

DARK ARCHIVE



IN DARKNESS THE NINTH AND FINAL CASEFILE

When I absconded with eight casefiles, I knew there had to be something connecting them, some last missing piece that tied them together. I didn't think that the thing connecting them would be me. Me... and him. I can feel him now, taking bits of me away. Soon, there will be nothing left, and he'll be free.

Save me. Hurry.

—Killia Huon-Wynn

STOP SCROLLING AND READ THIS MESSAGE

This final casefile provides a possible last adventure for groups playing through the campaign that carries through the chapters of *Pathfinder Dark Archive*. It's intended to be played after completing the final adventure in the book, "The Last Dream." This ninth file concludes the story of the Lone Archivist, his stolen casefiles, and the PCs' journey to become the successors to the Dark Archive. Revelations to the deepest mysteries found within the Dark Archive lie ahead!

If you have been playing through the campaign in the *Dark Archive* as a PC yourself, or if you intend to do so, then **read no further—the rest of this casefile is intended for GMs only.**

If you're going to be running the adventure and are ready to scroll to the next page, do so now.

THE HUNT FOR THE LOST PAGES

Alongside the original release of *Pathfinder Dark Archive*, a curious and cryptic puzzle began to reveal itself to Pathfinder fans. Lost pages arrived in the hands of community members in a wide variety of places, and clues toward a greater puzzle appeared throughout the book itself.

The community came together to put together the pieces across social media, the Paizo forums, and other sites and apps where Pathfinder fans congregate. Their efforts revealed the presence of this final adventure. "In Darkness" has been remastered alongside the *Pathfinder Dark Archive* book, and made easier to find than ever before. Thanks once again to the incredible fans who came through, becoming Dark Archivists of their own!

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IN DARKNESS

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ADVENTURE BACKGROUND

As a young boy, Killia Huon-Wynn wanted to learn. Growing up on the outskirts of Goka, he'd often read books on his father's silkworm farm by day, discovering more about the world as he gathered mulberry leaves and fed them into the cages. At night, he'd listen to the stories his mother, a Varisian merchant, would tell him of her travels across the world.

The desire to learn soon led Killia to leave Goka and travel Golarion, making a name for himself as a merchant. But one night in a moonlit forest, on a bridge surrounded by candles, Killia was rescued from a fell spirit by two paranormal agents who had been investigating disappearances along the trail. His path changed that day, as the agents inducted Killia into the ways of the Dark Archive. Over several assignments, Killia became an accomplished thaumaturge, but it was the shared endeavor of working with his fellow archivists that gave him the greatest sense of accomplishment, belonging, and direction. Witnessing impossibilities—from mysterious creatures and strange artifacts to lands defying even magical explanation—made the archivist wonder at how boundless the world might be.

Yet no matter how many mysteries Killia unraveled, eight casefiles always eluded him. Though each was classified into a different topic among the Archive's myriad brushes with the paranormal, and though they took place in vastly disparate locations across Golarion, his inability to solve them caused Killia to believe there had to be a reason, a connection, something, anything, linking these last eight mysteries. He felt it, suspected it... no.

He *knew* it.

Even without evidence, and unbeknownst to Killia, this act of knowing made his convictions true. Though he always thought of himself as ordinary, neither blessed by the gods nor hailing from a magical line, he was wrong. In fact, he bore a deviant ability that would eventually be called "retroactive timeline revision"—the psychic ability to revise one's timeline to satisfy subconscious desires, ensuring events would come to pass. Though phenomenally potent, this ability was completely outside of his conscious control.

