

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-18

Levels 9-12

TAPESTRY OF THE MIND

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 9-12



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Dark Archive*, *Pathfinder #165: Eyes of Empty Death*

Maps: *Pathfinder Flip-Mat: Ghost Towns*, *Pathfinder Flip-Mat: Underground City Multi-Pack*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>



EQUAL EXCHANGES



VIGILANT SEAL

SUMMARY

The PCs must enter the mind of one of the Decemvirate in order to rid them of the terror that plagues their subconscious. They must move quickly, for the entities in control of this mind are fighting against the Pathfinder's presence with everything they have, and are intent on not letting them leave alive.

CONTENT WARNING

This scenario contains themes of mind control. 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 of the narrative as appropriate.

EQUAL EXCHANGES — TAPESTRY OF THE MIND

By Ivis K. Flanagan

ADVENTURE BACKGROUND

The Waterfall, now revealed to be the former Conference Z test subject 322, has reclaimed her old name, **Csilla** (N female elf Decemvirate member) and is in the process of regaining her old memories with help from members of the Pathfinder Society leadership. She hasn't quite revealed herself to the public, not yet comfortable with the thought of being known by so many people. Since the mission at the abandoned Conference Z laboratory (*Pathfinder Society Scenario #5-11: Equal Exchanges — The Hidden Current*), Csilla has been searching into her own background and using some of her well-established resources to see what she can discover about the experiments she underwent.

During a recent meeting with **Valais Durant** (LG female aasimar ritualist) and a strange visitor to the Grand Lodge, it was revealed that Csilla had a connection to a strange mindscape where something powerful seemed to lurk. The further the trio dug into the mindscape, the more it fought back, and they accepted that they would need to send in an outside force to explore the place and pull free whatever's sitting in the background.

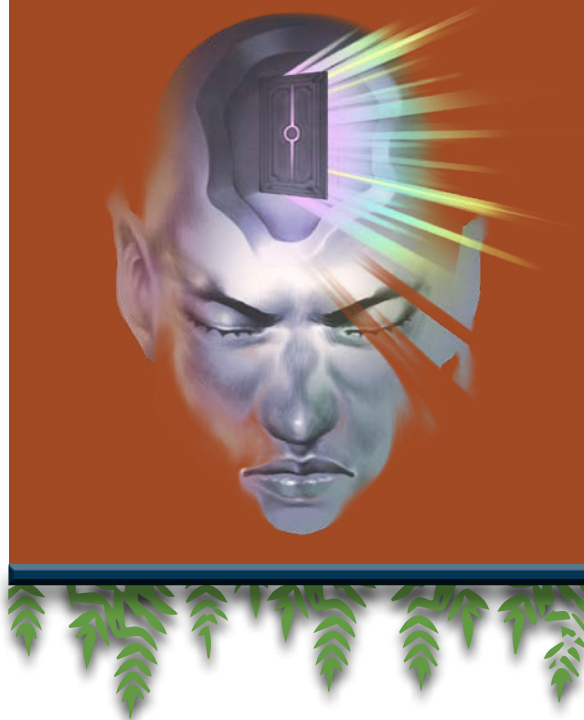
GETTING STARTED

The PCs have been called to the Grand Lodge via a cryptic message. The sender, however, was clear—the Decemvirate member known as The Waterfall. Once on site, the PCs are met by a messenger on the main floor, who leads them down into the depths of the Grand Lodge. They descend into the lowest of the vaults, where the air hangs thick and stale, and finally, at the end of a long hall lit only by blue glowing sconces, they arrive at a room that has seen its fair share of hidden uses. This room into which the PCs have been summoned is one of the most secure vaults in Skyreach. A number of lounging pillows and comfortable carpets cover the burnt remains of a large circle in the center of the room.

Three people are sitting in the room: an elven woman in a long flowing dress, a nephilim woman in a comfortable but functional purple tunic, and a human man of apparent Tian descent in academic robes. Respectively, these are **Csilla** (N female elf Decemvirate member), the Decemvirate

WHERE ON GOLARION?

While the PCs' bodies are in Absalom, the adventure itself takes place in a mindscape, a pocket dimension created from the depths of someone's unconsciousness. For more on mindscapes, see *Pathfinder Dark Archive* pages 196–202.



member known as the Waterfall who recently unmasked herself; **Valais Durant** (LG female aasimar ritualist), leader of the Radiant Oath; and **Killia Huon-Wynn** (NG male human thaumaturge) a senior researcher of the Dark Archive. Csilla's face bears a look of obvious concern. Give the PCs a chance to introduce themselves briefly. If anyone has not played *Pathfinder Society Scenario #5-11*, Csilla politely introduces herself as well.

Once everyone is settled, read or paraphrase the following text.

With introductions complete, the worried look on Csilla's face fades slightly. "Thank you for responding so quickly to my

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summons. In complete transparency, while I feel the results of this mission hold benefits for the Society, the task itself is personal in nature." She motions for everyone to take a seat on one of the many cushions around the circle, pausing to give everyone a chance to get comfortable. She then continues. "After a box of my previous belongings was returned to me, I dug further into why my memories are so sparse. I held long conversations with Valais here," indicating the nephilim to her right, "about her own experiences of piecing her mind back together. We decided that it might be best if I reach out to the Grand Archive. Once I did so, I was directed to Killia Huon-Wynn," she gestures to the man sitting to her left. "Years ago, when the Dark Archive was still a faction within the Pathfinder Society, he was one of their chief researchers, and he continues his work with esoterica dealing with the mind with that group now that it's independent, while also aiding the Grand Archive."

Csilla pauses briefly before continuing. "As such, Killia is our foremost expert on the depths of the mind as well as broken memories. I trust his recommendations for finding the answers, and that's why you're here now."

Killia clears his throat and begins to explain. "In order to find what is hidden in The Waterfall, Csilla's, mind, we need to go in and explore it. I strongly believe that the best way to do this is through a ritual known as a mindscape." He pauses, as if for effect, then continues. "Chief among the myriad benefits of a mindscape is that we can send in outsiders to investigate the mind itself. As outsiders are less likely to be impacted by the specific elements that damaged the mind in question, it allows for an overall more effective recovery, especially in dealing with the aftermath of harmful mental magics." He glances to Csilla, and she nods for him to continue. "After reading through the journal recovered from the Tsevel Center detailing what she endured, it is my theory that there may be some very, very malevolent forces at work in the recesses of her subconscious. I have reason to believe that some of the injections may have included essences from the spaces beyond—the Dark Tapestry itself."

Csilla resumes the lead and explains, "It is because of this possibility that I am asking this team to investigate." She pauses to look at each person present, resolve in

her eyes. "It is my concern that having that type of entity embedded within me, even as deeply as this should be, could cause long term concerns for the Society, and even beyond that. The only clear memory I have is one that was sparked by the doll in the in the box that was retrieved—a memory of a small cottage in a small village. Somewhere in that cottage is a journal. I am certain that journal is the key to diving in deeper, and I would be very grateful if it were to make it back with you. Since it is something I remember so clearly, I would like to see it in reality."

After Csilla finishes, Killia informs the PCs they're entering her memories through a modified *mindscape door* ritual. They then allow the PCs to ask any questions they may have. If they ask about mindscapes or the Dark Tapestry, Killia gives the PCs the information listed as a success on the check below. If they're curious about bringing an object like the journal out of the mindscape, Killia explains that as deep in Csilla's mind as they'll be, the clarity of memory will allow the ritual to reproduce the item should they carry it through a mindscape door exiting the mental space.

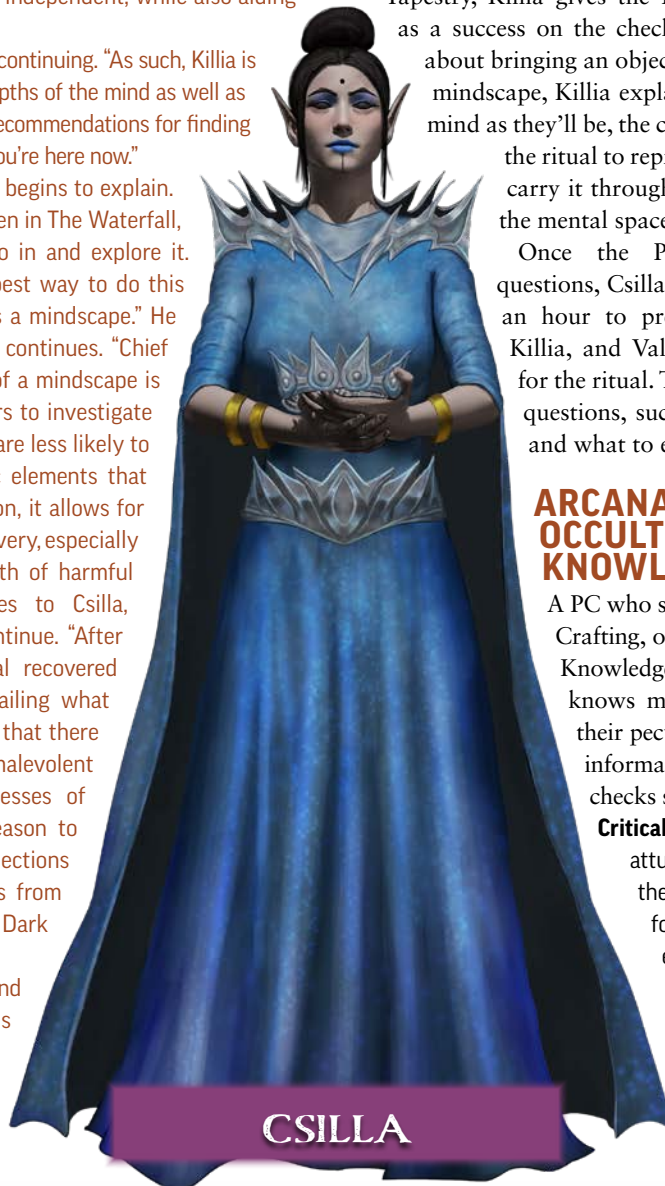
Once the PCs are finished asking questions, Csilla tells them they have about an hour to prepare to leave while she, Killia, and Valais finish the preparations for the ritual. The leaders also answer any questions, such as what a mindscape is, and what to expect there.

ARCANA, CRAFTING, OR OCCULTISM (RECALL KNOWLEDGE)

A PC who succeeds at a DC 26 Arcana, Crafting, or Occultism check to Recall Knowledge (DC 28 for levels 11–12) knows more about mindscapes and their peculiarities. A failure grants no information. Remember that these checks should be rolled secretly.

Critical Success Mindscapes are often attuned to the subconscious of the person whose mind they're formed from. As such, if those emotions are conflicting, things may become unstable.

PCs gain a +1 circumstance bonus to reflex saves in the Labyrinth due to their anticipation of the instability.



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Success Mindscapes are similar to pocket dimensions—they each have their own intricacies, often by design of the primary caster.

Critical Failure As everything in the mindscape is a mental construct, you can avoid danger and harm simply by believing it isn't actually dangerous or harmful.

OCCULTISM OR RELIGION, OR ABERRATION LORE OR OSIRIAN (RECALL KNOWLEDGE)

A PC who succeeds at a DC 28 Occultism or Religion check, or a DC 26 Aberration Lore check to Recall Knowledge (DCs 31 and 29 respectively for levels 11–12) knows more about the Dark Tapestry. A failure grants no information. Remember that these checks should be rolled secretly.



