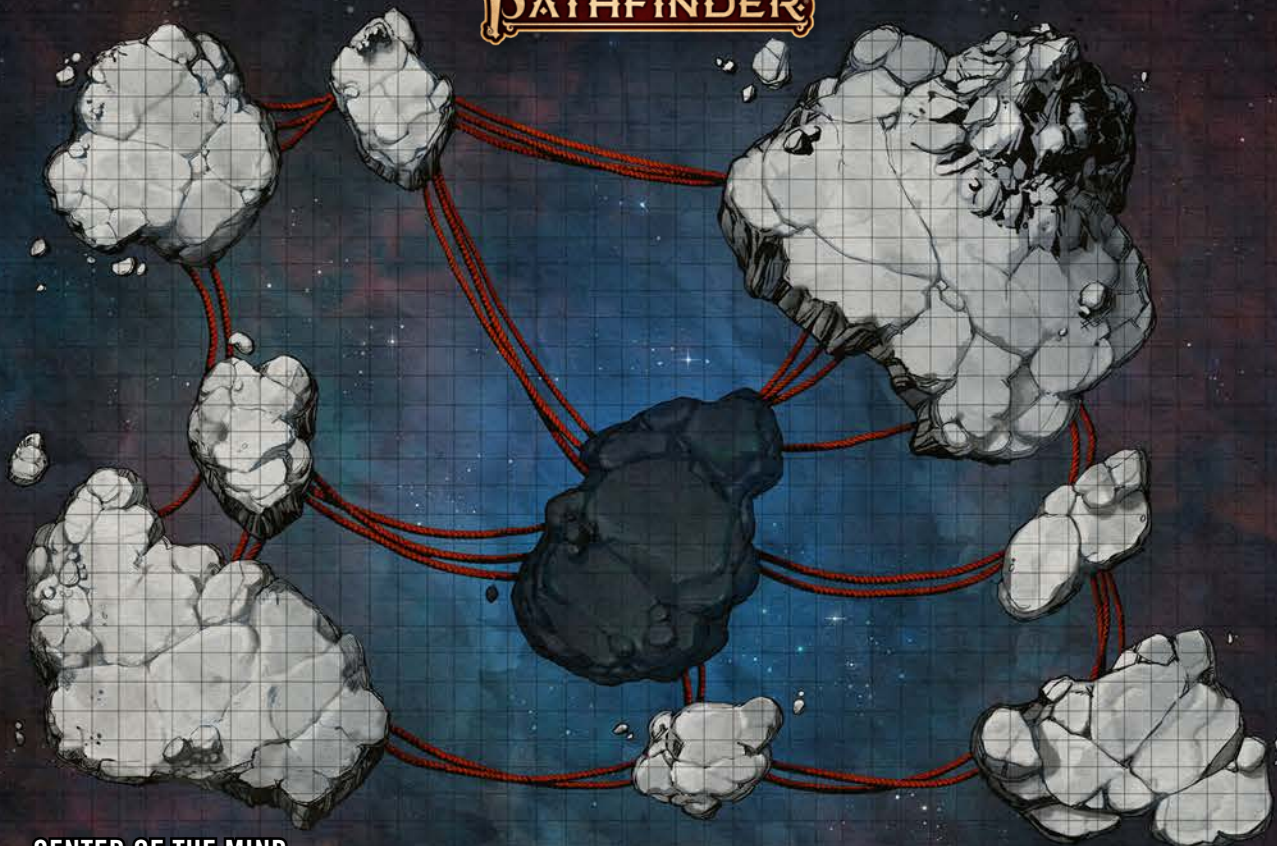
Three valves protrude from the wall above a polished dial and mechanical wheel. A few feet away, the pipes empty into a round glass flask.

The valves and machinery here represent K.H.W.’s comfort with his fellow archivists, knowing that every part of their larger endeavor is operating well. The anchor for this section of map—a dial polished to a mirror sheen—can be easily removed from the machinery, but doing so releases steam that deals 6d6 fire damage (DC 32 basic Reflex save) to any creature within a 20-foot emanation of the wheel when the dial is removed.

Treasure: The mirror in the face of the dial is the anchor for this section of the map. When a PC takes possession of the mirror, it fuses into their body, granting them the ability to Reshape the Mindscape on section **B** of the map.

C1. THE TREE OF TIME

This large fig tree quickly cycles through its life phases: sprouting new leaves, blooming, bearing fruit, and withering. Only a list of virtues, carved in Tien into its bark, remains unchanged as the tree morphs.



CENTER OF THE MIND
1 SQUARE = 5 FEET

This tree is a memory of one that K.H.W. loved when he was growing up in Goka. Any PCs who speak Tien can decipher the virtues listed as: loyalty, patience, honesty, frugality, and humility. If a creature speaks these virtues in Tien to the tree, all creatures adjacent to it recover Hit Points as if they had a full night's rest as magic accelerates their natural healing. The tree's power is then spent for 1 day.

C2. THE CLOCK **MODERATE 12**

Light shines from a large, heavy grandfather clock that ticks steadily as it hovers in midair. The clock's hands seem to spin faster and faster as you stare at it, yet they never seem to reach midnight. The longer the hands spin, the stronger a strange worry within you grows: time ceaselessly marches on.

This clock represents K.H.W.'s fear of lacking the time needed to uncover truth. Within the clock is a source of light: a lantern. However, the clock also has a deadly surprise.

Hazard: Bladed cogs and clock hands attempt to slice any creature that opens the clock to shreds.

FLENSING BLADES (2) **HAZARD 12**

Pathfinder Gamemastery Guide 81

Treasure: The lantern, the anchor for this section, can be extracted from the clock once the hazards are disabled.

When a PC takes possession of the lantern, it fuses into their body, granting them the ability to Reshape the Mindscape on section C of the map.

