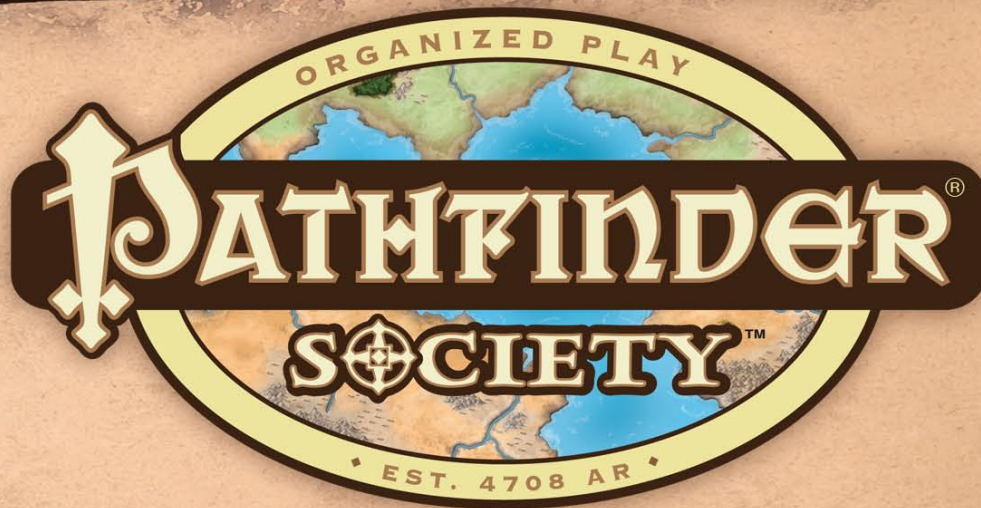


A PATHFINDER SOCIETY SCENARIO



VOICE IN THE VOID™

By Rob McCreary



VOICE IN THE VOID™

PATHFINDER SOCIETY SCENARIO 35

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Pathfinder Society Scenario 35: Voice in the Void is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 18 of this product.

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VOICE IN THE VOID™

BY ROB MCCREARY

Thousands of years ago, in Absalom's early years, a mad astrologer and wizard named Ralzeros the Overwatched became obsessed with studying the distant worlds beyond Golarion's skies. Bargaining with strange and otherworldly patrons for knowledge and power, Ralzeros learned of an age-old magical portal buried beneath Absalom called the Gate of Beyond, a doorway to the Dark Tapestry, the lightless void between the stars. After locating the portal, Ralzeros erected a basalt keep and observatory over it, concealing the Gate in secret chambers beneath the stronghold. Eventually, Ralzeros disappeared, and knowledge of the Gate of Beyond vanished with him. His mansion lay abandoned for long years, and the hidden portal fell into disuse.

Centuries later, the eccentric and immensely wealthy Blakros family purchased the abandoned building, first to use as a villa, and later as a museum for the family's huge collection of antiquities and curios from across Golarion. Many of these articles were gifted to the family as dowries or acquired by the family's adventuring daughters, and are displayed in the museum's exhibit halls.

Twenty years ago, one of the Blakros daughters, a young half-Osirian child named Imrizade Blakros, was playing in the museum's basement archives when she stumbled upon a secret trapdoor. Investigating the hidden chamber below, Imrizade found the Gate of Beyond. Although the portal was broken and inactive after long centuries of neglect, it somehow connected with her, insinuating strange whispers in her young mind. In due time, however, she grew bored with her "secret playroom" and soon forgot the incident entirely.

Recently, Imrizade, now a daring and successful adventurer, discovered a strange metal cylinder inscribed with peculiar hieroglyphs while exploring a forgotten Osirian tomb. The canister was indescribably ancient, older even than the tomb in which it lay. In fact, it dated back to a time in Golarion's distant past, when the Gate of Beyond was originally constructed. Sealed within the container for tens of thousands of years was the preserved brain and ghostly consciousness

ABSALOM

This scenario takes place in the Wise District of Absalom, the City at the Center of the World. For further information about this vibrant city, see the Pathfinder Chronicles Campaign Setting or Pathfinder Chronicles: Guide to Absalom.

of an aberrant sorcerer named Kubburum Ishmedagan. Roused from millennia of torpor by Imrizade, Kubburum's telepathic whispers awakened that part of Imrizade's mind touched by the portal when she was a child, and Kubburum possessed her. Used as a conduit for Kubburum's ghost brain, Imrizade effectively became an aberrant sorcerer herself.

Once in control of Imrizade, Kubburum directed her back to Absalom and the dormant portal beneath the Blakros Museum. Returning to the museum in a deranged and manic state a few days ago, Imrizade went straight to the secret chamber below the basement library. Subsumed to the ghost brain's will, Imrizade began working to reactivate the Gate of Beyond. While she has thus far been unable to fully open the portal to the Dark Tapestry, Imrizade's attempts have unleashed horrifying aberrant energies from the planet Aucturn, the farthest planet in Golarion's solar system, as well as attracted a variety of bizarre and dangerous creatures to the museum.

After not hearing from Imrizade for several days, the museum's curator, Nigel Aldain, sent some of the museum's watchmen to investigate. When they didn't return, Nigel contacted his old friend, Venture-Captain Adril Hestram, to investigate the disappearances, promising the Pathfinder Society access to the Blakros Museum's extensive library, as well as any of the relics Imrizade brought with her from Osirion.

SUMMARY

At the behest of Venture-Captain Adril Hestram, the PCs venture into the basement of the Blakros Museum to find Imrizade Blakros and the missing watchmen, and the cause of the disappearances. In the museum's

storerooms, the PCs must fight through guardian statues and taxidermy exhibits animated by the ghostly brain of Kubburum Ishme-dagan.

Proceeding further into the basement, the PCs face bizarre aberrations and oozes drawn to the museum by the power the Gate of Beyond. In a dusty scriptorium, the PCs can find clues as to the real nature of the threat, and how to defeat it. Farther inside, the PCs discover that the museum's library has become home to a colony of alien molds and fungi, including a disturbing variety of intelligent, carnivorous fungus from the planet Aucturn. Once they overcome these hazards, the PCs discover the shaft leading to the hidden rooms beneath the basement.

After navigating the deep shaft, the PCs emerge into an anteroom where they must contend with a trap placed to deter intruders, before finally entering the hidden chambers of the Gate of Beyond. There, in her sanctum, the PCs face the aberrant sorcerer Imrizade Blakros, connected to the Gate of Beyond by fungoid umbilicals. To prevent Imrizade from opening the portal to the Dark Tapestry and unleashing terrifying horrors on Absalom, the PCs must defeat her zombie minions (the remains of the museum's unfortunate watchmen) and somehow end Imrizade's possession by her ghostly master Kubburum Ishme-dagan.

GETTING STARTED

Read the following to get the adventure underway:

"There's trouble at the Blakros Museum again," Venture-Captain Adril Hestram growled when you first entered the meeting room in the Grand Lodge earlier this afternoon. "The museum's curator, Nigel Aldain, came to me this morning asking for help. Apparently, a wayward daughter of his illustrious patrons, the powerful Blakros family, has disappeared, along with a few of the museum's watchmen who went looking for her. The Society has helped him in the past, and he wants us to find her, before he loses his job, or worse. Now Nigel's an old friend, and a former Pathfinder, but this kind of missing person case isn't really our bailiwick. Normally I'd tell him to find the district guard and leave the Society out of it.

"But then he made me an offer that was too good to pass up. Not only will he allow the Society access to the Blakros Museum's extensive and very private library, but apparently this same missing daughter just returned to Absalom with a pack full of ancient relics collected throughout Osirion and northern Garund. And Nigel promised the Society first pick of any of those pieces that catch our fancy. I don't need to tell you what those kinds of things might be worth, so it looks like you're heading to the Blakros Museum tonight.