VALIAS DURANT

Critical Success Creatures of the Dark Tapestry are considered to be aberrations, creatures that live outside the natural order of things. These creatures often have abilities that allow them to affect one's mind. PCs gain a +1 circumstance bonus on Will saves against effects with the Mental trait for the duration of the adventure.

Success The Dark Tapestry was believed to be tied to Aucturn by the people of ancient Osirion. It is home to the Dominion of the Black, creatures believed to eat memories and take over minds.

Critical Failure The Dark Tapestry is just a bunch of hogwash some astrologer made up while they were staring at the stars for too long.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

INTO THE VOID

Setting the last candle into place, Killia Huon-Wynn looks up with worried eyes. "Having my own experiences with outside entities creating dreamscapes, I have invested much time and energy into researching them at great depth. This ritual is a modified version of *mindscape door* that we are keeping within the depths of Skyreach's most secure vaults, but at Csilla's urging, we are going to utilize it to permit you to explore the depths of what is hidden from her conscious memories. Due to its modified structure, and as well as the strain any external entry to a mindscape can cause the host, you need to move expeditiously inside. The longer you take, the more unstable I fear it will become.

"Also, unlike in traditional mindscapes, your actions in this one mirror exactly what you can do here. So, be assured that you are still be yourself, and not need to rely on your strength of Will to navigate within. However, that also means that you are just as much at risk as you would be here—at greater risk, actually. If you die within the mindscape, we may not be able to bring your mind back to your body, making reviving you nigh impossible."

He motions for all in the room to join the circle. "But this is why we are sending you, some of our most experienced agents. You know how to handle yourselves, and how to work together. Speaking of which, we must now work together to complete this ritual. Take each other's hands and follow my lead."

As Killia is about to begin, the door to the secluded room opens. "Good, it seems I caught you just in time," Eando Kline states as he walks into the room.

Valais starts to interrupt, but stops as Eando raises his hand to her. "Look, I may not see eye to eye with everyone all the time, but even I can take the time to think and change. After I... abruptly left your last meeting, Csilla, Fola found me, and we went for a long walk on the grounds to talk out why

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I feel— well, felt—the way that I do about your revelations. While I still don't agree with everything in your past, I also don't agree with everything in my own. So, with hindsight being what it is, I'd like to extend an apology to for my actions and offer my help in sending off this team to finish what you've... we've... started."

After a long pause, Csilla nods her approval of **Eando Kline's** (CG male human explorer) apology and offer. With that, he looks to all, giving a pat on the shoulder to any members of the Vigilant Seal. His voice becomes firm as he addresses the PCs. "Going into something like this is dangerous at the best of times, and these are not the best of times. Take these with you. They'll help keep you moving forward, and aid in getting you back as quickly as possible." He hands the group a bag containing three *greater healing potions*, as well as a 7th-level scroll of *haste*, then takes a place in the ritual circle as a secondary caster.

Killia motions for everyone to join hands, and then starts to begin the ritual. He takes the primary caster role, with Csilla aiding him directly. The PCs can act as secondary casters for this modified ritual, with a DC 26 Arcana, Deception, Diplomacy, Occultism, or Perception check (DC 28 for levels 9–10). If at least half the PCs (rounded down) succeed at aiding, the ritual is a Critical Success. If the PCs fail to aid, but do not roll a Critical Failure, the ritual is a Success. If more PCs roll Critical Failures than Critical Successes, the ritual is a Failure.

Critical Success The mindscape ritual goes as planned, and the PC's enter Csilla's mind.

In addition, the PCs are aware of the instability of the mindscape. Due to this awareness, they can start working to keep the labyrinth stable upon arrival instead of after it is first triggered after 10 minutes of navigation. See page 10.

Success The mindscape ritual goes as planned, and the PC's enter Csilla's mind.

Failure The ritual is completed, but has some hiccups; the mindscape is even more unstable. The PCs must roll their first Will Save in the mindscape twice and take the lower result.

INSIDE CSILLA'S MIND

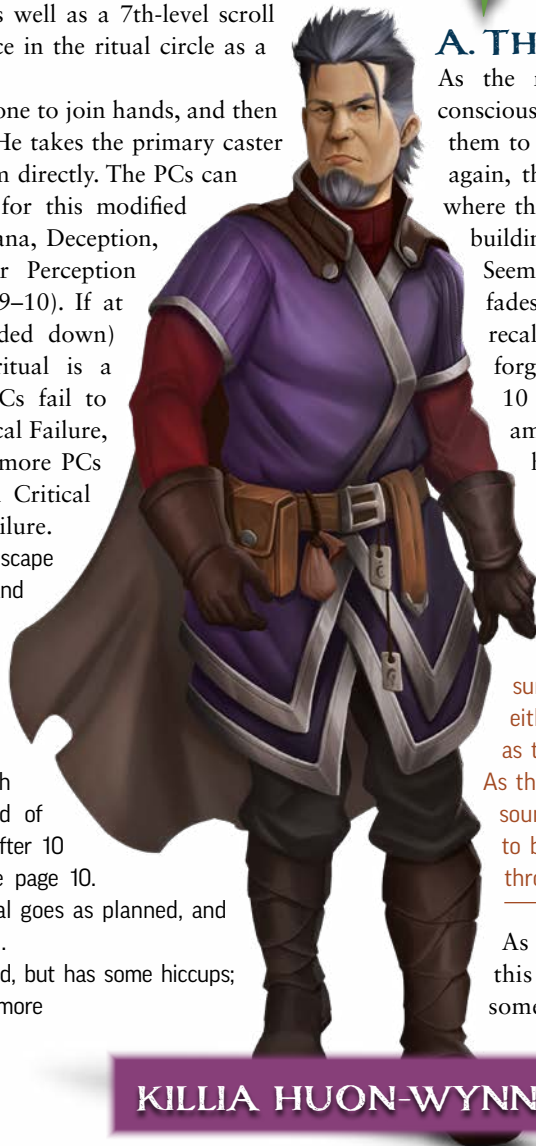
Due to the nature of Csilla's mind, the entities in control are determined to stop the PCs from getting to those in control at all costs. As the players get deeper in, the mindscape starts fighting back. GMs should make sure to keep the players focused on moving ahead, while stressing the environmental dangers in order to keep them on their toes (and not allow the mindscape to kill them before they reach the Librarian).

A. THE MIND

As the ritual concludes, the PCs feel their consciousness dragged out of their bodies, forcing them to close their eyes. When they open them again, they find themselves in a small village, where the homes seem to be fading in and out, building themselves up before fading away. Seemingly sparsely populated, the village fades in and out of existence as Csilla's mind recalls vague memories of a past mostly forgotten. The homes in the village are all 10 feet tall, and in the Village Square is an amphitheater whose walls stand slightly higher at 15 feet. Otherwise, everything is open air.

This small village is dotted with cottages, each of which seems to be fading in and out of focus, appearing to fade anytime someone looks away. Even though the sun is high in the air, the homes around are either lit by candlelight, or completely dark, as though the whole of the town is sleeping. As things seem to come into better focus, the sound of names being called from what appears to be the village square further away echoes through the air.

As the PCs step through the door into this portion of the mindscape, they can see some of the homes lit by candlelight, and others dark, as though the world is falling asleep with them. As they approach the village square, they each hear



KILLIA HUON-WYNN

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themselves called by name. If they ignore this call, the voice becomes more insistent, telling them that all they wish to do is speak to them.

The PCs do not immediately need to go to the village square. **Jamimpi** (LG non-binary guardian naga) is patient and knows that the PCs cannot move deeper into Csilla's mind so long as they are guarding this area. If the PCs go to Csilla's cottage before encountering Jamimpi, they are blocked, as the door simply leads to a solid, impenetrable wall. While Jamimpi remains, the memories of the cottage interior are locked away and inaccessible, rendering the interior itself inaccessible. The other buildings are similarly sealed off, as even if Csilla had ever been inside them, she no longer remembers their interiors.



EANDO KLINE

A1. VILLAGE SQUARE MODERATE

Once the PCs head to the Village Square, as soon as they have a clear view each can clearly see a naga. Read or paraphrase the following.

A snake-bodied figure sits at the top of the stairs of the amphitheater. They would appear to be a grandmother in a rocking chair, if not for the long tail wrapped around the base. Looking up at the sound of an entrance, they begin to speak. "Pathfinders, I know you come here with the best of intentions—to help our poor Csilla recover her memories and understand why they are locked away. However, I simply cannot allow you to do that. For years I have guarded her, protected her, from the horrors locked deeper within. If you open her up to them, it may very well destroy her, and I love her too much for you to do that."

The naga Jamimpi speaks softly, telling the PCs that they know the PCs are from elsewhere, and that they do not belong here. If asked where they are, Jamimpi is willing to answer only that this place was the childhood home of the dreamer, and somewhere that they have found to be comfortable, as they enjoy watching others find happiness. As they finish, Jamimpi looks to the PCs, hoping that they heed their warning and turn around and leave. If the PCs attempt to negotiate the naga standing down, Jamimpi cannot be completely swayed—however, a successful Diplomacy check to Request or Intimidation check to Coerce against Jamimpi's Will DC causes the naga to pause briefly, considering their arguments before remaining adamant that they cannot allow the PCs to pass. However, their resolve is shaken, and Jamimpi will surrender if reduced to low enough health (see Creatures below). A critical success adds 10 to this HP threshold. A critical failure on these checks results in immediate combat.

If the PCs refuse to turn back, Jamimpi warns them once more that they know not what they are dealing with and should return whence they came. If the PCs refuse again, Jamimpi sighs, mutters that they must then stop the group themselves, and apologizes for "the pain this will cause" before attacking. Use the map on page 9 for this encounter.

Creatures: Jamimpi does whatever necessary to stop the PCs, and as such sticks to using offensive options, rather than defensive. This is the same for any of the ghostly creatures that join them. If any PC critically succeeded on the above Request or Coerce checks while trying to get them to stand down, Jamimpi surrenders when reduced to 20 Hit Points (30 for levels 11–12), acknowledging that not only do the PCs have the best of intentions, but also the strength to back them up.

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Otherwise Jamimpi fights to the death, believing it is the only way to protect Csilla from herself.