D. THE FATHOMLESS DEPTHS **MODERATE 12**

A rectangular space has seemingly been cut out of the floor here, creating a pool of water so deep the bottom is beyond sight. A tightrope connects the shore to a platform in the center, where a chalice pours forth water endlessly.

Creature: To help it lure creatures into its depths, the pool conjures a rusalka—a creature K.H.W. has been scared of since he first moved to Avistan as a child.

RUSALKA **CREATURE 12**

Pathfinder Bestiary 2 229

Initiative Perception +22

Reshape the Mindscape The rusalka controls the anchor for section D.

Hazard: As a manifestation of the Archivist's fear of the unknown (as well as his more literal fear of the ocean), the pool seeks to tempt creatures into the pond and trap them.

THALASSOPHOBIC POOL **HAZARD 12**

COMPLEX **MAGICAL** **TRAP**
Stealth DC 25 (trained)

Description The pool sucks in creatures that fall into it, making them sink into its endless depths.

Disable DC 32 (master) Diplomacy or Deception to quell the fear and calm the pool or DC 35 Intimidation to give the pool something worse to fear; three successes required.

Downpour **Trigger** A creature falls into the pool; **Effect** More water pours forth from the chalice. Creatures in the pool become clumsy 1, and they can't decrease their clumsy condition so long as they remain in the pool. The trap then rolls initiative.

Routine (3 actions) Water from the chalice increases the depth of the water by 10 feet for each action. Each time this happens, creatures in the pool are pushed 10 feet down and take 1d6 bludgeoning damage. As the pool has no bottom, creatures in it can fall down indefinitely; they must Swim up to avoid drowning, but the water is especially choppy, so the Athletics DC is 25. The pool never overflows. Each successful check to Disable reduces the pool's actions by 1, and once the pool is completely Disabled, the water becomes still and the Athletics DC to Swim becomes 10.

Reset The trap resets once there are no moving creatures in it.

Treasure: The chalice, the anchor for this section, is clearly visible as the source of the flood. When a PC takes possession of the chalice, it fuses into their body, granting them the ability to Reshape the Mindscape on section D of the map (and removing the ability from the rusalka, if they're still alive).

THROUGH THE CENTRAL GATE

When the PCs have control of all four anchors and have used them to Reshape the Mindscape, rotating and rearranging the four areas to complete the blue gate at the center, the following inscription around the circumference of the gate becomes clear.

Truth

From here springs forth curiosity, brilliant and joyous
Alone I pursue knowledge, befriending unsettling dreams
Grueling is the work, yet its rewards remain supreme

When the inscription is aloud, the center of the gate opens and the PCs can proceed through.

E. CENTER OF THE MIND

SEVERE 12

Beyond the gateway, the colors of the memory realm fade away and everything falls through a black void, drifting further apart. All around, flashes of mysteries from every corner of Golarion illuminate the darkness—an unidentified object appearing in the night sky, a strange dagger trading hands across the land, a massive claw visible in a thunderstorm. A collection of rocks comes into view below, floating among the memories. Red strings connect each memory to another, forming a web of connections, but all the strings eventually wind their way toward a humanoid figure, bound in the center of the mindscape.

Use the map on page 212 for this area. Each PC lands safely on a different chunk of land and will likely try to make their way towards the figure on the central island. Though worn and frayed, the ropes that span from island to island are sturdy enough to cross with a successful DC 30 Acrobatics check to Balance. If a character slips, they fall 100 feet before landing (taking falling damage as normal) in the location they started as space loops vertically around them in this strange mindscape.

Creature: On the central rock, the figure—a middle-aged man with unkempt hair and a short beard, wrapped in red cords—turns his attention from the kaleidoscope of memories that bloom in the dark, a look of rapt and wistful attention in the eyes below his bushy brows. He speaks willingly, and his responses to some of the PCs' likely questions are below:

Who are you? / Are you "K.H.W."? / Are you the archivist who wrote this folio? "...No. Somewhat? I'm... an imprint of him, an echo left here in this realm to guard something. A secret. Something left here for safekeeping."

Then, can you tell us about K.H.W. / the Dark Archive? The Echo is happy to talk to fellow delvers of the unknown, asking the PCs what they've seen and giving comprehensive (if slightly rambling) answers if asked about the minutiae of any mystery encountered by the Dark Archive. Feel free to reveal any of the information in the incident reports, casefiles, or GM-facing information in the adventures throughout this book. However, he finds that any information about deeper secrets of the Dark Archive, and even the Lone Archivist's real name, have been redacted from his mind. If pushed to remember, he becomes increasingly disoriented and hostile.

What kind of secret do you mean? The Echo unfurls a hand, and a single crumpled page appears in it. The page is torn along one edge and clearly matches those of the Dark Archive folio. "I'm not sure. I can see there's writing here, but I can't make it out. I imagine it's been redacted from my view, just like the memories I can't remember."

Can you give it to us? Read or paraphrase the following to begin the final encounter of the adventure.

A wistful expression crosses the Echo's face. "Indeed... I'm supposed to entrust the secret to whoever can make it here, to the center of this realm." He looks out at the various memories in the void, flitting through an infinite variety of strange creatures and phenomena. The Echo closes his hand, the crumpled page disappearing as quickly as it appeared, and the red strings throughout the mindscape twang and snap as he lurches himself free and drops to the rock below. The snapped strings all wind toward the Echo, wrapping onto the curious spindle in one of his hands and attaching to the dull blade in his other. "But once I do, my business here will be done, my dream of the Archive over... and I'm not ready for the dream to end."

The Echo opens with his Spindle's Web ability, which he uses as often as he can. He prefers to attack at middle range with his *rope dart*, using his Astral Thread Control to attack vulnerable pairs of PCs. Once he has fewer than half his Hit Points, he relocates frequently; as the call of the void doesn't target him, he often moves across the red ropes or teleports to other islands to gain a tactical advantage against the PCs and ensure the island he's on still has mental essence if he needs to heal himself. He knows his existence will unravel as soon as he surrenders the crumpled folio page to the PCs, and so fights until destroyed.