"The missing daughter is named Imrizade Blakros—half-

Osirian herself and a pretty successful adventurer and fortune-hunter by all accounts. She just arrived in Absalom out of the blue a few days ago, after a couple of years' worth of tomb-raiding in the Osirian deserts, and carrying an odd metal cylinder covered in hieroglyphs, like nothing Nigel has ever seen before. Nigel says she went straight to the basement of the museum to do some research in the family's library, muttering something about 'whispers in the dark' and 'old tapestries,' or something. He didn't hear from her for a couple of days, which isn't unusual when someone is deep into their research in the archives, but he got worried when strange noises started coming from the basement. He sent a watchman down there to investigate, and when he didn't return, Nigel sent a few more. That was last night, and they haven't come back up either.

"Go to the museum and find out what happened to Imrizade Blakros and the watchmen. Nigel would prefer them alive, of course, especially the Blakros woman, but the Society is more interested in what she brought back with her. I've got a hunch it wasn't just grave goods and pretty jewelry. Whatever she found, the Society wants it, or at the very least some information about it."

Before heading to the Blakros Museum, the PCs may wish to briefly investigate or recall information about the history of the Blakros Museum and its original owner, Ralzeros, as well as the Blakros family itself. This knowledge can provide important clues about future events in this scenario. Let the PCs make the following checks, and consult the information below.

Knowledge (history)

10+: In the early days of Absalom, the Blakros Museum was originally the stronghold of an eccentric wizard. Abandoned for centuries, it was later bought by the Blakros family, who turned it into a museum for their impressive collection of curiosities from across Golarion.

15+: The mad astrologer Ralzeros the Overwatched built what is now the Blakros Museum thousands of years ago, as an observatory to study distant worlds (and some say, to be studied by them). He later disappeared following a mage-duel with another of Absalom's early wizards.

25+: Ralzeros carved his stronghold from a single block of volcanic stone with the help of fell powers granted to him by otherworldly patrons, supposedly to hide some powerful artifact secreted in the catacombs beneath the keep. However, neither the secret tunnels nor Ralzeros's hidden treasure have ever been discovered. In addition, some stories claim that Ralzeros's disappearance was actually an abduction at the hands of the alien monsters from the worlds he had studied so obsessively.

Knowledge (local) or Diplomacy (gather information)

10+: The wealthy and prominent Blakros family is a large, extended clan of eccentrics with trade contacts rivaling those of the Aspis Consortium who make most of their money selling valuable antiquities across the Taldor-Qadira border. Their daughters are known far and wide for their beauty, and marrying a Blakros woman is a sure path to power and riches.

15+: Rumored to be originally Taldan by blood, the Blakros have since intermingled with bloodlines from all over Golarion, by marrying daughters to a succession of Qadiran trade princes, Vudran rajahs, and even the occasional Tian noble and Mwangi chief. Gifts from these foreign potentates (and the sale of illicitly gained secrets) provide the foundation for the Blakros fortune and their famous collections.

20+: In reality, it is the many daughters who bear the Blakros name that are responsible for the family's wealth. Although beautiful and amazingly fertile, wedding a Blakros daughter has significant conditions—the daughters always keep their maiden name, all children must be raised as Blakroses, and the husband's family must offer a considerable dowry for the privilege of marriage. Once married, the Blakros daughters join an unparalleled spy network that keeps the family well supplied in secrets and priceless artifacts.

BLAKROS MUSEUM: THE BASEMENT LEVEL

Once the PCs are finished with Adril Hestram, they can proceed to the Blakros Museum where they are greeted by a clearly flustered Nigel Aldain, the curator of the museum. He ushers the PCs straight away to the North Exhibit Hall and opens a secret door in the ziggurat there to reveal a ramp down into the library below. He'll answer any questions that he can, but he has no idea what's going on beneath his museum—only what Adril Hestram revealed to the PCs in the introductory text above.

The Blakros Museum Basement

The Blakros Museum is a private museum located in Absalom's Wise Quarter. Owned by the far-reaching and influential

BLAKROS MUSEUM

The Blakros family is a large, powerful, and wealthy clan of eccentrics, known for their beautiful and eligible daughters, and for their love of secrets and exotic objets d'art, many of which are displayed in Absalom's Blakros Museum. For more information on the Blakros family and the aboveground portions of the Blakros Museum, see *Pathfinder Society Scenario #5: "Mists of Mwangi."*

Blakros family, it houses and displays an assortment of antiques and oddities the family has collected over the years. The museum's basement primarily consists of storage rooms containing those pieces of the Blakros family's vast collection that are not on display in the museum above. The basement also holds the family's private archives, an impressive compilation of scrolls, manuscripts, and correspondence, as well as a scriptorium where texts can be copied.

The basement's walls are hewn stone, carved from basalt, and mirror the gothic architecture found in the rest of the museum, though of a simpler design.

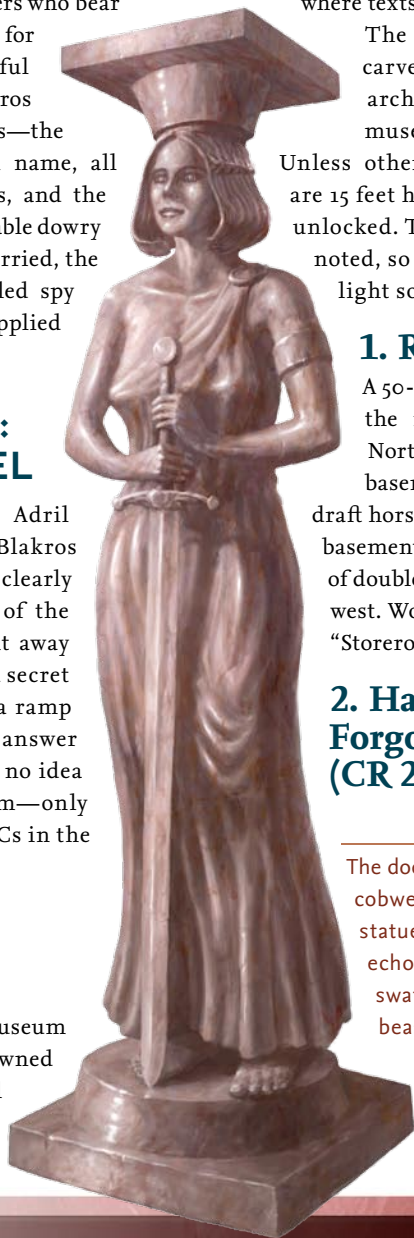
Unless otherwise noted, the basement's ceilings are 15 feet high and all doors are strong wood and unlocked. The basement is unlit unless otherwise noted, so the party will need to bring their own light sources with them.

1. Ramp

A 50-foot-long stone ramp concealed beneath the miniature ziggurat in the museum's North Exhibit Hall descends 25 feet to the basement. Wide enough to accommodate a draft horse moving large exhibits to and from the basement storerooms, the ramp ends at two sets of double doors, facing each other to the east and west. Wooden placards on the doors are marked "Storeroom 1" and "Storeroom 2."