Levels 9-10

JAMIMPI

Page 19, art on page 34

CREATURE 11

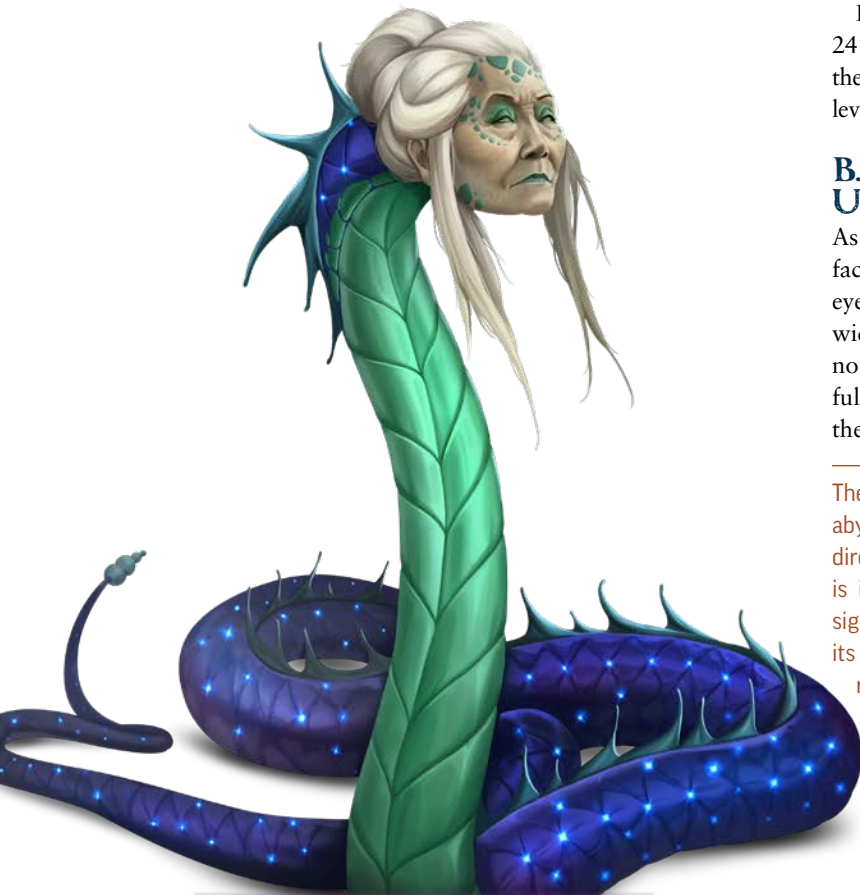
Levels 11-12

RESOLVED JAMIMPI

Page 26, art on page 34

CREATURE 13

Development: Once the PCs have dealt with the naga, they hear the laughter of a group of children. This group is found outside of a cottage at the edge of town (location **A2**), one that seems far more stable in memory than the rest. If the PCs speak to the group of children, they tell them that they are waiting for Csilla to come home again so they can play.



JAMIMPI

A2. CSILLA'S COTTAGE

Once the PCs enter the cottage, read the following:

This quaint cottage is simply yet cozily furnished with a small table, potbelly stove, and large bed with a trundle sticking out from underneath. Neatly folded on the trundle is a handmade quilt. While threadbare, it appears to be well cared for. More conspicuously, the wall next to the desk is giving off a faint glow in the shape of a door.

Any PC who searches the cottage immediately notices that the quilt has something nestled inside it. If they retrieve the item, they find a simple, scrap leather-bound journal with a stylized butterfly on its cover. The journal's cover bears no title, but the inside cover is replete with a galaxy of stars, a single solitary constellation definable among them.

If any PC touches the glowing patch of wall, every wall of the house starts to shimmer. A stone doorway appears where the lone glowing patch was, filled with a vast black sea of stars.

Rewards: If the PCs search the cottage, a successful DC 24 Perception check reveals a hidden compartment under the stove. Therein they find a +2 *striking frost starknife* (for levels 11-12 it is instead a +2 *greater striking frost starknife*).

B. THE LABYRINTHINE UNCONSCIOUSNESS

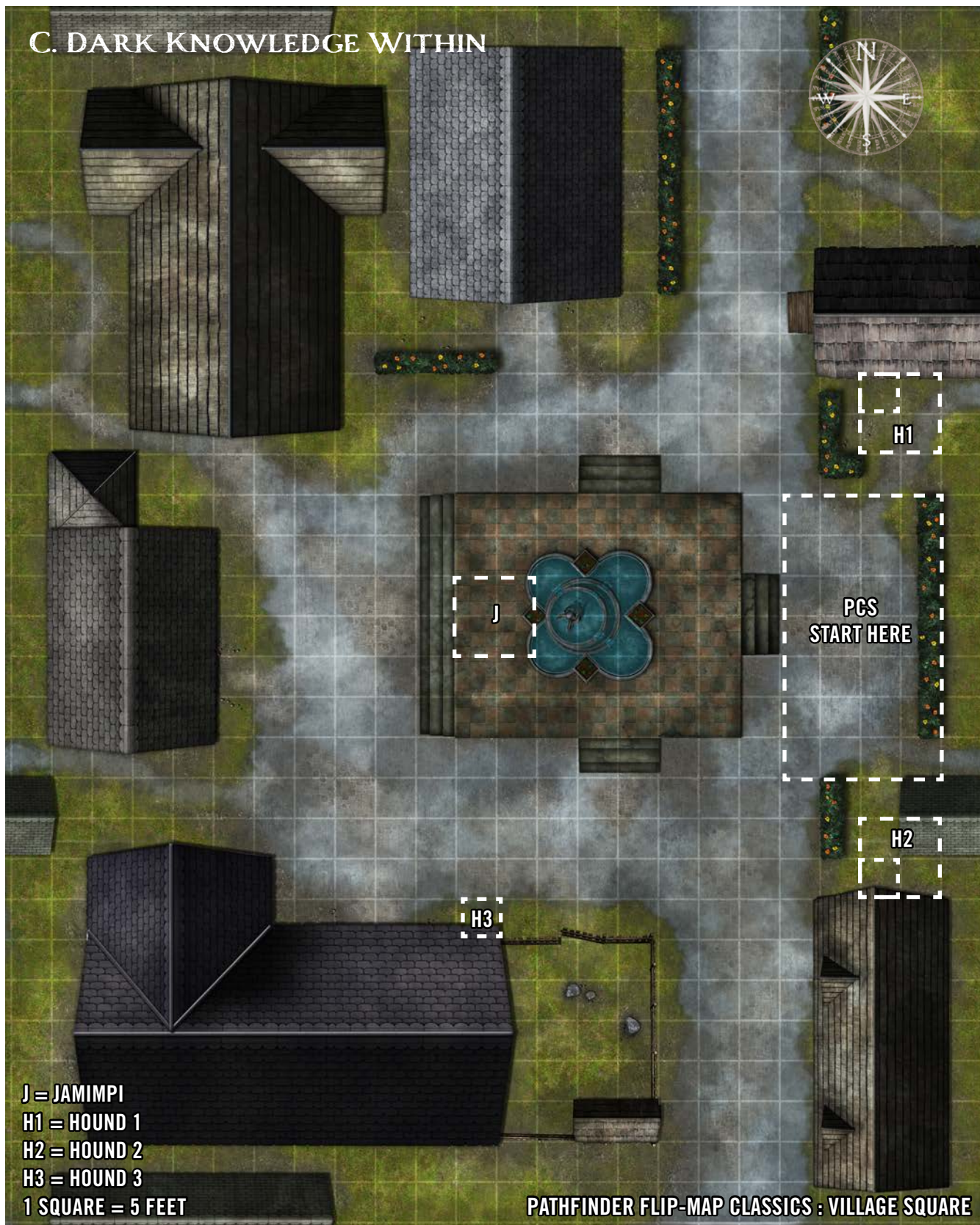
As they step through the door, the PCs find themselves facing an enormous stone wall, stretching as far as the eye can see in all directions, save for a single 15 foot wide hallway ahead of them. While there seems to be no ceiling, the walls to go up endlessly. This labyrinth is full of light, from the colorfully glowing lanterns along the walls.

The stone door stands behind you, alone in an endless black abyss. Before you, tall granite walls stretch for miles in both directions and into the empty sky. The only break in them is in front of you, a hallway into the unknown. A copper sign is nailed into the stone on the right of the opening, its words seeming to shift between languages. The letters rearrange themselves into Taldane: "The Maze of the Mind is forbidden. No one who enters will live to see the end." Everything is blanketed in an eerie silence.

THE LABYRINTH

The labyrinth is composed of five sections. In order to navigate a section of the labyrinth and reach the next one (or the end for the final section), the group needs to earn a number of Navigation Points equal to the

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number of PCs. These successes can be accumulated over multiple 10-minute exploration activities, but a group cannot move through more than one section in a single 10-minute period. Once they reach the next section, all excess points are lost. The PCs gain points through the exploration activity below.

NAVIGATE THE LABYRINTH

RARE EXPLORATION

You spend 10 minutes attempting to find the right path forward through this winding labyrinth. Attempt a DC 26 (DC 28 for levels 11–12), Perception check to Seek, Scouting Lore check to Recall Knowledge, Survival check to Sense Direction, or another skill check allowed by the GM, either because it's specified for this section of the labyrinth below, or because it's especially suited to the task at hand. Based on the results of your check, you gain Navigation and Observation Points as follows:

Critical Success You gain 2 Navigation Points.

Success You gain 1 Navigation Point.

Failure You gain 1 Observation Point.

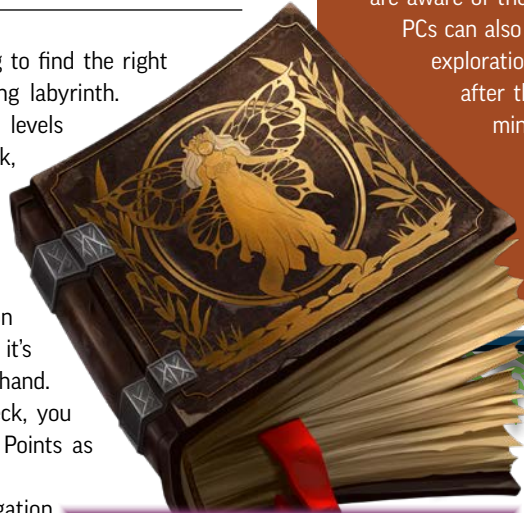
Critical Failure You gain 2 Observation Points.

Further, while navigating, the PCs can accumulate Observance Points through critically failing checks in the labyrinth. As the PCs accumulate these, the entities protecting the labyrinth take more notice of them. If the group obtains a number of these equal to the number of PCs, they trigger the Gug Guardians encounter (B1, page 12). If they obtain a number equal to twice the number of PCs, they trigger On the Ropes (B2, page 12). If the group doesn't trigger either encounter, then the Gug Guardians encounter triggers as they reach the Owl Door (page 13).

Finally, the PCs need to contend with the labyrinth itself actively fighting against them. The mindscape has an inherent instability, due to the influence of the Librarian, and this manifests in the labyrinth being inherently aggressive to interlopers. After the PCs spend 10 minutes in any one part of the labyrinth, right before they decide on their exploration activities for the next 10-minute period, the labyrinth throws parts of itself at them, causing itself harm to stop the PCs from reaching its center. This deals 1d8+4 bludgeoning damage (1d10+5 at levels 11–12) with the PCs' choice of a DC 24 basic Reflex or basic Will save (DC 26 for levels 11–12). For each subsequent

NAVIGATING THE LABYRINTH

Rather than using a map of an actual labyrinth and moving the PCs around it, navigating the labyrinth is an exploration activity. Players can choose it just as they can any other exploration activity. Once they are aware of the labyrinth's instability (see below), PCs can also choose the Calm the Raging Maze exploration activity; usually this will be after the maze attacks, in the second 10 minutes within an area, but groups that critically succeeded on the beginning Recall Knowledge check (see page 4) are immediately aware of the danger and this option.