K.H.W.'S ECHO

CREATURE 14

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +30

Languages Common, Tien

Skills Acrobatics +28, Arcana +25, Athletics +25, Esoteric Lore +30, Nature +25, Occultism +25, Religion +25

Str +4, **Dex** +5, **Con** +4, **Int** +5, **Wis** +5, **Cha** +8

AC 36; **Fort** +23, **Ref** +24, **Will** +28

HP 280; destabilized form

Destabilized Form When the Echo has fewer than 140 Hit Points, his form destabilizes, large chunks disintegrating from his face, limbs, and torso. White moths constantly stream from the missing spaces, creating a 10-foot emanation that deals 6d6 mental damage with a DC 34 basic Will save. As long as the aura persists, he can dissolve into moths and re-form at another location within 15 feet as a free action at the beginning of each of his turns; this has the occult, conjuration, and teleportation traits.

Attack of Opportunity \curvearrowright The Echo has reach 15 for the purpose of determining when Attack of Opportunity triggers and when making Attacks of Opportunity.

Speed 25 feet

Melee \curvearrowright *rope dart* +29 (disarm, finesse, magical, sweep, tethered, trip), **Damage** 4d4+13 piercing plus 2d6 mental

Ranged \curvearrowright *rope dart* +29 (disarm, finesse, magical, sweep, tethered, thrown 80 feet, trip), **Damage** 4d4+13 piercing plus 2d6 mental

Astral Spindle Implement The Echo carries a drop spindle that constantly spins red astral thread, which is both his thaumaturgic implement and weapon. If his *rope dart* is lost or broken, he can re-form it with an Interact action. If he critically succeeds at a *rope dart* Strike, overwhelming thoughts and figments flow down the thread into the target's mind. The target becomes confused for 1 round.

Astral Thread Control \curvearrowright **Frequency** once per round; **Requirements** The Echo's previous action was a successful thrown *rope dart* Strike; **Effect** The Echo flicks his wrist and makes a follow-up thrown *rope dart* Strike at a different target within 30 feet of the first target, using the same multiple attack penalty as his previous Strike. Regardless of whether his attack hits, he then retrieves the weapon.

Contingency Oathday-Nine-Rova \curvearrowright **Frequency** once per day; **Trigger** The Echo's turn begins and he's stunned, slowed, confused, controlled, immobilized, grabbed, paralyzed,

restrained, or otherwise can't act; **Effect** The Echo has set up numerous contingencies in the event he's compromised. Talismans on his body shatter, counteracting the triggering effect. The Echo can use this free action even if he can't act.

Reconstitute from Thought \curvearrowright (necromancy, healing)

Requirements The Echo is standing on one of the eight large islands of the map, and the island hasn't darkened; **Effect** The Echo throws his rope dart into the island and uses it to absorb mental essence from the mindscape, repairing himself. He regains 45 Hit Points and the island turns a desaturated gray for 1 day, preventing future absorption and disabling the call of the void hazard on that island (see below).

Spindle's Web $\curvearrowright\curvearrowright$ The Echo's spindle revolves faster and faster until it's a blur, lashing red threads in every direction. The threads deal 7d6 slashing damage and 7d6 mental damage to all creatures in a 30-foot emanation, with a DC 34 basic Reflex save. If a creature fails its save, the threads awaken the mindscape anchor within it, affecting it differently based on which anchor that creature used to gain access to the center of the mindscape. (If there is a PC who didn't absorb a mindscape anchor, for instance because there are more than four PCs in the party, then use the anchor of the PC closest to them.) The Echo then can't use Spindle's Web for 1d4 rounds.

- **Lantern** The lantern outlines the creature with searing *faerie fire* that deals 2d6 persistent fire damage.
- **Mirror** The mirror reflects the creature to another location, teleporting them to a clear space within 25 feet of their current location.
- **Chalice** The chalice drains life force, granting the Echo temporary HP equal to half the damage dealt.
- **Tome** The tome floods the creature's mind with information; the target is slowed 1 for 1 round.

Hazard: A manifestation of K.H.W.'s curiosity, now turned to malevolent ends, lures those who approach the void below the islands ceaselessly into its depths.

CALL OF THE VOID

HAZARD 12

UNIQUE COMPLEX ENVIRONMENTAL MAGICAL

Stealth DC 25 (expert) to notice a slight tugging feeling

Description A supernatural compulsion to leap into the unknown exerts itself on anyone who approaches the ledge.

Disable DC 34 Occultism or DC 36 Arcana to expel the magical compulsion from the current island and from any of the red ropes directly attached to it, darkening the rope in color. The Echo also automatically disables the hazard from any island he's standing on, and any of the red ropes directly attached to it, when he Reconstitutes from Thought on that island.

Leap into the Unknown \curvearrowright (enchantment, mental); **Trigger** A creature enters a square adjacent to the ledge of an island or steps onto one of the red ropes; **Effect** The call of the void tugs at the mind of intruders, compelling them to leap off the ledge. The creature must succeed at a DC 34 Will save or DC 32 Acrobatics check to Balance or else drop off the ledge. If the creature falls off, it drops 100 feet, loops through the closed space of the mindscape, and lands in the square it fell

from, taking falling damage as normal (usually 50 bludgeoning damage). The call of the void then rolls initiative.

Routine (1 action) The call targets all creatures adjacent to a ledge or on one of the red ropes and tugs at their minds. A creature who has already fallen this round is immune.

Reset The call of the void persists as long as the Echo exists, though it doesn't activate until the Echo has rolled initiative. The hazard resets each day.