2. Hall of Forgotten Monuments (CR 2 or CR 5 or CR 8)

The doors open onto a vast hall draped in shadowy cobwebs and filled with haphazardly placed statues. The air is heavy with dust. Any noise echoes hollowly among the figures, some swathed in thick coverings like misshapen beasts, others bare and uncovered, all coated in a thick layer of dust. Leering visages



Blackros Museum

One square = 5 feet

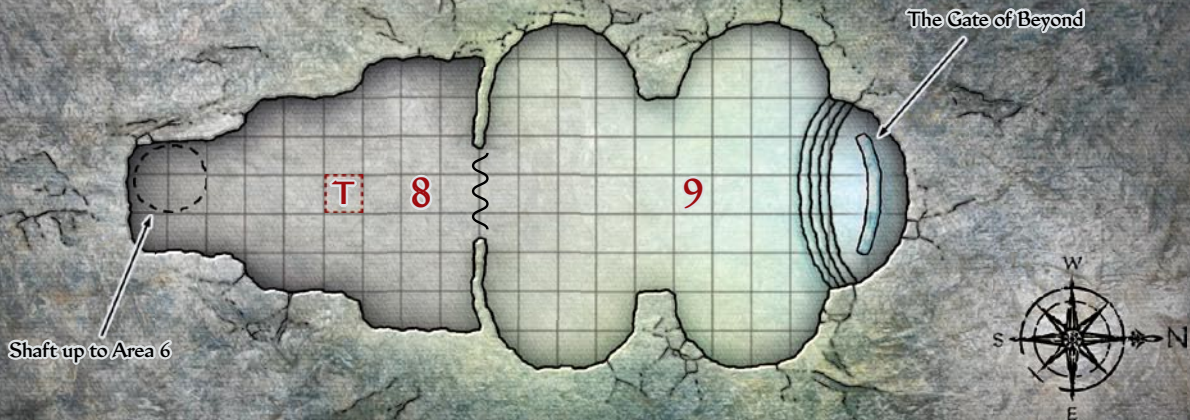


Basement Level



Shaft Down to Area 8

Chambers of the Gate of Beyond



Shaft up to Area 6



loom out of the darkness, fearsome wooden and stone faces carved in grimaces and scowls.

This room has a 20-foot-high ceiling and holds a dazzling collection of sculptures, effigies, and statues of different sizes, some draped in sheets, others coated with a thick layer of dust. Unlit oil lamps hang from brackets in the center of each wall. A wooden sign on a door in the southern wall reads “Scriptorium—Quiet Please.”

Creatures: In response to the magical energies unleashed during Imrizade’s attempts to open the Gate of Beyond, a winged statue of a demon commonly found guarding temples in distant Vudra (two statues at higher tiers) has come to life. Appearing as normal statues, they flank the door to area 5 in the southern wall, only animating to attack the PCs once they reach the middle of the room. They fight until destroyed.

Tier 1–2 (CR 2)

SMALL VUDRAN TEMPLE GUARDIAN CR 2

Young caryatid column (*Pathfinder RPG Bonus Bestiary 8*)

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)

hp 26 (3d10+10)

Fort +1, **Ref** +2, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +6 (1d6+3/19–20)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 15 (cannot be disarmed)

SQ statue

Gear masterwork longsword

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw. *Transmute mud to rock*, on the other hand, heals any lost hit points. A *stone to flesh* spell does not actually change the column’s structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 2d6 points of damage. Apply the weapon’s hardness

normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed on a DC 20 Perception check to notice the caryatid column is alive.

Tier 3–4 (CR 5)

VUDRAN TEMPLE GUARDIANS (2) CR 3

Caryatid column (*Pathfinder RPG Bonus Bestiary 8*)

N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14; (–1 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +0, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+6/19–20)

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

Gear masterwork longsword

SPECIAL ABILITIES

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon’s hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Tier 6–7 (CR 8)

VUDRAN TEMPLE GUARDIANS (2) CR 6

Advanced gargoyle (*Pathfinder RPG Bestiary 137*)

N Large monstrous humanoid (earth)

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 10, flat-footed 16; (+1 Dex, +7 natural, –1 size)

hp 84 each (8d10+40)

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

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee Large +1 longsword +14 (2d6+7), bite +13 (1d6+6), gore +13 (1d6+6)

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

TACTICS

During Combat The temple guardians use their freeze ability to attack with surprise on the first round.

STATISTICS

Str 23, **Dex** 12, **Con** 20, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +8; **CMB** +15; **CMD** 26

Feats Improved Initiative, Improved Natural Armor, Skill Focus (Fly, Stealth)

Skills Fly +11, Perception +6, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 on Stealth (+6 in stony environs)

SQ freeze

Gear Large +1 longsword

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Treasure: When destroyed, the temple guardians crumble to rubble, revealing a fist-sized opal inside each statue (250 gp each). For Tiers 3–4 and 6–7 only, PCs searching the storeroom with a DC 20 Perception check find a small gold-plated statue of a many-armed Vudran goddess (500 gp Tier 3–4 and 1,000 gp Tier 6–7).

Mission Notes: A cursory search of the storeroom turns up a statue of the archdevil Mephistopheles that should interest PCs of the Cheliox faction. A DC 15 Perception check reveals a secret compartment in the statue’s base containing a dozen black vellum scrolls sealed with crimson wax and molten silver, which must be collected to achieve their mission. Taldor faction PCs who recover a piece of one of the statues that weighs at least 10 pounds and return it to Baron Jacquo accomplish their bonus faction mission.

Rewards: If the PCs destroy the guardians and search the storeroom, reward each tier thusly:

Tier 1–2:

Give each player 43 gp.

Tier 3–4:

Give each player 219 gp.

Tier 6–7:

Give each player 722 gp.

3. Bones of the Past (CR 2 or CR 4 or CR 8)

The doors open with a grinding creak, revealing a large room filled with monsters of all shapes and sizes. Giant skeletons and stuffed taxidermic monstrosities are frozen in poses of snarling ferocity, while mummified corpses lie in sedate repose in ornately carved sarcophagi. As silent as a tomb, the air in the hall is stale and musty.

This chamber has a 20-foot-high ceiling and contains the assembled skeletons and taxidermic specimens of a variety of beasts, dinosaurs, and other monstrosities. Two large wooden signs lean against one wall, inscribed with the captions “Hunting the Beasts of Legend” and “The Honored Dead.” Unlit oil lamps hang from brackets in the center of each wall. A door in the southern wall holds a sign labeled “Storeroom 3.”

Creatures: The ghostly consciousness of the aberrant sorcerer Kubburum Ishme-dagan has animated some of the displays in the hall as undead guardians to prevent anyone from reaching the Chambers of the Gate of Beyond. For Tier 1–2, a stuffed owlbear has come to life. For Tier 3–4, a stuffed chimera with a blue dragon’s head and moth-eaten wings guards the room. For Tier 6–7, the ancient assembled skeleton of a huge tyrant lizard attacks intruders. The skeletons stand in the center of the room and attack anyone entering the room.

Tier 1–2 (CR 2)

TAXIDERMIC OWLBEAR	CR 2
Owlbear skeleton (<i>Pathfinder RPG Bestiary</i> 250)	
NE Large undead	
Init +6; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 13, touch 11, flat-footed 11; (+2 Dex, +2 natural, –1 size)	
hp 22 (5d8)	
Fort +1, Ref +3, Will +4	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +5 (1d6+3), bite +5 (1d6+3)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10	
Base Atk +3; CMB +7; CMD 19	
Feats Improved Initiative	

Tier 3–4 (CR 4)

TAXIDERMIC CHIMERA	CR 4
Chimera skeleton (<i>Pathfinder RPG Bestiary</i> 250)	
NE Large undead	
Init +6; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 13, touch 11, flat-footed 11; (+2 Dex, +2 natural, –1 size)	
hp 40 (9d8)	
Fort +3, Ref +5, Will +6	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 30 ft.	
Melee 2 bites +6 (1d8+1), gore +6 (1d8+1), 2 claws +6 (1d6+1)	

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 13, Dex 15, Con —, Int —, Wis 10, Cha 10

Base Atk +6; CMB +8; CMD 20

Feats Improved Initiative

Tier 6–7 (CR 8)

TAXIDERMIC TYRANNOSAURUS CR 8

Tyrannosaurus skeleton (*Pathfinder RPG Bestiary* 250)

NE Gargantuan undead

Init +6; Senses low-light vision, scent; Perception +0

DEFENSE

AC 13, touch 7, flat-footed 12 (+1 Dex, +6 natural, –4 size)

hp 81 (18d8)

Fort +6, Ref +8, Will +11

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 40 ft.