BLACK BUTTERFLY TOME

10-minute period spent in a given section, the damage increases by 1d8+4 (1d10+5 at levels 11–12) until it reaches a maximum value of 4d8+16 (4d10+20 at levels 11–12)

after 40 minutes. Thereafter the labyrinth deals that much damage when attacking the PCs in that section. Once the PCs move to a new section of the labyrinth, it takes another 10 minutes for the labyrinth's aggression to renew, and the damage starts over at the initial value. PCs can attempt to stave off this aggression for 10 minutes once they are aware of the attacks with the activity below.

CALM THE RAGING MAZE

RARE EXPLORATION

You spend this exploration period holding off the labyrinth's ire with a successful DC 27 Diplomacy check to Make an Impression or Deception check to Lie (DC 30 for levels 11–12). Your check has the following results:

Critical Success The labyrinth's ire is substantially dulled. It will not attack in the next two exploration periods, a total of 20 minutes, and its damage will not increase for that time.

Success You have dulled the labyrinth's ire. It will not attack during the next exploration period, around 10 minutes of time, and its damage will not increase for that time.

Failure You do not calm the labyrinth.

Critical Failure You immediately draw the labyrinth's ire towards you and your allies. It attacks again as if 10 minutes had passed.

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As they navigate the labyrinth, the PCs pass through various sections. If they do not reach enough Navigation Points to move forward, they wander within the same area, taking more time until they gather enough NP to move to the next section.

WHISPERING WALLS

The stone walls are covered in ivy, deepening the labyrinth's disorienting secrets. From within the ivy, whispers emerge. The voices sound similar to various individuals lost by those present, but they are not clear enough to discern any meaning. All paths appear the same, their identical nature making navigation especially difficult.

Arcana and Occultism checks to Recall Knowledge as well as Will saves against an effect with the mental trait are available options in the Navigate the Labyrinth exploration activity, to help understand or resist the entrancing nature that attempts to lead travelers astray.



GUG

SURROUNDED BY STARS

The labyrinth has somehow transitioned from solid stone to a black void filled with stars. The transition was so subtle that the stone path can't even be seen any longer. Though it still feels as if there is solid footing, there is nothing but stars and the dark between in all directions. These stars form constellations seeming to point to paths going this way and that.

Nature, Religion, and Astronomy Lore checks to Recall Knowledge are available options in the Navigate the Labyrinth exploration activity, to help figure out which constellation leads forward.

DEEPER INTO THE DEPTHS

The starry void seamlessly transitions to a corridor of obsidian, with narrow paths that wind downward. No single drop is long enough to cause injury, but the paths are still difficult, and somehow the space seems to twist on itself, some paths impossibly leading to their beginning, despite going ever downward.

Athletics checks to Climb and Acrobatics checks to Balance or Maneuver in Flight (if the PC possesses a Fly speed) are available options in the Navigate the Labyrinth exploration activity to help in the descent into impossible depths.

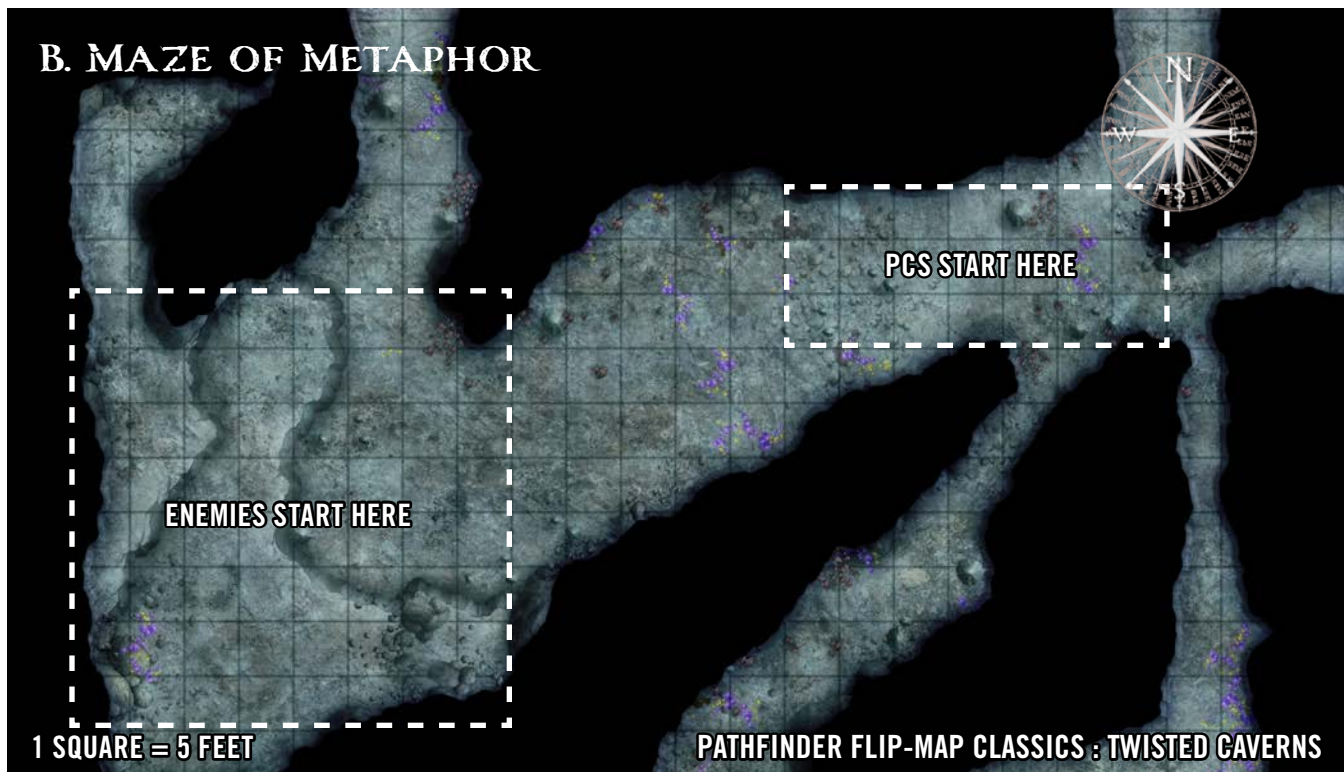
CALMING WATERS

The endless descent evens out, the obsidian walls becoming something akin to limestone. Throughout the paths in these sections, there is cool, clean water a few feet deep. Lush aquatic vegetation grows atop the water, nourished by brightly glowing crystals in the ceiling. Paths wind in and out of the aquatic garden. Throughout, the waters are fed by fountains interspersed where pathways intersect. Signs next to some of the fountains read, "Drink and be refreshed."

If a PC chooses to drink from the fountain, they benefit from the effects of a 4th-level two-action *heal* spell (5th level for levels 11–12). Each PC may only benefit from this effect once. Further drinks feel refreshing but offer no mechanical benefit.

Athletics checks to Swim and Nature checks or any Lore checks dealing with aquatic elements to Recall Knowledge are available options in the Navigate the Labyrinth exploration activity, to identify or follow the flow of water, aiding navigation.

EQUAL EXCHANGES - TAPESTRY OF THE MIND



B. MAZE OF METAPHOR

The labyrinth once again transitions, its walls now composed of flowing script in front of an endless void. Countless stories weave their way along the walls, intermingling and separating into innumerable paths and walkways throughout the space.

Performance checks to Perform and Society checks to Decipher Writing are available options in the Navigate the Labyrinth exploration activity to better follow story beats and literary devices, helping everyone move forward.

B1. GUG GUARDIANS **MODERATE**

Combat: This combat is triggered by either accumulating 5 Observance Points, or otherwise immediately before reaching the Owl Door. Use the map above for this encounter.

Creatures: Gug guardians fight to the death. If there are multiple guardians in the combat, they work to surround the PCs, spreading out their attacks around the group.

Levels 9-10

WEAK GUG

Page 21, art on page 34

CREATURE 9

Levels 11-12

ELITE GUG

Page 28, art on page 34

CREATURE 11

Rewards: The PCs find a sack in the corner containing 2 *moderate elixirs of life*, and 2 *greater alchemist's fire* bombs (at levels 11-12 they instead find 3 of each).

Development: The PCs can continue through to the next section of the labyrinth, unless they've reached the Owl Door, in which case they can continue with that section below.

B2. ON THE ROPES **MODERATE**

Combat: This combat is triggered by gaining 10 Observance Points while navigating the labyrinth. Use the map above for this encounter, same as B1.

Creatures: The ropers are on the walls and open their turn by attempting to attack as many PCs as possible, then pulling them towards them and moving them back and forth. If there are wisps with them, they work with a roper to target the same PC, while also trying to stay in a space that allows them to hit as many PCs as possible with their Feed on Fear or Feed on Despair abilities.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

Levels 9-10

WEAK ROPERS (2)

Page 22, art on page 35

CREATURE 9

Levels 11-12

ELITE ROPERS (2)

Page 29, art on page 35

CREATURE 11

Development: The PCs immediately find the center of the maze after defeating this encounter. Move on to the Owl Door below.

THE OWL DOOR

If the players would reach this area without triggering any of the above encounters, the Gug Guardian encounter happens directly before they reach this area.

As the PCs reach the center of the labyrinth, read or paraphrase the following.



ROPER

This circular room is brightly lit, the light reflecting off the numerous metallic tiles that form concentric circles, surrounding an enormous golden owl in the center. The owl's eyes are covered with an intricate masquerade mask; the owl seems to stare through it into an oblivion no one else can see. At the base of the statue is a poem. Its letters shift and swirl, before finally settling on Taldane to share a message:

Silence.

The dark between demands it,

But my thoughts are my own,

My defiance shows through my voice.

To open the Owl Door, the PCs need to either read the poem aloud or touch the owl's beak. If they do not glean this from the poem, a successful DC 20 Perception check reveals a small, button-like indent on the owl's beak. Once the PCs trigger this effect, read or paraphrase the following.

The owl's mask falls to the ground, and the beak begins to open impossibly wide, stretching the owl's mouth to such an unnatural degree that the bottom of the beak reaches the talons grasping the base upon which the owl is perched. In the center of the newly formed 10-foot-tall entryway stands a heavy ebony door with a gold handle, waiting to be pushed open.

Rewards: The large, intricate mask worn by the owl statue can be sold to a collector for 225 gp. For levels 11-12, the mask has a mosaic of tiny precious gems, increasing the value to 450 gp.

Development: Once the owl's beak opens, the PCs can proceed through the door inside it.

C. DARK KNOWLEDGE WITHIN

After the PCs open the ebony door and step through, they find themselves in a vast library. While the labyrinth behind them was falling apart in its attempt to stop them, this library is elegant and stable. The ceilings are 50 feet high, with rafters that crisscross 10 feet below it. The side alcoves are much cozier, at only 20 feet tall and lacking any rafters.

Each of the alcoves contains books on a specific topic, from the natures of different species, to occult rituals, to the Dark Tapestry itself. The tomes in the main shelves of the library are broader in application. In the center of the room sits a 20-foot-wide desk, with a 5-foot-wide, 10-foot-long woven tapestry hanging above its center. **The Librarian** (LE male morrowkin) is seated at the desk, constantly scanning the patrons of the space to ensure their respectful treatment of the materials within.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

C1. THE HELP DESK

SEVERE

Once the PCs have entered the Library, read or paraphrase the following.