CONCLUSION

As the final blow is struck, the Echo collapses in a storm of white moths that scatter in every direction, leaving cracks in the fabric of the mindscape itself. Soon, the PCs are ejected, landing wherever it was that they first opened the *somnambulist's bridge* to travel to Nantambu. When the air clears, all that's left is the crumpled paper the Echo refused to hand over: the Lone Archivist's last secret.

If a PC unfolds the paper, they find an iron key in the shape of the Dark Archive's symbol that turns, ever so slightly, in their hand, pointing someplace distant like the needle of a compass tugging north. The paper bears the following note.

I know there's a chance no one ever reads this. Even so:

If you hold this page, you are first among the successors to the Dark Archive. You've passed the test I set here—but more vitally, before that, you untangled the threads I couldn't. As I can't share this astonishing success with you in person, please let me say well done, and that you have my eternal gratitude.

As I wrote in my first letter, there's no true substitute for experience. Your path here has provided plenty of that, but I hope it also brought you the joys this work can hold: the comfort of camaraderie, the satisfaction of success.

I have one final gift for you: the key to my vault, where I've stored enough secrets to fill a thousand casefiles. Follow it, and it will show you the way—to Absalom, to the vault, and to me.

I said I wouldn't be the last archivist. Thank you for proving me right. The unknown beckons.

Until we meet, my fellow Dark Archivists,
—K.H.W.

CONTINUING THE ADVENTURE

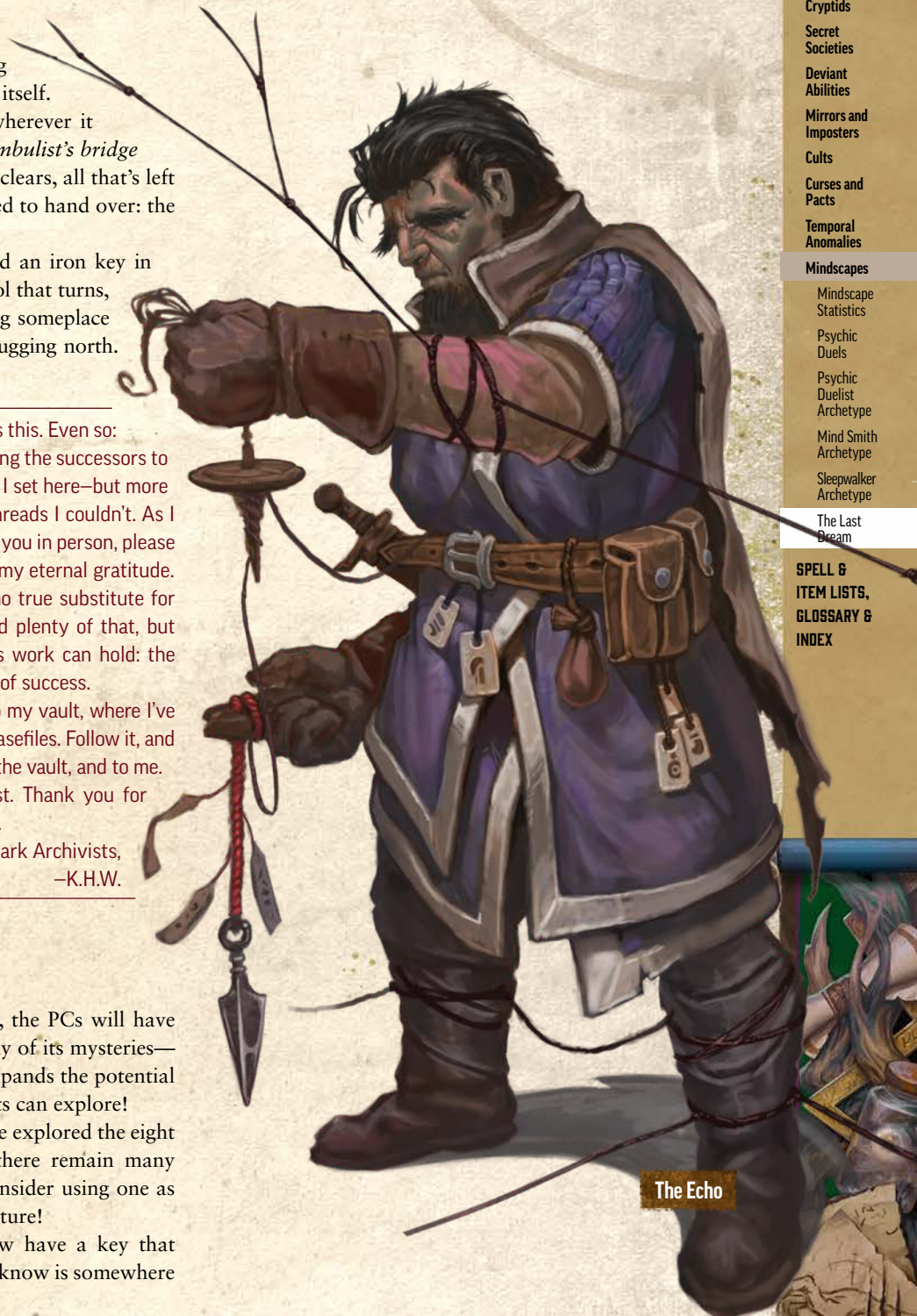
After completing the final adventure, the PCs will have crossed Golarion and uncovered many of its mysteries—but each new impossible discovery expands the potential that your party of 12th-level archivists can explore!

Unsolved Cases: While the PCs have explored the eight main mysteries of the stolen files, there remain many other incident reports to explore. Consider using one as the lead-in to your party's next adventure!

Finding the Archive: The PCs now have a key that opens K.H.W.'s last vault, which they know is somewhere

in or around Absalom. The vault is the perfect jumping-off point for further investigations into the unknown, whether it's a creature or artifact getting loose, another open file to explore, or even the adventure of finding the vault, and its last secrets, in the first place.