Melee bite +22 (2d8+26)

Space 20 ft.; Reach 20 ft.

STATISTICS

Str 36, Dex 15, Con —, Int —, Wis 10, Cha 10

Base Atk +12; CMB +30; CMD 42

Feats Improved Initiative

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A taxidermic tyrannosaurus applies twice its Strength modifier to bite damage.

Treasure: PCs searching the room can find the skeleton of an ancient dwarven warrior of Tar Taargadth dressed in worthless rotting armor and bearing a rusted shield covered in decaying metal spikes. For Tier 6–7 only, he is still dressed in his battle gear: a masterwork breastplate, masterwork warhammer, and a *spined shield*.

Mission Notes: Taldor faction PCs can make a DC 15 Perception check to locate the preserved corpse of Galitian Maramaxus among the skeletons stored here. The royal brooch they need to complete their mission is still pinned to the ancient warrior's breast. Qadira faction PCs who make a successfully flawless rubbing of the spined shield of Tar Taargadth succeed on their bonus faction mission. In order to get a flawless rubbing, they must take the charcoal and paper provided by their faction leader and use it to make a DC 12 Sleight of Hand or Dexterity check. Failure means they've ruined the paper and fail at their mission.

Rewards: If the PCs defeat the skeleton, reward each tier thusly:

Tiers 1–2 and 3–4:

There are no rewards for area 3.

OPTIONAL ENCOUNTER

Area 4 is an optional encounter. If you are running short on time, you can skip the encounter or deal with it on the way back up from below. In this case, the room is simply an empty storeroom, filled with uninteresting boxes. To spice it up a little and draw the PCs forward, the dead body of one of the museum's watchmen can be found near the door to the Scriptorium (area 5), the cause of death unclear.

Tier 6–7:

Give each player 520 gp.

4. Strange Visitors (CR 3 or CR 5 or CR 8)

This musty storeroom is filled with boxes and crates stacked in disorganized piles, some only a few boxes high and others reaching all the way to the ceiling. Small puddles stand on the floor, and the occasional drip of water echoes in the darkness.

This room is filled with boxes and crates, in some cases stacked to the ceiling. A single unlit oil lamp hangs from a bracket to the right of the northern door. A wooden sign on a door in the western wall is marked “Scriptorium—Quiet Please.” Concealed behind a stack of cartons to the south is another door, labeled with a small sign reading “Archives—Private.”

Creatures: The Gate of Beyond's otherworldly vibrations have attracted bizarre oozes and aberrations to the Blakros Museum, which have taken up residence in this disused storeroom. For Tier 1–2, a yellow musk creeper sits in the middle of the room. For Tier 3–4, a gibbering moulder lurks behind some boxes. For Tier 6–7, the gibbering moulder is joined by a black pudding clinging to the ceiling above the western door.

Tier 1–2 (CR 3)

YELLOW MUSK CREEPER CR 2

hp 22 (*Pathfinder RPG Bestiary* 285)

Tier 3–4 (CR 5)

GIBBERING Moulder CR 5

hp 46 (*Pathfinder RPG Bestiary* 153)

TACTICS

During Combat The moulder begins gibbering as soon as it spots fresh prey. It focuses its attacks on the smallest opponent it sees, first firing its spittle at that character, and then attempting to grab and swallow it whole. It uses its ground manipulation ability to hinder other foes so it can devour its chosen prey in peace.

Morale Irresistibly drawn here by the Gate of Beyond, the gibbering moulder fights to the death.

Tier 6–7 (CR 8)

As Tier 3–4, but the gibbering moulder is joined by a black pudding.

BLACK PUDDING

CR 7

hp 105 (*Pathfinder RPG Bestiary* 35)

TACTICS

Before Combat The black pudding clings to the ceiling above the western door, dropping down to attack the first victim to come within reach.

Development: A DC 15 Perception check reveals a normal door hidden behind a stack of cartons against the southern wall. The door leads to area 6, but the thick fungal bed on the opposite side blocks the door, which requires a DC 20 Strength check to open.

Mission Notes: PCs from the Osirion faction who spend at least 15 minutes searching this room and succeed on a successful DC 15 Perception check find the scroll of Ancient Pharaohs in a dusty, cobweb-ridden box.

Rewards: There are no rewards for area 4.

5. Scriptorium

This dark, vaulted chamber serves as a scriptorium, where texts from the archives next door may be read or copied at leisure. Bare wooden shelves, empty except for some extra writing supplies (sheets of parchment, bottles of ink, and quills), line the eastern wall, and three desks with high stools stand in the center of the room between six columns. A small sign on the southern door reads “Archives—Private.”

A body lies slumped in the southwestern corner, still clutching a club. Its legs have been eaten away by acid, and the corpse is already showing signs of putrefaction, with patches of mold on the skin. A broken lantern lies next to the body, its oil spilled on the floor. These are the remains of Hodd, one of the museum’s unfortunate watchmen sent to investigate the basement. After falling prey to statues in area 2, he dragged himself into this room, but perished from his wounds before he could go for more help. His corpse has now become home to spores from the alien mold in area 6. Although the mold is harmless, it provides a clue about what the PCs will face in the Archives.

The two northern desks each contain small, empty candelabra, two bottles of dried ink, and old quill pens. The southern desk has been used more recently—the candelabrum holds the stubs of half-burnt candles, the ink bottles are still wet, and fresh ink stains the quill pens. A handful of books and scrolls, treatises on the solar

system and the empty space beyond, lie open on the desk. Underlined passages and marginalia written in Osiriani refer to the “the Dark Tapestry” and the “Dominions of the Black,” as well as something called the “Gate of Beyond,” a long-lost portal to these otherworldly realms. References to an ancient aberrant sorcerer named Kubburum Ishmedagan and the mad wizard Ralzeros the Overwatched are also highlighted. Characters who spend time reading through the notes can make a Knowledge (history) check with a +2 circumstance bonus to gain more information about Ralzeros and his studies (see below).

A DC 15 Perception check turns up a sheet of parchment that fell beneath the desk and was forgotten. Written in Osiriani, it contains some of Imrizade’s notes as well as sketches and diagrams of the Gate of Beyond and the brain canister she found in Osirion. The notes provide an important clue to the final battle in area 9. A DC 25 Linguistics check is needed to decipher the notes, which detail how the brain canister is the key to opening the portal, how it can be attached to the Gate, and the revelation that destroying the cylinder while it is attached to the Gate will demolish the portal as well.

Mission Notes: PCs of the Cheliox faction should be interested in Hodd’s club. They’ll need to return it intact to their faction leader to succeed on their bonus faction mission.

6. The Fungal Bloom (CR 2 or CR 4 or CR 6)

This chamber contains several tall wooden bookshelves reaching to the ceiling, almost bursting with the weight of books and scrolls filling the shelves. The shelves and their contents are encrusted with thick growths of brightly colored fungus and glistening mold. Many tomes have fallen from the shelves, their open pages forming a base for more fungi and large mushrooms which carpet the floor. The air here is damp and close, and several of the fungal growths pulse with an eerie purple light that dimly lights the room.

Tall wooden bookshelves, bursting with books and scrolls and encrusted with a profusion of brightly colored mold and fungal growths, fill this library. The westernmost door in the north wall has a sign reading “Scriptorium—Quiet Please.” Two large iron candelabra, full of unlit candles, hang from the vaulted ceiling. Several varieties of the fungi glow dimly with pulsing purple bioluminescence, providing the room with shadowy illumination.

The museum library and Blakros family archives are located in this room. When Imrizade began her attempts to open the Gate of Beyond, otherworldly spores managed to slip through the portal and infest this chamber, which has

now been overrun by a colony of alien mold and fungus. The fungal growths cover nearly every exposed surface, feeding on the strange energies leaking from the Gate of Beyond.