In Killia's past, his ability opened the tiniest of cracks into the mirrored dimension of the Echoing Pale, calling forth a strange entity locked there by a long-gone cult, one that would ensure the eight casefiles would come to be tied together in Killia's present. The entity, a native of the Dimension of Dreams, bonded to Killia in the past as a nascent thought, slowly growing with him, taking the form of the silkworms Killia had loved as

ABOUT THIS ADVENTURE

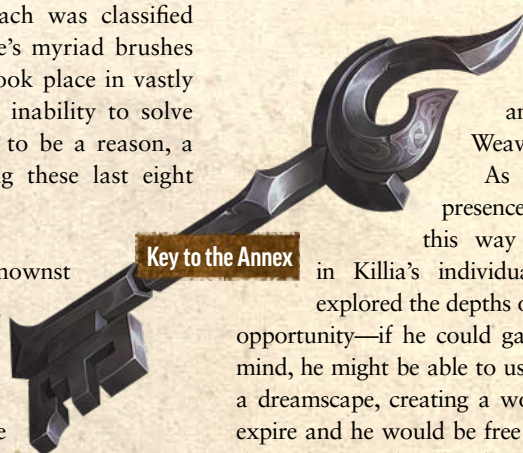
Recommended Level: Team of four 13th-level characters.

"In Darkness" takes place in the Annex, a repository of secrets and artifacts established by the Lone Archivist and left to the PCs, who are now his successors after investigating the eight stolen casefiles, passing the test he left in his personal mindscape, and retrieving the key to the vault at the end of the main *Dark Archive* adventure. But if the PCs have found this last file, they've likely also found Killia's coded messages, detailing a strange, paranormal entity that has haunted him from the shadows, unseen and unrealized. The PCs must investigate this last bastion of secrets to discover the entity and save both Archivist and Archive—if they're successful in their investigation, they may even put a stop to the entity once and for all!

a child. The entity had done this many times before, infiltrating the dreams of a host and slowly eroding their individuality before using the now-empty vessel to walk Golarion. However, dreams aren't meant to stay in the waking world; the entity's host would inevitably perish, returning it to the Dimension of Dreams to begin the cycle anew. This entity was known as the Weaver in Dreams.

As Killia investigated, the Weaver's presence over him grew, nudging him this way and that, slowly eating holes in Killia's individuality. However, as the Weaver explored the depths of Killia's ability, he realized a rare opportunity—if he could gain sufficient control over Killia's mind, he might be able to use the archivist's ability to expand a dreamscape, creating a world where his host would never expire and he would be free to wreak havoc. Perhaps sensing the growing evil within him, Killia retreated to the Annex to research the casefiles, hoping the Dark Archive folio he sent out into the world would draw new archivists to aid him.

The Weaver is the nexus of Killia's research, the answer to the question that drives him. He is a creature without precedent. He has infiltrated a secretive society of paranormal investigators. He was unleashed by the deviant power of a unique individual. He was locked in the Echoing Pale. He was once the focus of a forgotten cult. His roots burrow deep into the soul. His existence contradicts the flow of time. And he seeks to plunge the world into a dreamscape where his power has no limit.





USING THIS CASEFILE IN YOUR CAMPAIGN

Like the eight mini-adventures in the main *Pathfinder Dark Archive* book, this ninth casefile is a short adventure to make your players confront the paranormal directly—in this case, to conclude the story of the Lone Archivist, his stolen casefiles, and the PCs’ journey to become the successors of a reborn Dark Archive. Following the pattern of the previous eight casefiles, this adventure skips ahead a level, to 13th level, and is balanced for a team of 4 PCs.

This adventure takes place in the Annex, a decommissioned Dark Archive site that Killia reopened and used to store the results of his research, hoping it could serve as headquarters for his reborn Dark Archive when the time was right. The Annex is located on the outskirts of Absalom, which the PCs know from the letter in the conclusion of the previous adventure, as well as the key to the Annex, which rotates to point to the building. After the last *Dark Archive* adventure, the PCs can no longer teleport across Golarion via the *somnambulist’s bridge*, so they’ll have to make it to Absalom themselves.

How you fit the adventure into your group’s ongoing campaign will likely follow the example you’ve set with the previous casefiles. If you’ve been interspersing the *Dark Archive* mini-adventures within a larger campaign of your own creation, you can continue to do the same here, having the players encounter paranormal incidents on their journey to the Annex to gain the experience necessary to reach 13th level (or, if your party was already near Absalom, consider another way that you might extend the story—perhaps the

key might lead on a circuitous route rather than directly, or perhaps a rival faction could steal the Archive key). If you’ve been playing each mini-adventure consecutively, you can simply level your PCs up to 13th level after completing “The Last Dream” so they can jump right into this final adventure!