Rival Archivists: The PCs' adventures across Golarion, or their new possession of the vault key, might attract the attention of secret societies, cults, or stranger groups. Agents of these factions might approach—or hunt—the PCs during their next adventure for digging too deep!



The Echo

SPELL AND ITEM LISTS

As spells and items are located throughout the various sections of this book, the following pages present a list of spells and items in the book, organized by level. The spell or item's rarity is also listed, as is its page number.

SPELL LISTS

A superscript "H" indicates a spell has extra effects when heightened, and a spell with a rarity greater than common has a superscript with the first letter of that rarity. An abbreviation in parentheses indicates the spell's school. Each spell is followed by the page number where it appears.

ARCANE SPELLS

ARCANE CANTRIPS

Phase Bolt^H (evo): Fire a spike of magic that can pass through shields and cover. 106

Time Sense (div): Know perfectly what time it is. 183

Warp Step (con): Contract space to cover more ground when you move. 107

ARCANE 1ST-LEVEL SPELLS

Kinetic Ram (evo): Use waves of force to push enemies back. 105

ARCANE 2ND-LEVEL SPELLS

Empty Pack^H (ill): Make objects inside a container invisible. 105

Loose Time's Arrow (tra): Boost a group of creatures' movement through time. 182

ARCANE 3RD-LEVEL SPELLS

Bracing Tendrils (evo): Force tendrils prevent unwanted movement. 104

Rally Point^{H,U} (con): Designate a point you can teleport back to with a thought. 106

Sea of Thought^H (con): Liquid thoughts form a morass that slows movement. 106

Temporal Twin^U (con): Call a version of yourself from a recent timeline to repeat your actions. 183

Time Pocket (tra): Send an object forward in time to arrive at a later date. 183

ARCANE 4TH-LEVEL SPELLS

False Nature^U (ill): Rewrite perception and memory to make one object appear to be another. 93

Morass of Ages (tra): Temporal eddies make each step feel like an eternity. 182

Soft Landing (abj): Create a magical field that catches falling creatures and objects. 107

ARCANE 5TH-LEVEL SPELLS

Etheric Shards^H (evo): Fill an area with glittering blades of force. 105

Quicken Time (tra): Accelerate time in a nearby area. 182

Stagnate Time (tra): Decelerate time in a nearby area. 182

ARCANE 6TH-LEVEL SPELLS

Awaken Entropy^H (nec): Age creatures and objects to dust. 181

Poltergeist's Fury^H (evo): Become the center of a storm of telekinetic fury. 106

ARCANE 7TH-LEVEL SPELLS

Momentary Recovery (con): Take some simple actions in the same instant that you teleport. 106

Telekinetic Bombardment^H (evo): Hurl large objects with your mind. 107

ARCANE 8TH-LEVEL SPELLS

Falling Sky (evo): Telekinetically smash flying creatures to the ground. 105

Summon Irii^R (con): Summon a guardian from the Dimension of Time to enforce either immutability or possibility. 182

ARCANE 9TH-LEVEL SPELLS

Bilocation (con): Exist in two places at once. 104

DIVINE SPELLS

DIVINE 3RD-LEVEL SPELLS

Behold the Weave^H (div): View the timelines to make one more likely to occur. 181

Focusing Hum (enc): A pleasant hum helps resist distractions. 105

DIVINE 4TH-LEVEL SPELLS

Implement of Destruction^H (enc): A single weapon fills an enemy's mind with existential dread. 105

DIVINE 6TH-LEVEL SPELLS

Awaken Entropy^H (nec): Age creatures and objects to dust. 181

Suspended Retribution^H (div): See disaster in the future that strikes when the target takes a specific action. 183

OCCULT SPELLS

OCCULT CANTRIPS

Phase Bolt^H (evo): Fire a spike of magic that can pass through shields and cover. 106

Time Sense (div): Know perfectly what time it is. 183

Warp Step (con): Contract space to cover more ground when you move. 107

OCCULT 1ST-LEVEL SPELLS

Kinetic Ram (evo): Use waves of force to push enemies back. 105

OCCULT 2ND-LEVEL SPELLS

Empty Pack^H (ill): Make objects inside a container invisible. 105

Loose Time's Arrow (tra): Boost a group of creature's movement through time. 182

OCCULT 3RD-LEVEL SPELLS

Behold the Weave^H (div): View the timelines to make one more likely to occur. 181

Bracing Tendrils (evo): Force tendrils prevent unwanted movement. 104

Focusing Hum (enc): A pleasant hum helps resist distractions. 105

Moth's Supper^H (nec): Your breath becomes ominous moths that detect nearby bloodshed and restore your vitality. 106

Rally Point^{H,U} (con): Designate a point you can teleport back to with a thought. 106

Sea of Thought^H (con): Liquid thoughts form a morass that slows movement. 106

Shadow Spy (nec): A bird made of shadows and soil keeps watch over an area. 107

Temporal Twin^U (con): Call a version of yourself from a recent timeline to repeat your actions. 183

Time Pocket (tra): Send an object forward in time to arrive at a later date. 183

OCCULT 4TH-LEVEL SPELLS

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Telekinetic Bombardment^H (evo): Hurl large objects with your mind. 107

OCCULT 8TH-LEVEL SPELLS

Falling Sky (evo): Telekinetically smash flying creatures to the ground. 105

Summon Irii^R (con): Summon a guardian from the Dimension of Time to enforce either immutability or possibility. 182

OCCULT 9TH-LEVEL SPELLS

Bilocation (con): Exist in two places at once. 104

PRIMAL SPELLS

PRIMAL 2ND-LEVEL SPELLS

Loose Time's Arrow (tra): Boost a group of creature's movement through time. 182

PRIMAL 3RD-LEVEL SPELLS

Moth's Supper^H (nec): Your breath becomes ominous moths that detect nearby bloodshed and restore your vitality. 106

Shadow Spy (nec): A bird made of shadows and soil keeps watch over an area. 107

PRIMAL 4TH-LEVEL SPELLS

Soft Landing (abj): Create a magical field that catches falling creatures and objects. 107

ITEM LIST

The following items appear throughout the casefiles of the Dark Archives.