The northeastern door to area 4 is blocked by the particularly thick fungal bed on the floor, requiring a DC 20 Strength check to open. In the eastern portion of the room, hidden beneath a thick layer of fungus behind the last bookshelf, is a secret trapdoor that covers the shaft (area 7) leading down to area 8. A DC 25 Perception check is required to discover the trapdoor, which requires a DC 16 Strength check to open.

Hazards: For all tiers, a 5-foot patch of dangerous brown mold grows in the square marked “B” on the map. In addition, the 20-foot-by-20-foot eastern portion of the room is covered in a particularly thick and slimy mat of mold, turning that part of the room into difficult terrain. For all tiers, a shrieker stands in the square marked “S1” on the map. For Tier 6–7, a second shrieker is located in the square marked “S2” on the map.

Creatures: While the majority of the molds and fungi growing here are relatively harmless, more deadly varieties have infested the archives as well. For Tier 3–4, a single cerebriic fungus, an intelligent fungus creature from the planet Aucturn, also lurks in the southeast corner of the room. For Tier 6–7, three cerebriic fungi are spread throughout the room. The cerebriic fungi are not immediately hostile, but their alien minds are incapable of understanding most questions or giving accurate answers, making communication next to impossible. They have no knowledge of Imrizade Blakros, the Gate of Beyond, or the level below.

Tier 1–2 (CR 2)

See hazards above.

Tier 3–4 (CR 4)

CEREBRIC FUNGUS CR 3

hp 30; fast healing 2 (see Appendix)

TACTICS

Before Combat The cerebriic fungus scans the minds of the PCs with detect thoughts, projecting its unsettling appearance. It approaches the PCs curiously at first, telepathically asking nonsensical questions like “Do fingernails sing?”, “How do elves sporulate?”, or “Can the circumference of the moon dream of rain and fish?”

During Combat If attacked, the cerebriic fungus counterattacks with its tendrils, attempting to pull opponents closer to use its bite. It uses *touch of madness* and *touch of idiocy* against other enemies not in its tendrils.

Morale If reduced to below 6 hit points, the fungus unleashes its star-shriek and attempts to flee until its fast healing can return it to full health.

Tier 6–7 (CR 6)

CEREBRIC FUNGUS (3) CR 3

hp 30; fast healing 2 (see Appendix)

Development: The shriekers’ or cerebriic fungi’s screams attract the creatures from area 4, who arrive in 1d6 rounds if they have not yet been dealt with. The shrieks also alert Imrizade in area 9 below to the presence of intruders. While she does not come up to investigate, she is prepared for attackers and is unlikely to be surprised.

Treasure: A backpack lies in the central northern corner of the archives, dropped by Imrizade and forgotten in her eagerness to open the Gate of Beyond. Half overgrown with mold, a DC 15 Perception check is required to spot it. The backpack holds a collection of canopic jars, jeweled death masks, gilded ushabti, and other valuable Osiriani relics acquired by Imrizade (worth 150 gp Tier 1–2, 500 gp Tier 3–4, and 1,000 gp Tier 6–7). Also inside is a scrap of paper with the phrase “The Eye is always vigilant” written on it. This is the password to the *stone of alarm* in area 8. For Tiers 3–4 and 6–7, the backpack is a *handy haversack*, and also contains a *chime of opening*, *scrolls of detect secret doors* and *gaseous form*, and a *whip feather token*.

Mission Notes: Andoran faction PCs who spend at least 15 minutes searching the archives and succeed on a DC 15 Perception check can discover a couple of logbooks detailing the Blakros family’s illegal activities smuggling slaves and other contraband throughout the Inner Sea region. PCs of the Qadira faction who succeed on a DC 20 Perception check while searching the archives find a map outlining the secret trade routes used by the Blakros family’s agents to cross the Taldor-Qadira border.

Rewards: If the PCs find Imrizade’s backpack, reward each tier thusly:

Tier 1–2:

Give each player 25 gp.

Tier 3–4:

Give each player 575 gp.

Tier 6–7:

Give each player 658 gp.

7. Shaft

Hidden beneath a thick layer of fungus, a circular, 10-foot-diameter shaft drops 40 feet from the archives to the level below. A narrow flight of stone steps spirals down along the shaft’s circumference, coated with slime and mold. The steps are slippery, requiring a DC 10 Acrobatics check to traverse at half speed (DC 15 to move at normal speed or greater). The walls are slippery as well, and can

ABYSIUM

The skymetal Abysium, also called feverstone, can be a source of great power, but those who spend too much time in close proximity to the otherworldly stone frequently display symptoms of a strange illness and soon die. For more information on Abysium and other skymetals found on Golarion, see “Into the Black” in *Pathfinder Adventure Path* #14: “Children of the Void.”

be climbed with a DC 25 Climb check. Failing any of these checks results in a fall to the bottom of the shaft.

8. The Shocking Truth (CR 1 or CR 3 or CR 6)

The shaft deposits you in an alcove at the far end of an antechamber, free of the riotous growths of fungi and mold that choke the shaft and archives above. The simple, clean lines of the basement’s basalt walls give way here to a disturbing, organic style of architecture that makes it seem like you are walking through the gullet of some monstrous behemoth. At the far end of the hall, a large, ornate arch that looks disconcertingly like the beast’s toothed maw stands in the wall, covered by a heavy black curtain with sickly green light from the chamber beyond shining around the edges. A plain iron box sits on the floor in the middle of the room.

The architecture of this hallway is markedly different from the basement level above, the dark basalt carved in a strange organic style. The passage expands as it extends to the north, its ceilings increasing from 10 feet to 20 feet high, and widening from 10 feet to 35 feet across. The hallway ends in a large, ornate arch that resembles a toothed maw 15 feet high. The corridor is dark, but light issuing from the archway provides dim light for the northern 15 feet of the room.

This room is nothing more than an antechamber leading to the chamber of the Gate of Beyond. Imrizade has placed a simple deterrent against unwanted intruders in the middle of the hallway—an unlocked iron box with *magic aura* cast on it to trick the unwary into opening it. The box is a last line of defense to delay attackers and give Imrizade final warning before they reach her sanctum.

Creatures: For Tiers 1–2 and 3–4, the iron box holds a swarm of spiders. For Tier 6–7, the box contains a centipede swarm instead. The swarms attack as soon as anyone opens the box.

Traps: For Tiers 3–4 and 6–7, opening the iron box also triggers an electricity arc trap. Successful Perception and Disable Device checks can locate and disable the electricity trap, but the insect swarms cannot be disabled. The only way to avoid them is to refrain from opening the box.

A *stone of alarm* has also been attached to the box. Touching the box in any way triggers the stone, which emits a high-pitched alarm that alerts Imrizade in area 9, unless the password “The Eye is always vigilant” is first spoken.

Tier 1–2 (CR 1)

SPIDER SWARM CR 1

hp 9 (*Pathfinder RPG Bestiary* 258)

TACTICS

During Combat The swarm envelops the character opening the box and as many other adjacent opponents as it can reach.

Tier 3–4 (CR 3)

As Tier 1–2, but opening the box also triggers an electricity arc trap.

MINOR ELECTRICITY ARC TRAP CR 1

Type mechanical; Perception DC 20; Disable Device DC 18

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (2d6 electricity damage, DC 18 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

SPECIAL

Triggering the trap also activates the *stone of alarm* attached to the box.

Tier 6–7 (CR 6)

CENTIPEDE SWARM CR 4

hp 31 (*Pathfinder RPG Bestiary* 43)

TACTICS

During Combat The swarm envelops the character opening the box and as many other adjacent opponents as it can reach.

ELECTRICITY ARC TRAP CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

SPECIAL

Triggering the trap also activates the *stone of alarm* attached to the box.

Treasure: The *stone of alarm* may be removed from the box with the password “The Eye is always vigilant,” which may be found in Imrizade’s backpack in area 6.