Like the previous *Dark Archive* mini-adventures, “In Darkness” is meant to be played in one or two sessions, though it’s possible it will run longer than previous ones if players wish to investigate every corner. If you prefer to play in two sessions, a natural point to break might be when the PCs finish their investigation of the Annex and take the elevator down to the underground vault. Like the eight casefiles before it, “In Darkness” is not meant to span the entirety of 13th level, so it doesn’t reward all of the Experience Points or treasure that PCs would normally receive in a full level of play.

GETTING STARTED

Following the direction of the Dark Archive key, the PCs have found their way to a nondescript warehouse on the outskirts of Absalom, at the end of a little-used country road. When the PCs are ready to begin their final delve into the Dark Archive’s mysteries, read or paraphrase the following.

Overgrown cacti with hundreds of white flowers in full bloom sprawl across the brick walls of this nondescript storefront. A sweet fragrance hangs in the air, accompanied by the creaking of a wooden sign hanging near the road, the letters “Imports by Huon-Wynn” faded on its surface. The Dark Archive key exerts a strong, tugging pull toward the cobweb-covered lock on the door.

The door to the building is locked, as well as absolutely saturated in layers upon layers of magical wards and safeguards to keep out unauthorized entry (as well as keep any fell forces contained within), as is clear to anyone who succeeds at a DC 31 Perception or Arcana check or a DC 33 Occultism, Nature, or Religion check. While it would usually be a challenge to force entry to the building, the PCs have the master key. When the key is inserted into the door and turned, a rush of magic swirls around the PCs, registering them as fully fledged Dark Archivists and allowing them to pass through the security systems undeterred; any PC who succeeded at the initial check to identify the security systems automatically realizes this.

A PC who succeeds at a DC 27 Nature check realizes that the flowers covering the building are queen-of-the-night cacti, which should normally bloom only at night and wilt by daybreak, and that the cobwebs covering the door are from silkworms, not spiders.

THE ANNEX

A1. ENTRANCE AND RECEPTION

Parallel channels under the building's threshold carry thin but unbroken lines of ash, jade, lead, orichalcum, peachwood, silver, ti, turquoise, water, holy water, unholy water, and other materials too numerous to identify. As the door opens, quartz crystals in sconces ignite with a clear magical light, illuminating a cross-shaped intersection of hallways. A reptile skeleton, perfectly preserved, faces the door from atop a display pedestal. The floors are unnervingly clean, giving the room a sterile feel.

This entrance hallway displays a rotating exhibit of unique specimens encountered and cataloged during Dark Archive field missions, meant to enrich and broaden the horizons of archivists who pass in and out of the Annex. The current specimen (or at least, the last specimen before the Annex was shuttered) is a fossil brought back from a mission near Murraseth by Archivist Kellu, as noted on a tidy plaque.

While the passages to the north and south are unobstructed, the main door to the warehouse is locked behind a heavy metal blast door, which requires a total of three DC 32 Thievery checks to open. Failing any check to open the door alerts the gogiteths in area A11 to the intrusion, granting them a +2 circumstance bonus to their initiative rolls.

Hazard: The specimen isn't trapped. However, a modified *planar rift* trap sits under the floor tiles to defend against intruders, leading not to another plane but to the containment field in research and development (area A8). As the PCs have been marked as Dark Archivists by using the key to enter the building, the hazard won't activate in response to them and won't draw them through the rift, even if they're in the vicinity when it's activated, though it will still target other creatures (such as any foes the PCs end up leading to this area).

KILLIA'S FINAL REPORT

As the PCs examine the Annex, they'll have opportunities to investigate the strange goings-on to determine what has befallen Killia. If they continue to research further, they can uncover valuable information about the Weaver's strengths and weaknesses, including how to defeat him for good. However, the more time they spend researching, the more time the Weaver has to complete his assimilation of Killia's body, unleashing further dangers in the Annex above and increasing his power when he finally faces the PCs down. This investigation uses the research subsystem. A brief summary of the relevant rules is listed below for convenience, but you can also see page 190 of *Pathfinder GM Core* for the complete rules.