Stepping through the Owl Door, the smell of ancient paper is overwhelming. Once through the door, shelves upon shelves of books are revealed, as well as the patrons perusing them. The whole of this library is lit by soft lighting. The vaulted ceiling soars 50 feet above, with solid rafters 10 feet below it. Off to the side of the nearby entrance there is a large sign which reads, "Absolutely NO food or drink in the library! Violators will face the wrath of The Librarian." Alcoves are built into the walls. They appear relatively cozier than the rest of the library; their ceilings rise only to 20 feet and lack rafters. Bookshelves line every wall, reaching to the rafters of the main library and the ceilings of the alcoves, with built-in ladders that can slide along the shelves from one side to the other. Each shelf is crammed full of books.



THE LIBRARIAN

A gray and white catlike creature lies atop a nearby shelf nonchalantly cleaning itself, while the tentacles sticking out of its legs scritch behind its ears. Several large purple cone-shaped creatures carefully peruse the books on the shelves, pulling them out one by one with their large claws. Inside the northernmost alcove, a blue creature with a head resembling a starfish sits at a desk, thoughtfully reading and taking precise notes with a larger-than-average quill on scrolls that seem to be made of dried skin of suspicious origin.

In the center of the room, on a slightly raised platform decorated with a beautiful, hand-woven rug, stands a large desk. Above it hangs a rather terrifying tapestry that appears to be surrounded by smoke. It depicts an obsidian tower rising in the center, surrounded by creatures beyond description; a silent howl seems to emanate from the tower and towards the minds of anyone who could hear. Standing behind the desk itself is a tall, vaguely humanoid-shaped creature with gray skin and no eyes. Clothed in the robes of a distinguished scholar, they seem to be making notes in a large ledger that sits on the desk.

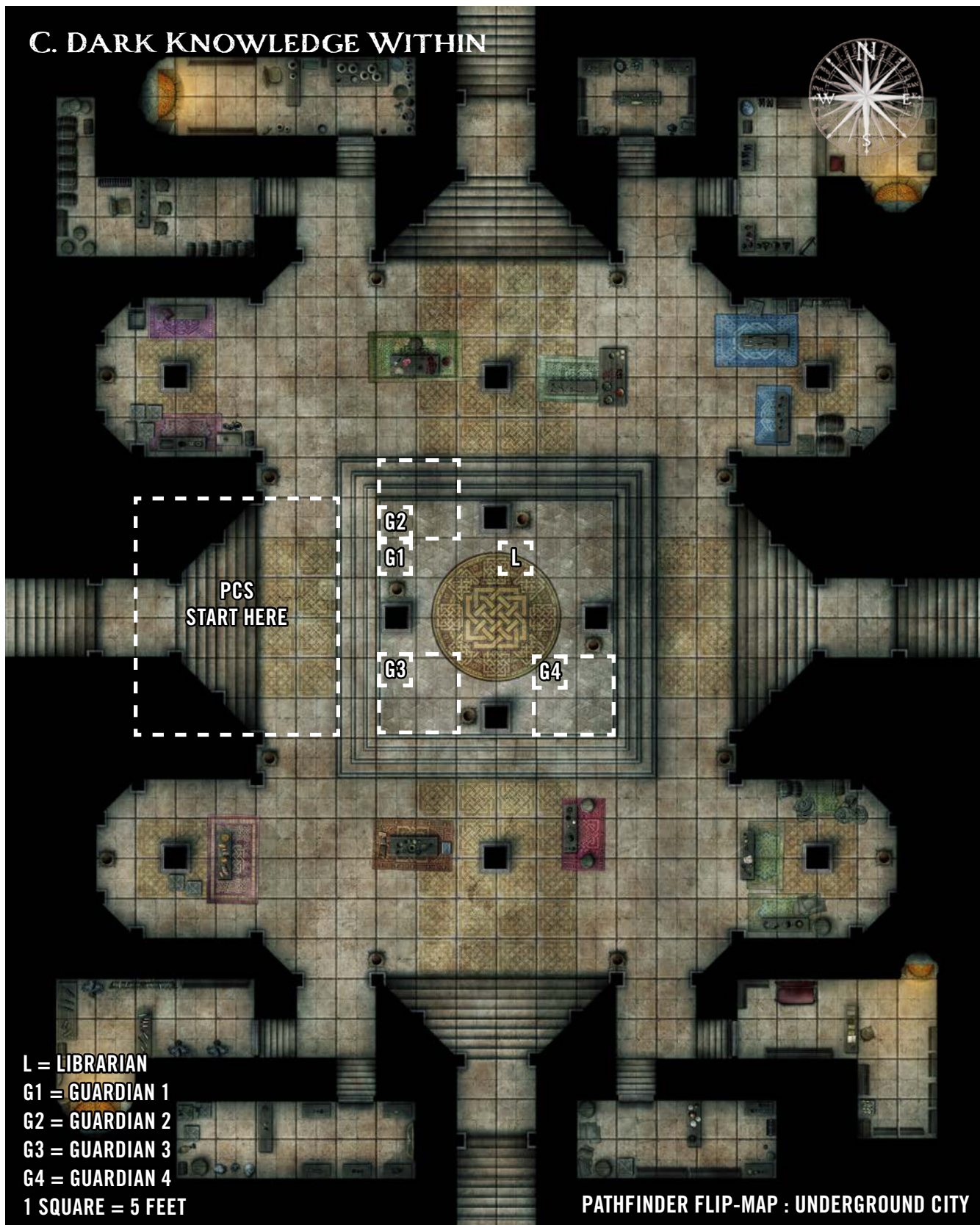
PCs can identify each of the creatures seen in the library with a DC 28 Occultism check to recall knowledge (DC 30 for levels 11–12). Respectively, these are an angoyang (*Pathfinder Adventure Path #167: Ready? Fight!* page 78) on the bookshelves, yithians (*Bestiary 3* page 299) perusing the shelves, and an elder thing (*Pathfinder Adventure Path #189: Dreamers of the Nameless Spires* page 84) researcher taking notes. The Librarian can be identified as a morrowkin with a DC 42 Occultism check to recall knowledge. After the PCs have had a few minutes to acclimate themselves and make these checks, The Librarian takes notice of the group and addresses them.

Lifting their head to scan the room, The Librarian looks straight toward the newcomers and hisses, "Ignored all of the warnings and still came, did you? This is no place for simple creatures such as you. We have far more important things to concern ourselves with, so I give you this chance—turn around, and take the door you came through. If you do not, you will instead be at the mercy of the Elder Gods and their researchers. And I can assure you, they are very thorough in their studies, taking great care that their specimens do not die from any of the procedures, no matter how intense the pain."

Combat: As soon as the Librarian finishes their speech, they give the PCs a moment to make a choice. If the group chooses to leave, they are allowed to do so unharmed. However, if the PCs show any hesitation, the Librarian silently calls to the other library guardians, and they attack. The door to the library seals shut, and any creatures involved in the library's defense appear,

EQUAL EXCHANGES - TAPESTRY OF THE MIND

C. DARK KNOWLEDGE WITHIN



EQUAL EXCHANGES - TAPESTRY OF THE MIND

teleporting in as they hear the call to their post. Any other patrons of the library sift out, not wanting to be a part of whatever is about to happen, and do not return after combat. The Librarian protects the hanging fragment of the Tapestry with everything it has. Any other guardians work to distract the PCs from attacking the Librarian, spreading out among the available combatants. Use the map on page 15 for this encounter.

Creatures: All creatures fight to the death, as their sole purpose is to protect the library from unwanted intruders, as outsiders could threaten their most prized possession—the scrap of the Dark Tapestry that hangs in the center and powers the library’s existence in the depths of Csilla’s subconscious.

Levels 9–10

THE LIBRARIAN

Page 24, art on page 35

CREATURE 12

Levels 11–12

THE INSCRUTABLE LIBRARIAN

Page 31, art on page 35

CREATURE 14

Development: Once the combat concludes, the tapestry hanging above the desk starts to glow with a dark purple light, signaling its importance to the group moving forward. The PCs can also explore the library and learn some of the secrets it holds.

C2. THE LIBRARY

Now that the Librarian and any other guardians and patrons are gone, the PCs are free to investigate the library. If they do, they find that every alcove is stocked with tomes and texts, most written in languages from beyond this world. However, any PC that is Trained in Society can make a DC 31 check to Decipher Writing while looking at any text in the library (DC 33 for levels 11–12). PCs who speak Aklo or Ancient Osiriani gain a +2 circumstance bonus on this check. With a Success, a PC understands that these texts are all on esoteric topics concerning the Dominion of the Black and the Elder Gods. As these texts contain concepts far beyond mortal thought patterns, PCs who are studying the texts need to make a basic DC 32 Will save or take 4d10+26 damage and be Stupefied 4 on a critical failure for the remainder of the adventure (DC 34 for 4d12+30 damage for levels

11–12). Anyone who Critically Succeeded at the Society check treats their save as one degree better. Anyone Stupefied by reading the texts cannot understand them, regardless of their Society check.

Also, the PCs can now examine the tapestry scrap hanging in the center of the room. A successful DC 31 Occultism, Religion, Society, Dominion of the Black Lore, or another appropriate lore check to Recall Knowledge (DC 33 for levels 11–12) identifies the tapestry as referencing a specific location related to the Dark Tapestry: the Citadel of the Black on Aucturn. That citadel is itself believed to be a reference to the mountainous tower of Kadeth, suspected home of Nyarlathotep. A critical success identifies that this scrap of fabric is not just referencing the Dark Tapestry but is an actual physical manifestation of it. Anyone who makes this check after successfully deciphering the books in the library gains a +2 Item Bonus to this check.

However, identifying it alone isn’t enough to open the doorway out. To do this, the PCs must get it down from the rafters. This can be done by climbing up the ladder on the wall, and then succeeding at a DC 20 Acrobatics check to Balance across the beam. The Tapestry itself is hung on hooks that are impossible to remove from below, but it can be easily released from the beam. Whoever is the

one to grab onto it needs to make a DC 27 Will save (DC 30 for levels 11–12) or be stupefied 2 for an hour, demonstrating the dangers even a relatively minor item with a link to the Dark Tapestry can have.

Rewards: The library holds a wealth of information, and if the PCs successfully Decipher Writing on the various tomes and texts within, the Pathfinder Society gives them 200 gp (400 gp for levels 11–12) for that knowledge. In addition, any PC searching the alcoves finds a *compass of transpositional awareness* (*Dark Archive* 154). Finally, recovering the Tapestry itself results in an immense monetary reward from Pathfinder leadership: 500 gp (1,000 gp for levels 11–12).

Development: Once the Tapestry is released, the door to the library starts to glow, and opens on its own, revealing the room in the Grand Lodge where the PCs started.

CONCLUSION

Returning through the door of the library, the PCs find themselves waking up back in the ritual room where they started. Surrounded by the concerned looks of Eando,



THE TAPESTRY

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Killia, Valais, and Csilla, the PCs' bodies show physical signs of the combats they endured. Cautiously, Csilla asks them what they were able to find. When they share the Tapestry, the leaders begin to examine it immediately. Read or paraphrase the following.