Level	Name	Category	Price	Page
0	False-bottomed mug ^U	Tool (Permanent)	5 sp	82
0	Membership cords ^U	Worn (Permanent)	5	82
0	Traitor's ring ^U	Worn (Permanent)	15 sp	83
1	Self-immolating note ^U	Consumable	3	83
1	Glittering scarab ^U	Worn (Permanent)	10	82
1	Sibling's coin ^U	Held (Permanent)	10	83
2	Moonlit ink ^U	Consumable	5	82
3	Forgetful drops ^U	Poison (Consumable)	10	82
3	<i>Parchment of secrets</i> ^U	Consumable	8	82
3	<i>Conrasu coin, arbiter</i> ^U	Consumable	7	155
3	Hoax-hunter's kit ^U	Tool (Permanent)	50	63
4	<i>Chimera thread</i>	Consumable	15	62
5	<i>Sampling ammunition</i>	Ammunition (Consumable)	22	63
5	<i>Wine of the blood</i> ^R	Potion (Consumable)	30	114
5	<i>Chaos collar</i>	Companion (Permanent)	125	62
5	<i>Dog-bone knife</i> ^U	Weapon (Permanent)	150	134
6	<i>Society portrait</i> ^U	Other (Permanent)	210	83
7	<i>Swirling sand</i> ^R	Catalyst (Consumable)	52	72
7	<i>Ring of sneering charity</i>	Worn (Permanent, Cursed)	--	161
8	<i>Tablet of chained souls</i>	Held (Permanent, Cursed)	--	161
9	<i>Mistranslator's draft</i>	Potion (Consumable, Cursed)	--	161
9	<i>Silent bell</i> ^U	Held (Permanent)	600	83
9	<i>Taleteller's ring</i>	Worn (Permanent, Cursed)	--	161
10	<i>Baleblood draft</i> ^R	Elixir (Consumable)	155	62
10	<i>Conrasu coin, bythos</i> ^U	Consumable	200	155
10	<i>Compass of transpositional awareness</i> ^R	Held (Permanent)	950	154
10	<i>Rose of loves lost</i>	Consumable (Cursed)	--	161
11	<i>Calamity glass</i>	Held (Permanent, Cursed)	--	160
11	<i>Golden goose</i>	Held (Permanent, Cursed)	--	160
12	<i>Cloak of the false foe</i>	Worn (Permanent)	1850	62
12	<i>Old Tillimaquin</i> ^{Ua}	Other (Permanent)	2000	63
13	<i>Horn of the aoyin</i> ^R	Held (Permanent, Cursed)	--	115
15	<i>Book of lost days</i> ^{Ua}	Held (Permanent, Cursed)	--	160
16	<i>Gift of the poisoned heart</i> ^R	Tool (Consumable, Cursed)	--	160

GLOSSARY & INDEX

This appendix contains page references for key terms appearing in this book, partial definitions for many rules and concepts, and full definitions for most traits appearing in this book. Many entries refer to the *Core Rulebook* and *Advanced Player's Guide* using the abbreviations "CR" and "APG."

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a magical connection to acid.

aftermath (trait) This trait describes feats that represent special abilities gained after exposure to the weird and deadly. 55–57

agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn. CR 282

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a magical connection to that element.

alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. CR 543–554, APG 252–255

amp (trait) An amp is a special thoughtform that modifies the properties of your psi cantrips. Psi cantrips each have their own amp, and feats with the amp trait provide different amps you can apply to psi cantrips in place of their normal amps. 13

ancestry A broad family of people that a creature belongs to. Each player character chooses an ancestry as the first step of character creation. CR 32–59, APG 6–47

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant.

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic. CR 299

archetype A special additional theme for your character that you can choose using your class feats. CR 219–231, APG 148–149
alter ego 126–127

chronoskimmer 186–187

curse maelstrom 168–169

living vessel 140–141

mind smith 204–205

pactbinder 166–167

psychic duelist 203

sleepwalker 206–207

time mage 184–185

archetype (trait) This feat belongs to an archetype.

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound. CR 301

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item or a creature with a strong alignment.

Avistan One of Golarion's continents. It makes up the northern half of the Inner Sea region.

background The experiences your character had before becoming an adventurer. Each player character chooses a background during character creation. CR 60, APG 48–51

basic spellcasting benefits These benefits are granted by spellcasting archetypes. CR 219

bomb (trait) An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. CR 544–546, APG 252–253

Bulk CR 29, 271–272

Casmaron One of Golarion's continents. Located immediately east of the Inner Sea region.

catalyst (trait) Items with the catalyst trait are consumable material spell components that alter or magnify specific spells.

chaotic (trait) Chaotic effects often manipulate energy from chaos-aligned Outer Planes and are anathema to lawful divine servants or divine servants of lawful deities. A creature with this trait is chaotic in alignment. An ability with this trait can be selected or used only by chaotic creatures.

class The adventuring profession chosen by a character. Each player character picks a class during character creation. CR 67–68, APG 52–143

class DC A class DC sets the difficulty for some abilities granted by your character's class. Class DC = 10 + proficiency bonus + key ability modifier. CR 29

cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

companion (trait) CR 604

complex (trait) A hazard with this trait takes turns in an encounter. CR 520–521, 526–529

concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.

conrasu A people that are made of cosmic force given consciousness and housed within unique exoskeletons.

consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four. CR 559–571, APG 252–259

contract (trait) A contract is a type of item that magically establishes an agreement between multiple parties and typically grants magical benefits. 164–165

counteract The process used when one effect tries to negate another. CR 458–459

cryptid adjustments Modifications to give creatures abilities that make them stranger and more mysterious. 58–61

curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses.