In many rooms of the Annex, the PCs can attempt Research actions to glean information. Attempting a Research action takes 10 minutes, and multiple PCs can attempt a check at once. See the rooms of the Annex for each specific check and the skills required. The party can collectively gain a maximum of 4 RP from any room. Keep a running total of how many Research Points the PCs have collectively gathered over the course of the adventure. When the PCs reach one of the Research Point thresholds listed in the Killia's Final Report stat block (page 15), grant them the listed information.

RESEARCH

CONCENTRATION | EXPLORATION | LINGUISTIC

You comb through information to learn more about the topic at hand. Choose your research topic, section of the library, or other division depending on the form of research, and attempt a skill check. The skills to use and the DC for the check depend on the choice you made.

Critical Success You gain 2 RP.

Success You gain 1 RP.

Critical Failure You make a false discovery and lose 1 RP.

When the PCs pass a Research Point threshold and gain new information, be sure to tailor how they gain that information in a way that makes sense for the type of Research action they just successfully completed; for instance, if they pass a threshold by reading notes or articles, they might find a note in Killia's own handwriting, but if they pass a threshold by communing with the psychic fungus in the infirmary, it might relay visions to them telepathically instead.

As the PCs spend time exploring and researching, the Weaver is growing stronger in the cavern beneath the Annex (see the Countdown to Incarnation sidebar on page 6). In addition to the party's RP totals, also track how much time passes once the Weaver awakens; when the party passes a given time threshold, have the listed event occur. Since combats generally resolve in a few rounds, you can typically round to the nearest 10-minute increment, assuming the time advances only when PCs take 10 minutes after a combat to Treat Wounds, Refocus, or the like, or when PCs take 10 minutes to attempt Research actions. The PCs don't have enough time to take a full night's rest while in the Annex; if they attempt to sleep, then they wake up 10 minutes later in a fright after being assailed by nightmares—a result of trying to sleep so close to the stirring Weaver in Dreams.

PLANAR RIFT

Pathfinder GM Core 103

Stealth DC 35 (trained)

HAZARD 13

A2. OFFICES

LOW 13

These nondescript desks and chairs wouldn't look out of place in a bank, office, or town hall, though they're clearly sized and personalized for a variety of ancestries—one chair has an open back to accommodate a tail, and a foot-tall chair and desk sit near a windowsill. A few houseplants on various desks are still growing, the dirt in their pots still damp. Calendars on every desk show the same year: 4719 AR. Dust covers every table but one, in a corner.

The desks here are where most rank-and-file archivists, including Killia, would do their work, at least before the branch was shut down, with many archivists leaving their desks as-is. After retreating to the Annex, Killia continued to use his old desk, ignoring better ones available elsewhere in the facility. He's also kept care of the plants of his fellow researchers, in the hopes that one day they'll return.

The northernmost desk in the room is Killia's, as noted with a nameplate reading "Archivist Huon-Wynn." The other desks are marked for Archivists Krant, Laufent, and several others—if your gaming group played a session based on one of the incident reports in *Pathfinder Dark Archive*, consider making one of the desks here belong to the reporting archivist for that report, with details calling back to that incident report.

Research: Killia's Notes Killia's journals and independent research are strewn across his desk; **Maximum RP** 4; **Research Checks** DC 31 Society to decode the Archivist's notes, DC 29 Academia Lore to sort information.

Treasure: Taped under the chair of Archivist Krant's desk is a flask of rather potent spirits, which functions as a greater bravo's brew. An antique silver letter opener shaped like a pine needle can be found in a wire basket on Archivist Laufent's desk. The letter opener functions as a +2 *greater striking silver dagger* made of standard-grade silver, but also contains a malevolent spirit (see Creatures below). Both can be located with a successful DC 31 Perception check.