Rewards: If the PCs open the box or disable the trap, reward each tier thusly:

All Tiers:

Give each player 225 gp.

9. Warp of the Dark Tapestry (CR 3 or CR 5 or CR 9)

The walls and ceiling of this chamber bulge outward, continuing the grotesque architectural style of the antechamber, as if you were standing in the leviathan's stomach. Queer, glowing nodules protrude from the walls at seemingly random intervals, bathing the room in their sickly green glow. A tall, free-standing, almost organic-looking archway carved from a strange, glowing blue-green stone stands atop a low dais in a wide alcove at the far end of the chamber. The center of the arch is empty, revealing the wall behind it, but the space occasionally flickers with curtains of starry darkness, as if somewhere else lies just beyond the portal. A susurrus of ghostly whispers seem to issue from the gate, their language and meaning unclear, but fraught with a sense of wrongness.

The queer architectural style continues into this oddly shaped chamber, with bulbous walls and a vaulted ceiling that soars to 30 feet in height. Weird glowing nodules along the walls illuminate the room with a sickly green radiance. A wide alcove in the northern wall holds a dais on which stands the Gate of Beyond, a 15-foot-tall archway carved from a strange, glowing blue-green stone called Alysium. This room is the sanctum of the aberrant sorcerer Imrizade Blakros and her ghostly master, Kubburum Ishme-dagan.

This chamber, formerly the laboratory of Ralzeros the Overwatched, is now the sanctum of the aberrant sorcerer Imrizade Blakros and the ghostly mind of her master, the ancient sorcerer Kubburum Ishme-dagan. The 15-foot-tall archway in the alcove is the Gate of Beyond, the inactive portal to the Dark Tapestry, carved out of the strange skymetal known as Alysium. While it is still sealed, Imrizade's attempts to open the portal have allowed certain otherworldly presences through, such as the alien molds and fungi in area 6. The strange metal cylinder containing Kubburum Ishme-dagan's preserved brain is attached to the Gate at the apex of the arch.

Creatures: Imrizade Blakros stands on the dais before the arch, connected to the Gate of Beyond by five disgusting, fleshy, fungoid umbilicals attached to her hips, shoulders, and the base of her skull. She is half-Osirian, with long, dark hair and light brown skin, wearing a weathered explorer's outfit. Under Kubburum's possession, her eyes are completely black, showing no iris or whites. While Kubburum is unable to directly attack the PCs, they can attack the metal cylinder holding his brain. The canister counts as an object for purposes of attacks, including hardness and resistance to energy attacks. For Tiers 1–2 and 3–4, the cylinder is

iron (hardness 10, 30 hp). For Tier 6–7, the cylinder is mithral (hardness 15, 30 hp).

For Tier 1–2, Imrizade and Kubburum are joined by a zombie, the undead remains of one of the museum's unfortunate watchmen. The bodies of four other dead watchmen litter the floor around the dais. For Tier 3–4, Imrizade and Kubburum are accompanied by five zombies. For Tier 6–7, a yellow musk creeper grows in the square directly in front of the Gate of Beyond, and the five watchmen have been animated as yellow musk zombies by the strange plant.

Tier 1–2 (CR 3)

IMRIZADE BLAKROS

CR 3

Female human rogue 1/sorcerer 3 (aberrant)
CE (formerly CN) Medium humanoid (human)
Init +7; **Senses** Perception +6

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 shield)
hp 22 (1d8+3d6+4); fast healing 3
Fort +2, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.
Melee touch +5 (spell) or mwk rapier +6 (1d6/18–20)
Ranged hand crossbow +5 (1d4/19–20) or ranged touch +5 (spell)
Space 5 ft.; **Reach** 5 ft. (10 ft. when making melee touch attack)
Special Attacks acidic ray (1d6+1 acid, 6/day), long limbs, sneak attack +1d6
Spells Known (CL 3rd)
1st (6/day)—*chill touch* (DC 14), *enlarge person*, *magic missile*, *shocking grasp*
0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *read magic*, *touch of fatigue* (DC 13)

Bloodline aberrant

TACTICS

Before Combat Imrizade uses her *scroll of mage armor* as soon as she hears screeching from area 6. When the alarm in area 8 goes off, she uses her *scroll of shield*.

During Combat Imrizade directs her zombie to engage opponents, while she casts *color spray* from her wand to catch as many approaching enemies as possible. She then stands behind her zombie and uses her long limbs to deliver touch attacks, particularly *shocking grasp* against foes wearing metal armor. She targets spellcasters with *magic missile* to try to disrupt their spells. If she runs out of spells or is forced into melee combat, she uses her last 1st-level spell to cast *enlarge person* and attempts to make sneak attacks with her enlarged rapier.

Morale Possessed by the ghostly brain of Kubburum Ishme-dagan, Imrizade fights to the death. If Kubburum's cylinder is destroyed, however, Imrizade is freed from possession and surrenders.

Base Statistics AC 21, touch 13, flat-footed 18 (+3 Dex)

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +2; **CMB** +2; **CMD** 15

Feats Combat Casting, Eschew Materials, Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Appraise +5, Bluff +7, Disable Device +7, Knowledge (dungeoneering) +5, Linguistics +5, Perception +6, Spellcraft +8 (+12 cast defensively), Stealth +10, Use Magic Device +7

Languages Common, Osiriani, Ancient Osiriani

SQ fungoid umbilicals, trapfinding

Combat Gear *potion of cure light wounds*, *scroll of mage armor*, *scroll of shield*, *wand of color spray*, tanglefoot bag; **Other Gear** masterwork rapier, hand crossbow with 10 bolts, *cloak of resistance* +1, backpack, thieves' tools, signet ring (50 gp), pouch with 20 gp, papyrus Aucturn Enigma scroll (see Mission Notes)

SPECIAL ABILITIES

Fungoid Umbilicals (Ex) Five 20-foot-long fungoid umbilicals connect Imrizade to the Gate of Beyond (and to the mind of Kubburum Ishme-dagan), attached to her hips, shoulders, and the base of her skull, cumulatively providing her with fast healing 3. The umbilicals may be individually attacked using the sunder combat maneuver. Each umbilical has hardness 2 and 5 hit points. Each severed umbilical inflicts 1d3 points of damage to Imrizade, and her fast healing is reduced by 1 for every two severed umbilicals. Severing all five umbilicals disconnects Imrizade from the Gate but she remains possessed by Kubburum.

KUBURRUM ISHME-DAGAN'S BRAIN CYLINDER CR —

CE Tiny iron cylinder (inanimate object)

DEFENSE

AC 10, touch 10, flat-footed 10; (+5 deflection, -7 Dex, +2 size)

hp 10; Break DC 25

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

Hardness 10; **Vulnerability** acid

SPECIAL

Languages Ancient Osiriani; telepathy 60 ft.

Note: Detaching the cylinder from the arch (with a successful Strength check) or severing the umbilicals connecting Imrizade to the Gate of Beyond creates a magical backlash that removes Kubburum's deflection bonus, making his AC 5.

FAST HUMAN ZOMBIE CR 1/2

NE Medium undead (*Pathfinder RPG Bestiary* 289)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12; (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +1, **Will** +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 2 slams +4 (1d6+3)

Special Attacks quick strikes

TACTICS

During Combat The zombie attempts to block anyone from reaching Imrizade or the Gate of Beyond.

Morale The zombie fights until destroyed.

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 15

Feats Toughness

Tier 3–4 (CR 5)

As Tier 1–2, but increase the number of fast zombies to five.

IMRIZADE BLAKROS CR 3

Female human rogue 1/sorcerer 3 (aberrant)

hp 22 (Use the stats from Tier 1–2)

Gear As Tier 1–2, but add a *scroll of ghoul touch*, increase the signet ring to 100 gp value, and increase the pouch to 40 gp.