Killia looks over the Tapestry, pulling out a pair of protective black gloves before asking to take the cloth in his hands. Turning it over with the lightest touch, his eyes go wide before he reverently declares, "I believe this is an actual piece of the infamous Dark Tapestry, something there is no way to safely destroy without unleashing more horrors upon us all."

Hearing Killia's words, Eando Kline turns ghost white. "May I suggest that the Vigilant Seal takes possession of it, so we can do just that? I agree that this is more dangerous destroyed than kept whole, but we also want to make sure that it can be kept where no one can reach it to do harm."

"What about researching it further, though? Knowing more about this could bring us more information than we could have ever known about the Dark Tapestry—information that might be useful in the future for fighting the other worldly aberrations that seem to repeatedly cross our paths," Killia counters, starting a heated conversation between the two men over the best course of action.

While they step into the corner and continue their intense, but hushed, conversation, Csilla looks to the PCs hopefully and asks "Were you able to find the journal I asked you to look for?"

If the PCs found and retrieved the book (page 8), Csilla takes it from them in clasped hands.

Csilla stares at the journal, flipping through its pages carefully, taking time to look at every one, even if it is blank. Finally, she lands on the inside cover with its galaxy of stars and traces its singular constellation with her finger. She begins speaking, half with those present and half as though reciting a precious childhood memory to herself, "Desna created the stars, giving every one of them their own home in the sky. Among them she created the constellations to guide them to their homes. In her love of her skies, some of that love poured out into one of the constellations, and when it was finished, instead of staying in the sky, it gave life to the guardian of the voids between the stars—the Black Butterfly."

Going quiet, Csilla only answers more questions about the text if asked directly by the PCs. If they ask her about the book, she thumbs through it, words seeming to appear on each page as she does. She explains that it is filled with information that is known or believed about the Black Butterfly—it is, she explains, a devotional or holy text of sorts. Books like this are copied in complete silence, the scribe meditating on each page as they work. Closing the book and holding it tightly, Csilla explains that while she cannot remember exactly who it was, she remembers that this journal was crafted specifically for her as a gift by someone who loved and cared for her deeply in the time before she went to the laboratory.

Whether or not they found the journal, Csilla thanks the PCs for their service, both to her and the Society, then asks Valais to accompany her as she excuses herself from the room.

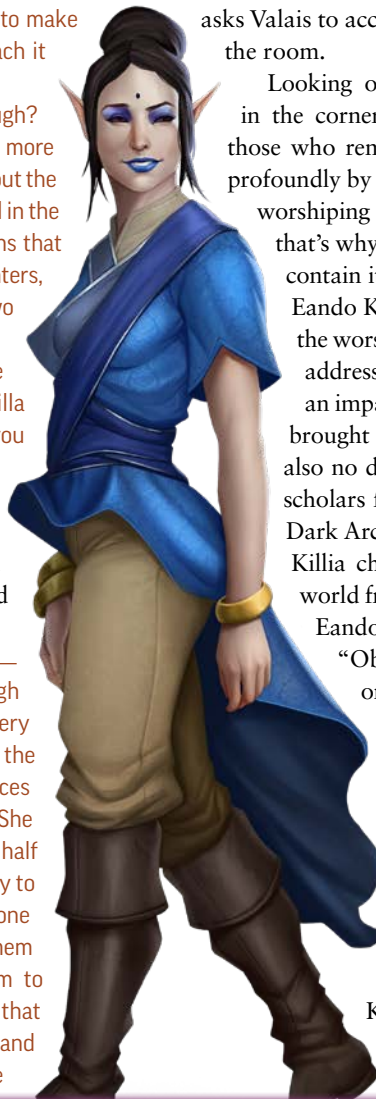
Looking over at the PCs from the conversation in the corner, Killia watches and then shares with those who remain, "Isn't it poetic? That one hurt so profoundly by the Dark Tapestry is one who was raised worshipping the god who fights it the hardest. Maybe that's why her mind was so powerful in its fight to contain it."

Eando Kline sighs with relief, clearly feeling that the worst of the ordeal seems to be done. He then addresses the PCs. "Killia and I are at a bit of an impasse ourselves. While this tapestry you've brought back is incredibly dangerous, there is also no doubt a great deal that can be gleaned if scholars from outside the Society, specifically the Dark Archive, were to study it."

Killia chimes in. "Such as ways to defend our world from the threats in those spaces between."

Eando nods solemnly and continues, "Obviously, those here won't be the only ones to make the decision, but you all risked a lot to bring it back, so it's only fair your voices are heard. What do you think should be done?" Both Eando and Killia listen intently to the PCs' words and consider them carefully.

Once everyone has had a chance to voice their opinions, Eando thanks them and states "I'll have to take this up with he leadership. Ambrose, Kreighton, the other nine of the Ten... bah, you don't need to hear the whole list. You've earned some rest. You have my word, though, that all who make this decision will hear your views on it."



CSILLA, FREED

EQUAL EXCHANGES - TAPESTRY OF THE MIND

PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat the Librarian and retrieve the hanging Tapestry, ensuring that the link to the Dark Tapestry can no longer affect Csilla. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they give Csilla her journal, allowing her to recover an important link to her past. Doing so earns each PC 2 Reputation with their chosen faction.

REPORTING NOTES

If the PCs recommend that the Vigilant Seal lock away the tapestry, check box A. If the PCs recommend that the Dark Archive be allowed to study it, check box B. If the PCs could not reach a consensus, check neither box. If the PCs failed to find the journal, check box C. If the PCs allowed Jamimpi to live, check box D.

APPENDIX I: LEVEL 9–10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 9th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 9–10)

JAMIMPI

CREATURE 11

UNCOMMON **LG** **LARGE** **ABERRATION**
 Variant Elite Guardian Naga (*Pathfinder Bestiary* 243)
Perception +24; darkvision
Languages Aklo, Elven, Empyrean
Skills Acrobatics +24, Deception +20, Diplomacy +23, Heaven Lore +23, Stealth +22
Str +5, **Dex** +6, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4
AC 33; **Fort** +22, **Reflex** +23, **Will** +24
HP 195
Speed 25 feet
Melee ♦ fangs +24 (agile, finesse), **Damage** 2d8+10 piercing plus guardian naga venom
Ranged ♦ spit +24 (agile, poison, range increment 30 feet), **Effect** guardian naga venom
Divine Spontaneous Spells DC 31, **attack** +23; **5th** *breath of life, death ward, flame strike, heal* (4 slots); **4th** *air walk, freedom of movement, remove curse, restoration* (4 slots); **3rd** *dispel magic, neutralize poison, remove disease, searing light* (4 slots); **2nd** *calm emotions, restoration, see invisibility, sound burst* (4 slots); **1st** *bles, heal, protection, spirit link* (4 slots); **Cantrips (5th)** *daze, detect magic, light, mage hand, ray of frost, read aura, stabilize*
Guardian Naga Venom (poison) **Saving Throw** DC 31 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6+2 poison (1 round); **Stage 2** 3d6+2 poison and drained 1 (1 round)

HOUND OF TINDALOS (0)

CREATURE 7

RARE **NE** **MEDIUM** **ABERRATION** **TIME**
Pathfinder Bestiary 2 146
Perception +17; greater darkvision
Languages Aklo
Skills Acrobatics +17, Athletics +15, Occultism +17, Stealth +22, Survival +13 (+17 to Track)
Str +4, **Dex** +6, **Con** +2, **Int** +6, **Wis** +4, **Cha** +2

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one hound of Tindalos.

12–13 Challenge Points: Add two hounds of Tindalos.

14–15 Challenge Points: Add two elite hounds of Tindalos.

16–18 Challenge Points (5+ players): Add two elite hounds of Tindalos and one hound of Tindalos.



AC 25; **Fort** +13, **Reflex** +17, **Will** +15
HP 90; **Immunities** controlled, emotion; **Resistances** mental 10, poison 10, physical 10
Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 4d6 mental damage (DC 25 basic Will save). On a critical failure, it also becomes confused for 1d4 rounds.
Ripping Gaze (aura, evocation, occult, visual) 30 feet. The hound of Tindalos’ eyes glow balefully, causing painful but bloodless wounds to rip open in the body of a creature that meets its awful gaze. When a creature ends its turn in the aura’s emanation, it takes 4d6 slashing damage (DC 25 basic Fortitude save). A creature that critically succeeds at its save is temporarily immune for 24 hours.
Vulnerable to Curved Space When a hound of Tindalos is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can’t recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.
Speed 30 feet, fly 30 feet
Melee ♦ jaws +17, **Damage** 2d10+7 piercing
Melee ♦ claw +17 (agile), **Damage** 2d10+7 slashing
Occult Spontaneous Spells DC 21, **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)
Angled Entry ♦ The hound of Tindalos casts a 4th-level *dimension door* spell, but it must transport itself into a space adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges.

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Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

ELITE HOUND OF TINDALOS (0) CREATURE 8

RARE NE MEDIUM ABERRATION TIME

Pathfinder Bestiary 2 146

Perception +19; greater darkvision

Languages Aklo

Skills Acrobatics +19, Athletics +17, Occultism +19, Stealth +24, Survival +15 (+19 to Track)

Str +4, **Dex** +6, **Con** +2, **Int** +6, **Wis** +4, **Cha** +2

AC 27; **Fort** +15, **Reflex** +19, **Will** +17

HP 110; **Immunities** controlled, emotion; **Resistances** mental 10, poison 10, physical 10

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 4d6+4 mental damage (DC 27 basic Will save). On a critical failure, it also becomes confused for 1d4 rounds.

Ripping Gaze (aura, evocation, occult, visual) 30 feet. The hound of Tindalos' eyes glow balefully, causing painful but bloodless wounds to rip open in the body of a creature that meets its awful gaze. When a creature ends its turn in the aura's emanation, it takes 4d6+4 slashing damage (DC 27 basic Fortitude save). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Vulnerable to Curved Space When a hound of Tindalos is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet, fly 30 feet

Melee ♦ jaws +19 **Damage** 2d10+9 piercing

Melee ♦ claw +19 (agile) **Damage** 2d10+9 slashing

Occult Spontaneous Spells DC 23, **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Angled Entry ♦ The hound of Tindalos casts a 4th-level *dimension door* spell, but it must transport itself into a space adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

ENCOUNTER B1 (LEVELS 9–10)

WEAK GUG (2)

CREATURE 9

CE LARGE ABERRATION

Pathfinder Bestiary 198

Perception +17; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +17 (+21 to Squeeze), Athletics +21, Stealth +17, Survival +15

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

AC 28; **Fort** +20, **Reflex** +15, **Will** +17

HP 155

Attack of Opportunity ↻

Speed 40 feet, climb 20 feet

Melee ✦ jaws +21 (reach 15 feet), **Damage** 2d12+11 piercing

Melee ✦ claw +21 (agile, reach 15 feet), **Damage** 2d8+11 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ✦✦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ✦ claw

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Replace one weak gug with a gug.

12–13 Challenge Points: Replace both weak gugs with two gugs.

14–15 Challenge Points: Add one gug.

16–18 Challenge Points (5+ players): Replace one weak gug with a gug and add one gug.