Creatures: Archivist Laufent found the letter opener at an antiques store, but it has an unfortunate history: the opener was once used in a series of murders in Absalom's Petal District. Once 30 minutes have passed, the Weaver's nightmare-inducing presence beneath the Annex awakens the latent malice in the letter opener, giving it physical form as a kuchisake-onna. The kuchisake-onna immediately begins combat with the PCs if they're in the room when she awakens (or if a PC has pocketed the letter opener). Otherwise, the kuchisake-onna begins wandering the Annex, spending about 10 minutes in each room. You can track her travel room by room to see where she might run into the party or have her close in on the PCs if they spend too much time holed up in a single location. As she is a manifestation caused by the Weaver's presence rather than a true kuchisake-onna, if defeated, the letter opener remains behind rather than vanishing with her.

COUNTDOWN TO INCARNATION

As time goes on, the Weaver further assimilates Killia, using the archivist's unique deviant ability to revise himself into more powerful forms. Each time the Weaver stirs, psychic waves pulse through the Annex, clearly growing stronger with each wave and cluing in the PCs that the Weaver is gaining power.

10 minutes: The Weaver awakens in the cavern beneath the Annex. A palpable wave of psychic dread emanates through the Annex, and in response, the building's security protocols go into containment mode, sealing all entrances and exits and covering the building in a 9th-rank *planar seal* effect.

30 minutes: The Weaver stirs, releasing malice that awakens the kuchisake-onna in area A2.

40 minutes: The Weaver's fury is enough to begin physically shaking the Annex, disrupting its magical lights and plunging the building into darkness.

50 minutes: Another shockwave knocks out the containment field in area A8, releasing the niliths from their prison.

70 minutes: A rippling temporal distortion calls the memory of fallen archivists, summoning the amalgamites in area A9.

90 minutes: The Weaver has begun to tap Killia's deviant ability to improve his chances of victory. He and the cocoon gain a +2 circumstance bonus to their initiative rolls in area B.

110 minutes: Killia's power increases the Weaver's vitality, causing both the Weaver and the cocoon to begin combat with 20 temporary Hit Points.

130 minutes: The Weaver's increased mastery over Killia's deviant ability lets him rewrite reality to avoid harm. The first time he is critically hit in the encounter in area B, it becomes a normal hit instead as time visibly resets.

150 minutes: The Weaver has added Killia's power to his own, granting himself the elite adjustment and increasing the challenge of the final encounter to extreme.

A PC who succeeds at a secret DC 32 Religion or Occultism check on the letter opener before the kuchisake-onna has been awakened can notice extreme malice emanating from it, cluing the PC in to the fact that this is a dangerous artifact to be promptly secured. If the letter opener is placed into one of the empty *greater sealing chests* in the warehouse (area A11), PCs will see the kuchisake-onna's face howling futilely from the blade's reflection inside the container, which prevents her from manifesting.

KUCHISAKE-ONNA

CREATURE 14

RARE MEDIUM ABERRATION UNHOLY

Perception +28; darkvision

Languages Common

Skills Acrobatics +28, Athletics +22, Intimidation +27, Stealth +26
Str +4, **Dex** +8, **Con** +4, **Int** +5, **Wis** +6, **Cha** +5

Items silver scissors (2)

AC 36; **Fort** +22, **Ref** +28, **Will** +24

HP 252; **Weaknesses** mental 10; **Resistances** slashing 15

Compulsive Counting When numerous small items are scattered before the kuchisake-onna, they compulsively begins to count them. The kuchisake-onna becomes off-guard to all creatures for 1d4 rounds.

Speed 30 feet

Melee ♦ silver scissors +30 (agile, backstabber, fatal d12, finesse), **Damage** 3d6+12 slashing

Am I Pretty? ♦ (mental) The kuchisake-onna asks a single adjacent target, “Am I pretty?” The target must attempt a DC 35 Will save. If it fails, it is immobilized for 1 round; if it critically fails, it is paralyzed for 1 round, though still able to respond to the question. The creature’s response determines how the kuchisake-onna responds.

“**No**” the kuchisake-onna makes two silver scissors Strikes against the target.