FAST HUMAN ZOMBIES (5) CR 1/2

hp 12 each (Use the stats from Tier 1–2)

Tier 6–7 (CR 9)

IMRIZADE BLAKROS CR 8

Female human rogue 3/sorcerer 6 (aberrant)

CE (formerly CN) Medium humanoid (human)

Init +7; **Senses** Perception +11

DEFENSE

AC 22, touch 13, flat-footed 19 (+5 armor, +3 Dex, +4 shield)

hp 45 (3d8+6d6+7); fast healing 5

Fort +5, **Ref** +9, **Will** +8

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee touch +11 (spell) or unarmed strike +8 (1d3 plus spell) or mwk rapier +9 (1d6/18–20)

Ranged hand crossbow +8 (1d4/19–20) or ranged touch +8 (spell)

Space 5 ft.; **Reach** 5 ft. (10 ft. when making melee touch attack)

Special Attacks acidic ray (1d6+3 acid, 7/day), long limbs, sneak attack +2d6

Spells Known (CL 6th)

3rd (4/day)—*vampiric touch*

2nd (6/day)—*ghoul touch* (DC 16), *see invisibility*, *spectral hand*

1st (7/day)—*chill touch* (DC 15), *enlarge person*, *magic missile*, *shield*, *shocking grasp*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *open/close*, *read magic*, *ray of frost*, *touch of fatigue* (DC 14)

Bloodline aberrant

TACTICS

Before Combat Imrizade casts *shield* and *spectral hand* (losing 2 hit points) as soon as she hears the alarm from area 8.

During Combat Imrizade begins by casting *black tentacles* from her scroll, then directs her zombies to engage grappled opponents. She stays behind the zombies and delivers touch spells with her *spectral hand*. She uses *ghoul touch* against other spellcasters and against foes who come within range of the yellow musk creeper's attacks, and targets obvious warriors (especially wearing metal armor) with *shocking grasp* and *ray of enfeeblement* from her wand. If it looks like enemies might get past her zombies, Imrizade creates more undead from her *robe of bones*. If forced into melee, she uses her long limbs to deliver unarmed strikes with touch spells from beyond her opponents' reach, making sneak attacks if possible. Imrizade uses *vampiric touch* to replenish her hit points as needed.

Morale Possessed by the ghostly brain of Kubburum Ishme-dagan, Imrizade fights to the death. If Kubburum's cylinder is destroyed, however, Imrizade is freed from possession and surrenders.

Base Statistics AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); hp 47 (3d8+6d6+9); **Melee** touch +9 (spell).

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 19

Base Atk +5; **CMB** +5; **CMD** 18

Feats Arcane Armor Training, Combat Casting, Eschew Materials, Improved Initiative, Improved Unarmed Strike, Iron Will, Weapon Finesse, Weapon Focus (melee touch)

Skills Acrobatics +15, Appraise +7, Bluff +10, Disable Device +11, Knowledge (dungeoneering) +7, Linguistics +7, Perception +11, Spellcraft +13 (+17 cast defensively), Stealth +15, Use Magic Device +10

Languages Ancient Osiriani, Common, Kelish, Osiriani, Tekritanin

SQ combat trick, fungoid umbilicals, trapfinding

Combat Gear *potion of cure moderate wounds*, *scroll of black tentacles*, *wand of ray of enfeeblement*; **Other Gear** +1 mithral shirt, masterwork rapier, hand crossbow and 10 bolts, *cloak of resistance* +1, *headband of alluring charisma* +2, *robe of bones*, backpack, masterwork thieves' tools, signet ring (200 gp), pouch with 120 gp, papyrus Aucturn Enigma scroll (see Mission Notes)

SPECIAL ABILITIES

Fungoid Umbilicals (Ex) Five 20-foot-long fungoid umbilicals connect Imrizade to the Gate of Beyond (and to the mind of Kubburum Ishme-dagan), attached to her hips, shoulders, and the base of her skull, cumulatively providing her with fast healing 5. The umbilicals may be individually attacked using the sunder combat maneuver. Each umbilical has hardness 5 and 10 hit points. Each severed umbilical inflicts 1d6 points of damage to Imrizade, and reduces her fast healing by 1. Severing all five umbilicals disconnects Imrizade from the Gate but she remains possessed by Kubburum.

KUBBURUM ISHME-DAGAN'S BRAIN CYLINDER CR —

CE Tiny mithral cylinder (inanimate object)

DEFENSE

AC 10, touch 10, flat-footed 10; (+5 deflection, -7 Dex, +2 size)

hp 15; Break DC 28

Fort +5, Ref +5, Will +5

Hardness 15; Vulnerability acid

SPECIAL

Languages Ancient Osiriani; telepathy 60 ft.

Note: Detaching the cylinder from the arch (with a successful Strength check) or severing the umbilicals connecting Imrizade to the Gate of Beyond creates a magical backlash that removes Kubburum's deflection bonus, making his AC 5.

YELLOW MUSK CREEPER CR 2

hp 22 (*Pathfinder RPG Bestiary* 285)

TACTICS

During Combat The yellow musk creeper fires its pollen spray at any creatures within range, hoping to entrance them close enough to infect them with its seeds and turn them into yellow musk zombies. It does the same to any helpless creatures within reach (such as characters paralyzed by Imrizade's ghoul touch).

FAST HUMAN YELLOW MUSK ZOMBIES (5) CR 1/2

NE Medium undead (*Pathfinder RPG Bestiary* 285, 289)

Init +1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12; (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +1, Will +3

Immune plant traits

OFFENSE

Speed 40 ft.

Melee 2 slams +4 (1d6+3)

Special Attacks quick strikes

TACTICS

During Combat The zombie attempts to block anyone from reaching Imrizade or the Gate of Beyond.

Morale The zombie fights until destroyed.

STATISTICS

Str 17, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 15

Feats Toughness

SPECIAL ABILITIES

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.

Development: Severing the fungoid umbilicals connecting Imrizade to the Gate of Beyond frees her from

Kubburum's direct control, but he still possesses a tenuous hold on her mind. To completely free Imrizade of the ancient sorcerer's possession, the PCs must either kill Imrizade or destroy Kubburum's brain cylinder. Killing Imrizade but leaving the cylinder intact leaves the dangerous aberrant sorcerer free to possess someone else later and try again to open the Gate of Beyond. Destroying the cylinder frees the bonds holding Kubburum's ghostly mind to this world, and he goes to meet his long-delayed fate in Pharama's Boneyard. Destroying the cylinder also weakens the Gate of Beyond, which begins twisting and shaking itself apart over 1d6 rounds, until it finally disintegrates.

Mission Notes: Osirion faction PCs should be interested in the papyrus scroll Imrizade carries, written in Ancient Osiriani, and labeled "The Aucturn Enigma." Acquiring this scroll will fulfill their faction mission. Andoran faction PCs will want to recover whatever is left of the brain cylinder.

Rewards: If the PCs defeat Imrizade, reward each tier thusly:

Tier 1–2:

Give each player 208 gp.

Tier 3–4:

Give each player 232 gp.

Tier 6–7:

Give each player 1,047 gp.

CONCLUSION

With the ancient aberrant sorcerer Kubburum Ishmedagan destroyed, the Gate of Beyond is demolished and Imrizade is freed from his control. She still retains her aberrant bloodline, however, and is plagued afterward by strange dreams of nightmare vistas and bizarre beings from the Dark Tapestry. The PCs earn the gratitude of Nigel Aldain, the powerful Blakros family, and Imrizade herself, who happily turns over the Osirian artifacts she collected, and grants the Pathfinder Society unrestricted access to the Blakros family archives.

If the PCs kill Imrizade, they earn the thanks of Nigel, who is pleased that the threat to his museum has been resolved. The Pathfinder Society eagerly accepts any information the PCs acquired about the Gate of Beyond, as well as any relics recovered from the basement. But the PCs also gain the enmity of the influential Blakros family, who hold them responsible for their daughter's death.