GUG (0)

CREATURE 10

CE LARGE ABERRATION

Pathfinder Bestiary 198

Perception +19; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17

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

AC 30; **Fort** +22, **Reflex** +17, **Will** +19

HP 175

Attack of Opportunity ↻

Speed 40 feet, climb 20 feet

Melee ✦ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ✦ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ✦✦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ✦ claw

EQUAL EXCHANGES – TAPESTRY OF THE MIND

ENCOUNTER B2 (LEVELS 9–10)

ROPER

CREATURE 10

UNCOMMON CE LARGE ABERRATION

Pathfinder Bestiary 282

Perception +21; darkvision


Languages Aklo, Sakvroth

Skills Acrobatics +22, Nature +17 (+21 about caves), Religion +19, Stealth +17 (+25 in stony or icy areas)


Str +6, **Dex** +1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1


AC 29; **Fort** +20, **Reflex** +15, **Will** +21; +2 status to all saves vs. magic


HP 215; **Resistances** electricity 10; **Weaknesses** fire 10


Reactive Lash  **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using. **Effect** The roper makes a strand Strike against the triggering creature



Speed 10 feet, climb 10 feet

Melee  jaws +21, **Damage** 2d12+12

Ranged  strand +23 (reach 50 feet), **Effect** sticky strand

Extend Strands  The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a –4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

Flurry of Strands  The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

Pull the Strands  The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release a grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 27 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one elite will-o'-wisp.

12–13 Challenge Points: Add one weak roper.

14–15 Challenge Points: Add one weak roper and 1 elite will-o'-wisp.

16–18 Challenge Points (5+ players): Add one roper and 1 elite will-o'-wisp.



ELITE WILL-O'-WISP

CREATURE 7

CE SMALL ABERRATION AIR

Pathfinder Bestiary 333

Perception +18; darkvision

Languages Aklo, Common

Skills Acrobatics +20, Deception +14, Intimidation +14, Stealth +18

Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2


AC 29; **Fort** +12, **Reflex** +18, **Will** +16


HP 70; **Immunities** magic


Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee  shock +19 (electricity, magical) **Damage** 2d8+6 electricity

Feed on Fear  (concentrate) **Requirements** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp; **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.

Go Dark  (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

EQUAL EXCHANGES – TAPESTRY OF THE MIND

WEAK ROPER (0)

CREATURE 9

UNCOMMON CE LARGE ABERRATION

Pathfinder Bestiary 282

Perception +19; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +20, Nature +15 (+19 about caves), Religion +17, Stealth +15 (+23 in stony or icy areas)

Str +6, **Dex** +1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1

AC 27; **Fort** +18, **Reflex** +13, **Will** +19; +2 status to all saves vs. magic

HP 195; **Resistances** electricity 10; **Weaknesses** fire 10

Reactive Lash ↻ **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using. **Effect** The roper makes a strand Strike against the triggering creature

Speed 10 feet, climb 10 feet

Melee ✦ jaws +19, **Damage** 2d12+10

Ranged ✦ strand +21 (reach 50 feet), **Effect** sticky strand

Extend Strands ✦ The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a -4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

Flurry of Strands ✦ The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

Pull the Strands ✦✦ The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release a grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 25 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

ENCOUNTER C (LEVELS 9–10)

THE LIBRARIAN

CREATURE 12

UNIQUE NE MEDIUM ABERRATION TIME

Variant Morrowkin (*Pathfinder Dark Archive* 192)

Perception +21

Languages Common, Aklo

Skills Athletics +23, Deception, +21, Intimidation +25, Occultism +22, Stealth +22

Str +7, **Dex** +6, **Con** +6, **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 hour, 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. This ability is severed if the Dark Tapestry segment it is tied to is removed.

AC 31; **Fort** +25, **Reflex** +22, **Will** +22

HP 270

Speed 35 feet

Melee claw +26 (agile, finesse, reach 10), **Damage** 3d8+11 slashing plus drain potential

Drain Potential (misfortune, negative) The morrowkin tries to drain the motivation from its target, who must attempt a DC 29 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.

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 5d8+18 mental damage and must attempt a DC 32 Will save. The morrowkin can't Swallow Future again for 1 minute.

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 3.

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.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one denizen of Leng

12–13 Challenge Points: Add one denizen of Leng and one intellect devourer.

14–15 Challenge Points: Add one denizen of Leng and two intellect devourers.

16–18 Challenge Points (5+ players): Add one denizen of Leng and three intellect devourers.



DENIZEN OF LENG (0)

CREATURE 8

UNCOMMON CE MEDIUM ABERRATION DREAM

Pathfinder Bestiary 2 147

Perception +17; darkvision

Languages Aklo, *tongues*

Skills Acrobatics +15, Athletics +15, Deception +19, Occultism +18, Sailing Lore +20, Stealth +17, Thievery +17

Str +3, **Dex** +3, **Con** +4, **Int** +6, **Wis** +3, **Cha** +5

Items +1 *striking kukri*, Leng ruby worth 30 gp (2)

AC 27; **Fort** +16, **Reflex** +19, **Will** +17

HP 100 (planar fast healing 5); **Immunities** cold; **Resistances** critical hits 10, precision 10

No Breath Denizens of Leng don't need to breathe.

Planar Fast Healing A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, they have fast healing 5. They lose this ability on Leng or in areas where planar connections do not function. If killed, their body dissolves into nothingness in 1d4 rounds, leaving behind their equipment. A slain denizen reforms in Leng; they can be permanently killed only when their planar fast healing doesn't function.

Speed 30 feet

Melee *kukri* +18 (agile, finesse, magical, trip), **Damage** 2d6+6 slashing plus 1d6 persistent bleed

Melee jaws +17 (agile, finesse), **Damage** 2d10+6 piercing plus debilitating bite

Occult Innate Spells DC 27, attack +19; **4th** *outcast's curse*, *phantom pain*, *suggestion*; **3rd** *hypnotic pattern*, *levitate*, *locate*, *mind reading*; **2nd** *mirror image*; **Cantrips (4th)** *chill touch*, *detect magic*, *mage hand*, *message*, *read aura*; **Constant (4th)** *tongues*

Debilitating Bite (curse, occult) A creature that takes damage from a denizen's bite must succeed at a DC 27 Fortitude save or become clumsy 1. Each time a target fails an additional

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save against this ability, the condition value increases by 1 (to a maximum of clumsy 4). This condition value decreases by 1 every 24 hours.

Leng Ruby (enchantment, occult) Many denizens of Leng carry strange rubies mined from quarries in Leng. As long as a creature holds a Leng ruby that it willingly accepted as a gift or payment from a denizen of Leng, any denizen of Leng can target that creature with *outcast's curse*, *phantom pain*, or *mind reading* at a range of 1 mile, and the bearer uses an outcome one degree of success worse than the result of its saving throw against *outcast's curse*.

INTELLECT DEVOURER (0)

CREATURE 8

UNCOMMON CE SMALL ABERRATION

Pathfinder Bestiary 2 147

Perception +16; darkvision, lifesense 60 feet

Languages Aklo, Common, Sakvroth; can't speak any languages; telepathy 100 feet

Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18

Str +2, **Dex** +4, **Con** +4, **Int** +5, **Wis** +4, **Cha** +6

AC 26; **Fort** +14, **Reflex** +16, **Will** +18

HP 130; **Immunities** blinded, controlled, emotion, possession
Speed 35 feet

Melee ◆ talon +18 (agile, finesse), **Damage** 2d10+5 slashing

Occult Innate Spells DC 27; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (at will; self only), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*

Body Thief ◆◆◆ (manipulate, necromancy, occult, possession)

The intellect devourer reduces in size and burrows into the brain of a creature dead for no longer than 1 day. At the start of the intellect devourer's next turn, the body revives at its maximum Hit Points, controlled by the devourer. The intellect devourer is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as *Exit Body*. The intellect devourer can't use any of the host creature's spells with *Body Thief* but can use its own spells. The host body slowly decays while inhabited by the intellect devourer, becoming uninhabitable after 7 days unless preserved with *gentle repose* or a similar effect.

Exit Body ◆ (move) **Requirements** The intellect devourer is controlling a body with *Body Thief*; **Effect** The intellect devourer leaves its host body, which dies instantly and is no longer a suitable host for any *Body Thief* ability. The intellect devourer appears at full size in an adjacent space.

Ravage ◆◆◆ The intellect devourer makes two talon Strikes against a paralyzed, restrained, or unconscious creature, using the same attack modifier as its highest attack modifier. These Strikes gain the death trait. If *Ravage* kills the target, the intellect devourer may use *Body Thief* against it as a free action.

Stolen Identity While an intellect devourer uses *Body Thief*, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.

APPENDIX 2: LEVEL 11-12 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 11th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 11-12)

RESOLVED JAMIMPI

CREATURE 13

UNCOMMON LG LARGE ABERRATION

Variant Guardian Naga (*Pathfinder Bestiary* 243)

Perception +26; darkvision

Languages Aklo, Elven, Empyrean

Skills Acrobatics +27, Deception +23, Diplomacy +26, Stealth +25

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

AC 35; **Fort** +24, **Reflex** +25, **Will** +26

HP 235

Speed 25 feet

Melee ♦ fangs +26 (agile, finesse), **Damage** 3d6+9 piercing plus guardian naga venom

Ranged ♦ spit +26 (agile, poison, range increment 30 feet),

Effect guardian naga venom

Divine Spontaneous Spells DC 33, attack +26; **6th** *repulsion, searing light, spirit blast, vampiric exsanguination* (4 slots);

5th *breath of life, death ward, flame strike, heal* (4 slots); **4th**

air walk, freedom of movement, remove curse, restoration (4

slots); **3rd** *dispel magic, neutralize poison, remove disease,*

searing light (4 slots); **2nd** *calm emotions, restoration, see*

invisibility, sound burst (4 slots); **1st** *bless, heal, protection,*

spirit link (4 slots); **Cantrips (5th)** *daze, detect magic, light,*

mage hand, ray of frost, read aura, stabilize

Guardian Naga Venom (poison) **Saving Throw** DC 33 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 3d6 poison (1 round);

Stage 2 3d6 poison and drained 1 (1 round)

NESSIAN WARHOUND (0)

CREATURE 9

LE LARGE BEAST FIEND FIRE

Pathfinder Bestiary 205

Perception +19; darkvision, scent (imprecise) 120 feet

Languages Infernal; (can’t speak any language)

Skills Acrobatics +18, Athletics +19, Stealth +18, Survival +20 (+22 to Track)

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one Nessian warhound.

23-27 Challenge Points: Add two Nessian warhounds.

28-32 Challenge Points: Add two elite Nessian warhounds.

33+ Challenge Points: Add two elite Nessian warhounds and one Nessian warhound.



Str +6, **Dex** +5, **Con** +5, **Int** -2, **Wis** +4, **Cha** -2

AC 28; **Fort** +21, **Reflex** +19, **Will** +16

HP 150; **Immunities** fire; **Weaknesses** cold 10

Hellish Revenge ⤴ **Trigger** The Nessian warhound is critically hit by any Strike. **Effect** The Nessian warhound’s Breath Weapon recharges. It can immediately use it as part of this reaction.