Dark Archive A former faction of the Pathfinder Society focused on paranormal research and containment, now defunct after being reorganized into the Grand Archive faction.

Dark Tapestry The name for the dark spaces between the stars. Believed to be home to beings far beyond the comprehension of mortals and even deities.

darkvision (sense) CR 465

death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP. CR 461

dedication (trait) You must select a feat with this trait to apply an archetype to your character. CR 219

deviant (trait) This trait describes strange supernatural or paranormal abilities. 98–103
classifications 99–103
quirks 104

divination (trait) The divination school of magic typically involves obtaining or transferring information or predicting events.

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. CR 299

Echoing Pale A strange extraplanar space linked to mirrors.

electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

elixir (trait) CR 546–550, APG 253–254

enchantment (trait) Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotion alteration, and other mental effects.

esoterica (trait) The esoterica trait is present in many thaumaturge feats and class features that incorporate the various talismans, supernatural trinkets, and other objects you carry with you. Abilities that have the esoterica trait require you to be in possession of your esoterica to use them. Normally, you're assumed to always have your esoterica with you, but in some rare circumstances, you might either not have them on hand or have your gear stripped from you. 33

Ethereal Plane A transitive plane that overlaps with the planes of the Inner Sphere. It allows for travel within the Inner Planes.

evil (trait) Evil effects often manipulate energy from evil-aligned Outer Planes and are antithetical to good divine servants or divine servants of good deities. A creature with this trait is evil in alignment. An ability with this trait can be selected or used only by evil creatures.

evocation (trait) Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and elemental forces.

expert spellcasting benefits These benefits are granted by spellcasting archetypes. CR 219

exploration (trait) An activity with this trait takes more than a turn to use and can usually be used only during exploration mode. CR 234

fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

fetchling (trait) A creature with this trait is a member of the fetchling ancestry. Fetchlings were once human, but generations of life on the Shadow Plane have transformed them.

fey (trait) Creatures of the First World are called fey.

finite (trait) Planes with this trait consist of a limited amount of space.

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to that element.

First World A plane that overlaps the Material Plane and is said to be a "rough draft" of existence. It is home to vibrant landscapes and fey.

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

gargantuan (size) CR 473-475

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region.

general (trait) CR 255

good (trait) Good effects often manipulate energy from good-aligned Outer Planes and are antithetical to evil divine servants or divine servants of evil deities. A creature with this trait is good in alignment. An ability with this trait can be selected or used only by good creatures.

haunt (trait) CR 520-529

hazard Hazards are non-creature dangers that adventurers encounter on their journeys, including environmental hazards, haunts, and traps. Simple hazards have a one-time effect, but negotiating a complex hazard takes place in encounter mode, wherein the hazard has a specific routine. CR 498
hazards of perception 122-125

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points but sometimes by removing diseases or other debilitating effects.

held item (magic item) CR 572-576, APG 260-265

heritage A choice made to further define your ancestry. CR 33

huge (trait) CR 473-475

Iblydos An ancient island nation off the coast of Casmaron defined by its hero-gods and cyclopean sages.

illusion (trait) Effects and magic items with this trait are associated with the illusion school of magic, typically involving false sensory stimuli. CR 298

incapacitation (trait) CR 301

incarnate (trait) A spell with the incarnate trait is similar in theme to spells that summon creatures, but it doesn't conjure a minion with the summoned trait. Instead, when summoned, the incarnate creature takes its Arrive action when you finish Casting the Spell. At the end of your next turn, the incarnate creature can either Step, Stride, or take the action for another movement type it has (such as Climb or Burrow), and then takes its Depart action. The spell then ends. The names of specific Arrive and Depart actions are listed in italics after the word "Arrive" or "Depart" respectively, along with any traits.

A creature summoned by an incarnate spell acts in your interests, directs its effects away from you and your allies as much as possible, and might listen to your requests, but ultimately makes its own decisions. If the spell indicates that the incarnate makes a decision, the GM determines what the incarnate does. It might become more inclined to do precisely as you wish over multiple summonings.

The incarnate isn't fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as *dispel magic*). It has a size for the purposes of determining its placement for effects, but it doesn't block movement. If applicable, its effects use your spell DCs and spell attack roll modifier.

Inner Sea Region The collective name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea.

invested (trait) CR 531

Irrisen A nation in northwestern Avistan. Known for its constant winter and rule by the winter witches.

item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks. CR 270-295, 530-617, APG 246-265

bargained contracts 164-165

cursed items 160-161

cryptid gear 62-63

secret society gear 82-83

Lake of Mists and Veils A large freshwater lake in northwest Avistan that borders the regions of Brevoy, Numeria,

Mendev, and Iobaria. *Lost Omens World Guide* 28

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness. CR 301

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

low-light vision (sense) See in dim light as though it were bright light. CR 465

Magaambya The oldest academy of arcane learning in the Inner Sea Region, located in the city of Nantambu.