“**Yes**” The kuchisake-onna makes no Strikes this turn and must use *Even Now?* as their next action (waiting until the first action of their next turn, if necessary).

Confusing or Noncommittal Response The kuchisake-onna becomes off-guard for 1 round but can otherwise act normally.

Even Now? ♦ (mental) **Requirements** An adjacent creature previously targeted by *Am I Pretty?* answered “Yes”; **Effect** The kuchisake-onna takes off their mask, revealing their slit face and asking, “Even now?” The target must attempt a DC 35 Will save. If it fails, it is immobilized for 1 round; if it critically fails, it is paralyzed for 1 round, though still able to respond to the question. Regardless of the response, the kuchisake-onna makes two silver scissors Strikes against the target.

Lingering Enmity The kuchisake-onna’s silver scissors Strikes are manifestations of the toxic malice that created them and vanish when the kuchisake-onna is destroyed. When the kuchisake-onna has less than half their maximum Hit Points remaining, this concentrated enmity begins to leak out and make their attacks more vicious. Their silver scissors Strikes deal 6d6 persistent bleed damage.

Rend ♦ silver scissors (*Pathfinder Monster Core* 360)

A3. LOCKERS

Equipment and supplies line the walls of this compact locker room. Standard armaments bristle along one wall, while more esoteric gear—dowsing rods, enchanted lenses, and cold-iron restraints—line another. Sturdy lockers, each with a nameplate, stand near the door.

This armory and supply room contains various materials commonly needed for Dark Archive field missions, such as arrows of precious metals and tracking equipment. The lockers, meant to contain personal weapons and gear rather than Archive supplies, are empty save for the locker for Archivist Huon-Wynn, which contains a few changes of simple travel clothes, as well as a nightgown. As with area A2, consider personalizing lockers to note any archivists or incidents that your PCs might have interacted with.

Treasure: The weapon racks contain 5 cold-iron daggers and 5 silver daggers, all low-grade. While the daggers are likely too low level to be useful as standard weaponry, PCs who learn that silver can protect against the Weaver might still find them valuable.

A4. LOUNGE

Circular tables and chairs fill this break room, one chair noticeably more worn than the others. Several burlap bags of brown rice, along with jars of dehydrated meats and fruits, rest under a table. The faint smell of coffee hangs in the air.

This lounge was an important place for archivists, where they would unwind after meetings or reinvigorate themselves to approach a difficult mystery from a new perspective or angle. In fact, so many cases were cracked over late-night games of drouge or a consolatory drink after a dead-end investigation that Archivist Vyi took to exclusively holding their mission briefings here, rather than the office or conference room, saying that the “spirit of the breakroom” would ensure the investigators never missed a clue.

Research: Pamphlet on the Pale An occult pamphlet on the nature of the Echoing Pale sits next to a half-drunk cup of coffee; **Maximum RP** 4; **Research Checks** DC 29 Occultism to read between the lines; DC 30 Arcana, Religion, or Nature to conjecture from shared magical theory.

A5. LAVATORY

As the door to the room is opened, a stall door swings in the changing air pressure, letting out an audible creak. Stone basins sit in front of a simple mirror, and a small and neatly packed shaving kit rests atop the counter.

This simple lavatory fits the rest of the building’s utilitarian aesthetic.

Research: Cryptid Folktale A Taldane–Tien dual-language translation of a folktale about an insectile cryptid is tucked into a basket behind a stall; **Maximum RP** 4; **Research Checks** DC 31 Society to interpret the story; DC 29 Art, Theater, or similar Lore to understand the hidden meaning. All DCs are 2 lower for characters who speak both Common and Tien.

A6. DIRECTORS’ OFFICE

Two ornate desks of carved wood face each other, each backed by a plush chair. An oil painting of Cheliox’s Arch of Aroden hangs behind one desk, and an ink-wash landscape of Goka’s Xu Hong Bay rests behind the other. A low meeting table divides the room.