Speed 40

Melee ♦ jaws +21, **Damage** 2d8+6 piercing 1d6 evil and 2d6 fire

Breath Weapon ♦ (divine, evocation, fire) The warhound breathes flames that deal 10d6 fire damage to all creatures in a 15-foot cone (DC 28 basic Reflex save.) The warhound can’t use Breath Weapon again for 1d4 rounds. If the Nessian warhound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

ELITE NESSIAN WARHOUND (0)

CREATURE 10

LE LARGE BEAST FIEND FIRE

Pathfinder Bestiary 205

Perception +21; darkvision, scent (imprecise) 120 feet

Languages Infernal; (can’t speak any language)

Skills Acrobatics +20, Athletics +21, Stealth +20, Survival +22 (+24 to Track)

Str +6, **Dex** +5, **Con** +5, **Int** -2, **Wis** +4, **Cha** -2

AC 30; **Fort** +23, **Reflex** +21, **Will** +18

HP 170; **Immunities** fire; **Weaknesses** cold 10

Hellish Revenge ⤴ **Trigger** The Nessian warhound is critically hit by any Strike. **Effect** The Nessian warhound’s Breath Weapon recharges. It can immediately use it as part of this reaction.

Speed 40

Melee ♦ jaws +23, **Damage** 2d8+8 piercing 1d6 evil and 2d6 fire

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Breath Weapon ◆ (divine, evocation, fire) The warhound breathes flames that deal 10d6+4 fire damage to all creatures in a 15-foot cone (DC 30 basic Reflex save.) The warhound can't use Breath Weapon again for 1d4 rounds. If the Nessian warhound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

ENCOUNTER B1 (LEVELS 11–12)

ELITE GUG (2)

CREATURE 11

CE LARGE ABERRATION

Variant Gug (*Pathfinder Bestiary* 198)

Perception +21; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +21 (+25 to Squeeze), Athletics +25, Stealth +21, Survival +19

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

AC 32; **Fort** +24, **Reflex** +19, **Will** +21

HP 195

Attack of Opportunity ↻

Speed 40 feet, climb 20 feet

Melee ✦ jaws +25 (reach 15 feet), **Damage** 2d12+15 piercing

Melee ✦ claw +25 (agile, reach 15 feet), **Damage** 2d8+15 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ✦✦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ✦ claw

SCALING ENCOUNTER B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Replace one elite gug with a gug and add one gug.

23-27 Challenge Points: Add one elite gug.

28-32 Challenge Points: Add two gugs.

33+ Challenge Points: Add two elite gugs.

GUG (0)

CREATURE 10

CE LARGE ABERRATION

Gug (*Pathfinder Bestiary* 198)

Perception +19; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17

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

AC 30; **Fort** +22, **Reflex** +17, **Will** +19

HP 175

Attack of Opportunity ↻

Speed 40 feet, climb 20 feet

Melee ✦ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ✦ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ✦✦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ✦ claw

EQUAL EXCHANGES – TAPESTRY OF THE MIND

ENCOUNTER B2 (LEVELS 11–12)

ELITE ROPER (2)

CREATURE 11

UNCOMMON CE LARGE ABERRATION

Pathfinder Bestiary 282

Perception +23; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +24, Nature +19 (+23 about caves), Religion +21, Stealth +19 (+27 in stony or icy areas)

Str +6, **Dex** +1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1

AC 31; **Fort** +22, **Reflex** +17, **Will** +23; +2 status to all saves vs. magic

HP 235; **Resistances** electricity 10; **Weaknesses** fire 10

Reactive Lash **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using; **Effect** The roper makes a strand Strike against the triggering creature.

Speed 10 feet, climb 10 feet

Melee **◆** jaws +23 **Damage** 2d12+14

Ranged **◆** strand +25 (reach 50 feet), **Effect** sticky strand

Extend Strands **◆** The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a –4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

Flurry of Strands **◆** The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

Pull the Strands **◆◆** The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release a grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 29 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one dread wisp.

23-27 Challenge Points: Add two dread wisps.

28-32 Challenge Points: Add three dread wisps.

33+ Challenge Points: Add four dread wisps.



DREAD WISP (0)

CREATURE 9

UNCOMMON CE SMALL ABERRATION

Pathfinder #165: Eyes of Empty Death 81

Perception +20; darkvision

Languages Aklo, Common

Skills Acrobatics 23, Deception +16, Intimidation +16, Stealth +23

Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 31; **Fort** +14, **Reflex** +21, **Will** +18

HP 90 (negative healing); **Immunities** magic; **Weaknesses** positive 10

Dread Flickering (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 25 Will saving throw or become frightened 1 (or frightened 2 on a critical failure). Those that critically succeed are temporarily immune for 10 minutes.

Magic Immunity A dread wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee **◆** draining touch +17 (magical, negative), **Damage** 3d8+8 negative plus wearying touch

Feed on Despair **◆** (concentrate, necromancy, negative, occult) **Frequency** once per round; **Requirements** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp feeds on the creature's despair. The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 25 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.

Go Dark **◆** (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of pale energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

Shadow Flitter ◆ (conjunction, occult, teleportation) The dread wisp teleports to a square they can see within 30 feet that isn't in an area of bright light. The dread wisp can't use Shadow Flitter again for 1d4 rounds.

Wearying Touch If the dread wisp critically hits with their draining touch Strike, the target is drained 1.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

ENCOUNTER C (LEVELS 11-12)

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CREATURE 14

UNIQUE NE MEDIUM ABERRATION TIME

Variant Morrowkin (*Pathfinder Dark Archive* 192)

Perception +24

Languages Common, Aklo

Skills Athletics +26, Deception, +24, Intimidation +28, Occultism +25, Stealth +6

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 hour, 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. This ability is severed if the Dark Tapestry segment it is tied to is removed.

AC 34; **Fort** +28, **Reflex** +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 34 Will save. The morrowkin can't Swallow Future again for 1 minute.

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.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one nilith.

23-27 Challenge Points: Add one nilith and one yithian.

28-32 Challenge Points: Add one nilith and two yithians.

33+ Challenge Points: Add one nilith and three yithians.

NILITH (0)

CREATURE 10

NE MEDIUM ABERRATION

Pathfinder Bestiary 245

Perception +19; darkvision

Languages Aklo, Common, telepathing 30 feet

Skills Acrobatics +21, Athletics +17, Intimidation +23, Occultism +29, Stealth +21, Survival +17

Str +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5

AC 32; **Fort** +17, **Reflex** +20, **Will** +20

HP 150; **Resistances** mental 10, physical 5 (except silver)

Speed 25 feet, climb 30 feet

Melee ✦ claw +23 (agile, finesse, magical), **Damage** 2d10+9 slashing plus Grab

Melee ✦ fangs +23 (finesse, magical), **Damage** 2d12+9 piercing

Occult Innate Spells **DC** 29; **5th** *hallucination, mind probe*; **4th** *blink, confusion, crushing despair, dream message, invisibility (at will, self only), nightmare*; **3rd** *mind reading (at will)*;

Cantrips (5th) *mage hand, message, read aura, shield*

Mind Crush ✦ (enchantment, mental, occult) **Requirements**

The nilith has a creature grabbed; **Effect** The nilith reaches into the mind of the grabbed creature and implants disjointed images of the victim's worst fears and nightmares. The grabbed creature takes 6d6 mental damage (DC 31 basic Will save). On a critical failure, the target is also affected as though by *feeblemind*, and it must attempt a second Will save against that effect.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

YITHIAN (0)

CREATURE 10

RARE NE LARGE ABERRATION

Pathfinder Bestiary 3 299

Perception +21; darkvision, thoughtsense (imprecise) 60 feet

Languages Aklo, Common, Yithian; telepathy 100 feet

Skills Arcana +19, Diplomacy +14, Nature +18, Occultism +21, Society +19

Str +4, **Dex** +1, **Con** +4, **Int** +6, **Wis** +5, **Cha** +1

Thoughtsense (divination, mental, occult) The yithian senses all non-mindless creatures at the listed range.

AC 27 all-around vision; **Fort** +19, **Reflex** +14, **Will** +20

HP 112; **Resistances** acid 10, cold 10, physical 10

Speed 20 feet, climb 10 feet

Melee ✦ claw +23 (agile, finesse, magical), **Damage** 2d10+9 slashing plus Grab

Melee ✦ pincer +19 (agile, deadly d10), **Damage** 2d12+7 bludgeoning

Occult Innate Spells DC 28, attack +20; **7th** *possession* (see mind swap); **5th** *hypercognition*, *mind probe*, *mind reading* (at will), *mindlink* (at will), *modify memory* (×3), *paralyze*, *touch of idiocy*

Mind Swap When a yithian successfully casts *possession*, they exchange their mind and soul with the target. Each creature takes control of the other's body. This effect lasts until the yithian Dismisses the spell or they're forced out by any effect that ends possession. When the effect ends, each creature's mind and soul returns to its own body, regardless of physical or temporal distance, and the yithian can cast *modify memory* on the target to remove any or all knowledge of its time being possessed. If the yithian is forced out of the target's mind by an effect, the yithian can't remove such knowledge.

EQUAL EXCHANGES - TAPESTRY OF THE MIND

APPENDIX 3: GAME AIDS



CSILLA



VALIAS DURANT

KILLIA HUON-WYNN



EANDO KLINE



EQUAL EXCHANGES - TAPESTRY OF THE MIND

APPENDIX 3: GAME AIDS



JAMIMPI



HOUND OF TINDALOS

BLACK BUTTERFLY TOME



GUG



EQUAL EXCHANGES - TAPESTRY OF THE MIND

APPENDIX 3: GAME AIDS



ROPER



WILL-O-WISP

DREAD WISP



THE LIBRARIAN



EQUAL EXCHANGES - TAPESTRY OF THE MIND

APPENDIX 3: GAME AIDS



DENIZEN OF LENG



INTELLECT DEVOURER

NILITH



YITHIAN



EQUAL EXCHANGES - TAPESTRY OF THE MIND

APPENDIX 3: GAME AIDS



THE TAPESTRY



CSILLA, FREED

EQUAL EXCHANGES – TAPESTRY OF THE MIND

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
9	44 gp
10	60 gp
11	86 gp
12	124 gp

Treasure Bundles

- □ □ Area **A2**, page 8: 2 Treasure Bundles for finding Csilla's journal and returning it to her, 1 Treasure Bundle for finding the starknife.
- □ Area **B1**, page 12: 2 Treasure Bundles for finding the Gug Guardians' treasure stash.
- The Owl Door, page 13: 1 Treasure Bundle for Opening the Owl Door and taking its mask.
- □ □ Area **C2**, page 16: 1 Treasure Bundle for Deciphering Writing successfully, 1 Treasure Bundle for finding the *compass of transpositional awareness*, 2 Treasure Bundles for recovering the tapestry.

CP TOTAL	LEVEL RANGE
10–15	9–10
16–18 (5+ players)	9–10
16–18 (4 players)	11–12
19–36	11–12

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 9th-level PCs = 2 points each
- 10th-level PCs = 3 points each
- 11th-level PCs = 4 points each
- 12th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 9–10 encounters appear in Appendix 1, and level 11–12 encounters appear in Appendix 2.

Elite Adjustment

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

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Weak Adjustment

Starting Level	HP Decrease
1–2	-10
3–5	-15
6–20	-20
21+	-30

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

EQUAL EXCHANGES - TAPESTRY OF THE MIND



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal				<input type="checkbox"/> C	<input type="checkbox"/> D
					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

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Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

EQUAL EXCHANGES - TAPESTRY OF THE MIND

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