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical. CR 535

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

master spellcasting benefits These benefits are granted by spellcasting archetypes. CR 219

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature. Mindless creatures and objects are entirely immune to a mental creature and can't perceive it.

metamorphic (trait) On planes with this trait, the plane's physical nature can be changed by things other than physical force or magic.

mindscape A space in the Astral Plane created by and reflecting the thoughts of its creator.

binary mindscape 202

immersive mindscape 199

mindshift (trait) An action with this trait can always be altered to use the raw power of your mind. When you take this action, you can choose to replace any damage it deals with mental damage, give it the mental trait, and replace any save it requires with a Will save. The action loses any traits matching damage types it no longer deals. 13

misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worst and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

move (trait) An action with this trait involves moving from one space to another. CR 473-475

necromancy (trait) Effects and magic items with this trait are associated with the necromancy school of magic, typically involving forces of life and death.

negative (trait) Effects with this trait heal undead creatures with negative energy, deal negative damage to living creatures, or manipulate negative energy. Creatures with this trait are natives of the Negative Energy Plane. They can survive the basic environmental effects of the Negative Energy Plane.

nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty. CR 453

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. CR 299

pacts (witch patron) 159

perception CR 13, 27, 448

poison (trait) CR 457-458, 550-554, APG 254

polymorph (trait) CR 301

positive (trait) Effects with this trait heal living creatures with positive energy, deal positive energy damage to undead, or manipulate positive energy.

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. CR 299

psyche (trait) Your psyche must be unleashed to use abilities that have the psyche trait, and they end automatically when your unleashed psyche subsides. 13

psychic (class) 8-29

conscious mind 16-23

multiclass archetype 48

psi cantrips 10-12

subconscious mind 15-16

psychic (trait) This indicates abilities from the psychic class.

psychic duel A combat or competition taking place in a mental realm between the challengers. 200-202

rare (trait) This rarity indicates that a rules element is very difficult to find in the game world. A rare feat, spell, item or the like is available to players only if the GM decides to include it in the game, typically through discovery during play. CR 13

reach (weapon trait) This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet. CR 283

reflection (trait) A creature with this trait has the reflection versatile heritage. Reflections are beings who are copies of living people, whether through cloning, planar duplication, or another mechanism. An ability with this trait can be used or selected only by reflections. 119-121

scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.

secret society member adjustment A modification to tie an NPC to a secret society. 80-81

secret society membership services Services that you can call upon if you belong to a secret society. 84-85

Shadow Plane A plane located on the far side of the Ethereal Plane that is a twisted reflection of the Material Plane.

skill A statistic representing the ability to perform certain tasks that require instruction or practice. Skill modifier = modifier of the skill's key ability score + proficiency bonus + other bonuses + penalties. CR 13, 28, 233–253

skill (trait) A general feat with the skill trait improves your skills and their actions or gives you new actions for a skill. A feat with this trait can be selected when a class grants a skill feat or general feat. Archetype feats with the skill trait can be selected in place of a skill feat if you have that archetype's dedication feat. CR 255

skill feat A general feat that improves skills. CR 68, 255
occult skill feats 78–79

sleep (trait) This effect can cause a creature to fall asleep or get drowsy.

spell A magical effect created by performing mystical incantations and gestures known only to those with special training or inborn abilities. CR 297–306
apocryphal domain spells 142–144
deviant spells 104–107
mindscape rituals 199
cult rituals 145–147
temporal spells 181–183

spirit (trait) Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

splash (trait) CR 544

subjective gravity (trait) On planes with this trait, all bodies of mass can be centers of gravity with the same amount of force, but only if a non-mindless creature wills it.

summoned (trait) A creature called by a spell or effect gains the summoned trait. A summoned creature can't summon other creatures, create things of value, or cast spells that require a cost. It has the minion trait. If it tries to Cast a Spell of equal or higher level than the spell that summoned it, it overpowers the summoning magic, causing its own spell to fail and the summon spell to end. Otherwise, the summoned creature uses the standard abilities for a creature of its kind. It generally attacks your enemies to the best of its ability. If you can communicate with it, you can attempt to command it, but the GM determines the degree to which it follows your commands.

Immediately when you finish Casting the Spell, the summoned creature uses its 2 actions for that turn. A spawn or other creature generated from a summoned creature returns to its unaltered state (usually a corpse in the case of spawn) once the summoned creature is gone. If it's unclear what this state would be, the GM decides. Summoned creatures can be banished by various spells and effects. They are automatically banished if reduced to 0 Hit Points or if the spell that called them ends.

Sustain a Spell ♦ (action) CR 304

Sustain an Activation ♦ (action) CR 534

sweep (weapon trait) CR 283

talisman (trait) A talisman is a small object affixed to armor, a shield, or a weapon (called the affixed item). You must be wielding or wearing an item to activate a talisman attached to it. Once activated, a talisman burns out permanently. CR 565–570, APG 256

teleportation (trait) Teleportation effects enable you to instantaneously move from one point in space to another. Teleportation doesn't usually trigger reactions based on movement.

tempting curses Special curses that can be tapped more deeply for power, though at a price. 162–163

tethered (weapon trait) This weapon is attached to a length of rope or chain that allows you to retrieve it after it has left your hand. If you have a free hand, you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

thaumaturge (class) 30–47

implements 36–42

multiclass archetype 49

thaumaturge (trait) This indicates abilities from the thaumaturge class.

thrown (weapon trait) CR 283

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron.

tiefling (trait) A creature with this trait has the tiefling versatile heritage. Tieflings are planar scions descended from fiends. An ability with this trait can be used or selected only by tieflings. APG 39–41

time (oracle mystery) 188–189

transmutation (trait) Effects and magic items with this trait are associated with the transmutation school of magic, typically changing something's form.

trap (trait) A hazard or item with this trait is constructed to hinder interlopers. CR 520

trip (weapon trait) CR 283

uncommon (trait) Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. CR 13

unique (trait) A rules element with this trait is one-of-a-kind. CR 13

unseen animal companion 65

usage An indication of how an item must be worn, held, or otherwise used. CR 535

Ustalav A nation located in northern central Avistan. Countless terrors roam the region.

versatile heritage Versatile heritages can be selected by characters of nearly any ancestry in place of a heritage specific to a single ancestry. APG 28–29

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM. CR 301

Vudra A vast peninsula in southeastern Casmaron. It is home to the Vudrani people.

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a magical connection to that element.

worn item (magic item) CR 603–617, APG 260–264

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