If the PCs fail to defeat Imrizade, she finds herself unable to fully open the Gate of Beyond, but more and more aberrant energies leak from the portal, attracting ever greater threats to the Blakros Museum. Eventually, the portal is discovered, and the Wise Quarter's Learned

Guard and wizards of the Arcanamirium are called in to destroy it.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who find the logbooks in the archives in area 6 earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who retrieve the scrolls hidden inside the statue of Mephistopheles in area 2 earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who acquire the "Aucturn Enigma" scroll from Imrizade in area 9 earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who discover the map in the archives in area 6 earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover the royal brooch from the body in area 3 earn 1 Prestige Award.

APPENDIX: NEW MONSTER, CEREBRIC FUNGUS

A veiny, swollen bulb that bears a disturbing resemblance to an oversized brain squats atop five ropy legs, haphazardly encrusted with fungal shelves and bearing folds that resemble gills. A wide orifice with chitinous, teeth-like ridges gapes at the top of the creature, fringed with waving filaments and two long tendrils that lash the air. Its form seems overlaid with a confusing welter of rapidly changing, flickering images, making it difficult to see clearly.

CEREBRIC FUNGUS

CR 3

XP 800

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 30 (4d8+12); fast healing 2

Fort +7, **Ref** +1, **Will** +6

Defensive Abilities otherworldly mind; **Immune** plant traits;

Resist cold 5; **Vulnerability** light, sonic

OFFENSE

Speed 30 ft.

Melee 2 tendrils +5 (1d4+2 plus pull), bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Special Attacks pull (tendrils, 5 ft.), star-shriek

Spell-Like Abilities (CL 4th)

Constant—*detect thoughts* (DC 14)

At will—*touch of madness* (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

TACTICS

During Combat A cerebriic fungus attacks with its tendrils, attempting to pull opponents closer to use its bite. It targets melee attackers with *touch of madness* and troublesome spellcasters with *touch of idiocy*. If surrounded by enemies, a fungus unleashes its star-shriek, then casts *calm emotions* in hopes of ending combat.

Morale Alien almost beyond comprehension, cerebriic fungi may attack for a few rounds then wander off disinterestedly, flee or attempt to surrender if wounded, or even fight to the death, all for the sake of experience.

STATISTICS

Str 14, **Dex** 10, **Con** 16, **Int** 14, **Wis** 20, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15

Feats Improved Initiative, Multiattack

Skills Bluff +9, Diplomacy +9, Perception +12, Stealth +7

Languages telepathy 100 ft.

ECOLOGY

Environment Aucturn

Organization solitary or colony (4–12)

Treasure Value 800 gp

SPECIAL ABILITIES

Otherworldly Mind (Ex) Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a divination spell or similar ability must make a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage, are confused for 1d6 rounds, and their spell immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) When distressed, a cerebriic fungus can unleash a shrill scream of madness and despair that echoes the cold, dark void between the stars. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This ability can be used once per day as a full-round action. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful DC 14 Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

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

Cerebriic fungi are a race of carnivorous, intelligent fungi native to the distant planet Aucturn. Although they are one of the lowest life forms on that world, the fungi still possess an alien intellect far beyond that of most terrestrial creatures. Cerebriic fungi rarely leave their native planet, but display great curiosity about other races and species when they visit other worlds, asking endless, apparently senseless, questions and engaging in disturbing experiments.

Cerebriic fungi cannot speak, but they can telepathically communicate with any intelligent creature, as well as influence them with their mental powers. However, their extraterrestrial minds are so alien that communication can be extremely difficult. Those few mages or scientists that have managed to contact the fungi claim to have been granted great wisdom and knowledge of the Dark Tapestry between the stars through the sibilant mental whispers of the fungi, but only at the cost of their sanity.

Although capable of fine manipulation with their prehensile filaments, cerebriic fungi normally forgo the use of weapons in favor of their natural attacks. They apparently feed on organic life in some way, though virtually nothing is known of their ecology or society, if they even have one.

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Andoran Faction Handout

Defender of Democracy,

Rumors flow fast and furious about the exact nature of the Blahros trade across the Inner Sea. Officially, of course, everything is completely legitimate, but we have reason to believe that the Blahros family is also involved in trade of a darker nature. If you can find any documents proving these allegations, they would aid our cause immensely. If they can also be used to point blame at either Taldor or Qadira, so much the better. Bring any such papers you find to me at once.

My agents tell me that Imrizade returned to Absalom with a small metal container. We have suspicions of its dark origins and wish to hide it far from prying eyes. If she still carries it, take it from her and return to me and you will have done all of humanity a great service.

Capt. Colson Maldris

In Service to Freedom,

Captain Colson Maldris



Cheliox Faction Handout

Delectable One,

Before our first Infernal Majestrix Abrogail I ascended to her throne, the House of Thrune's palace in Westcrown was plundered by enemy agents. One of the objects taken was a statue of Mephistopheles. While the statue itself has no real value, several important contracts were hidden inside the sculpture and we believe the Blackros family has it. Should you come across this statue while at the museum, retrieve the documents inside. Be warned, my sweet, that the scrolls are not for your eyes. I might have to pluck them out myself if I discover you've opened them.

If you happen to see my man Hodd there, he's quite overdue on delivering to me his newest report of the museum's activities. He keeps those reports in a hollowed out club that he carries as a night watchman and delivers them to me weekly. Please take the club from the filthy man, then tell him he's fired.

Zarta Draldeen
Paracountess Zarta Draldeen

Osirion Faction Handout

Loyal Scion of Osirion,

The gods only know how many priceless antiquities Imrizade Blackros plundered from our lands, but we know she acquired certain relics we would prefer to keep in Osirion. Of greatest interest to the Ruby Prince is an aged papyrus scroll referring to "The Aucturn Enigma." It contains ancient knowledge that could grant us supremacy over our rivals. Recover the scroll from the Blackros thief and return it to me.

While you are there, I would have you find yet another scroll. This one is known as the scroll of Ancient Pharaohs and details some early lineages of our god-kings. The only known copy is said to be resting in a dirty, cobweb-ridden box somewhere in the Blackros basement. Find it and I will be in your debt.



In Your Ancestors' Honor,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Loyal Servant of the Satrap,

The Blakros family has long engaged in cross-border trade between Qadira and Taldor. While the satrap remains indifferent to the specifics of the goods they carry, he is keenly interested in the trade routes they regularly use and have kept a family secret for generations. Do your utmost to discover any details about these smuggling routes—journals, maps, or anything similar. Our agents could use this knowledge to great effect against our enemies.

While you're in their museum, seek the corpse of famed dwarven warrior Tar Taargadth. We have reason to believe that his spined shield has a map carved into its surface. Take the enclosed charcoal and unique parchment provided and carefully get a rubbing of the map. Be cautious! You get one chance with the paper—if you tear it or rub the map incorrectly you'll ruin it and I'll be quite displeased.

Warmest Regards,
Pasha Muhlia Al-Jakri x 


Taldor Faction Handout

Agent of the Empire,

Recently, the grave of one of the Empire's champions, Galitian Maramaxus, hero of the Fourth Army of Exploration, was plundered by Andorens and sold to the highest bidder. Our agents report the remains of this mighty warrior were purchased by the treasonous Blakros family and added to their museum's collection. The chronicles report that he was buried with a brooch given to him by Grand Prince Galian V. Find Maramaxus's body and recover the brooch, so that it may be returned to Taldor and put on display in Oppara's Memorial Park to inspire new generations of Taldan soldiers.



Speaking of statues, we have reason to believe the powers this Blakros woman is meddling with can animate inanimate objects, such as statues, and turn them into living things. If you happen to find something akin to a living statue, bring me back at least ten pounds of it so our sorcerers might study its properties. What a boon if Memorial Park were filled with living statues, don't you think?

For Emperor and Empire,

Baron Jacquo Dalsine