This room was originally meant for higher-ups in the Archive’s hierarchy, even briefly serving as an auxiliary office for Dark Archive faction leader Zarta Dralneen, who donated the painting of the Arch of Aroden from her personal collection. However, frequent shuffles within the Archive’s hierarchy

and the assignment of high-importance missions to other regional offices meant that the Annex branch was increasingly relegated to the sidelines and left without a formal director. By the time of the Dark Archive's dissolution, the Annex branch had adapted to a mostly ad-hoc leadership structure, leaving this office unused, though archivists would sometimes borrow the room for private meetings or counseling sessions.

Research: Executive Assistant A clockwork sparrow on one of the desks contains a minor spirit to serve as a personal assistant and answer simple historical questions; **Maximum RP 4; Research Checks** DC 29 Diplomacy or Deception to convince the sparrow that you have sufficient clearance to access classified information, DC 31 Intimidation to threaten it to look the other way, or DC 30 Athletics to chase and hold it down until it coughs up information.

A7. CONFERENCE ROOM

A long table with equally long benches occupies almost the entirety of this conference room, files and papers abandoned across it. Documents and articles practically wallpaper the room, red string trailing between each, save for a floor-to-ceiling viewport that offers a view into the main warehouse. A set of maroon curtains offer privacy; though one is stretched across the viewport, its counterpart curtain is missing.

The heart of the Annex, this conference room was where formal mission briefings, brainstorming, and other activities would take place. A plaque containing the names of Archivists dead or missing in action rests to the side of the viewport; the list of names is long, with "Wendur Crickle" as the most recently added.

Research: Red String Cork Board Articles and reports from the Pathfinder Society cover the walls, connected with red string; **Maximum RP 4; Research Checks** DC 31 Society to connect the dots, DC 29 Pathfinder Society Lore to recall information about past activities.

A8. RESEARCH AND DEVELOPMENT

LOW 13

This laboratory has an even-more-sterile feel than the rest of the building. Biological samples float in bubbling cylinders in one corner, while a glowing rune in another corner sustains a magical containment field. Four different environmental chambers line the wall furthest from the doors, windswept grains of sand and falling snow bouncing off their respective flickering magical barriers.

Analysis and development of new field tools were just a few of the tasks performed in this room. The western wall contains several magical environments for testing gear and protective wear; while the magical fields keep these chambers' environmental effects from crossing into or out of the main room, creatures can pass through easily. The desert, snow, and underwater test chambers are especially grueling, dealing 2d6 fire, cold, or bludgeoning damage (with no saving throw) to all creatures that enter or begin

their turns in the zones, while the grasslands test chamber is a plain for control testing. The magical diagram in the northeast sustains a hexagon of 8th-rank *wall of force* and renews it automatically every minute unless the entire field is breached; a PC can manually activate or deactivate the field with a DC 31 Arcana or Occultism check or a DC 33 Religion, Nature, or Thievery check.

Research: Memory Drive A crystal-and-gold apparatus on a workbench is an experimental device to record and access memories; **Maximum RP 4; Research Checks** DC 28 Crafting to repair the device, DC 30 Thievery to trick the device into working, DC 31 Arcana to access the information in its magic directly.

Creatures: The containment field contains three niliths, who lie in wait under their innate *invisibility* spell. If the containment field in the northeast corner of the room is opened, the niliths immediately leap out and attempt to Grab and Mind Crush the closest PC.

ELITE NILITHS (3)

CREATURE 11

Pathfinder Monster Core 6, 239

Initiative Stealth +21

A9. INFIRMARY

MODERATE 13

Hospital beds and an operating table occupy most of this room. Glass jars, most of them empty, glint in low, windowed cabinets. A maroon curtain lies across one of the beds as a makeshift blanket.

Injury—whether physical, mental, or spiritual—was always a possibility on a Dark Archive field mission, making an infirmary a necessity. Subtle alignments of objects around the room promote healing and wellness, granting a +1 status bonus to any Medicine checks attempted in the room.

Research: Strange Sample A sample in a glass dish contains a psychically sensitive fungus that can relay impressions and stimuli; **Maximum RP 4; Research Checks** DC 30 Medicine to stabilize the sample, DC 29 Planes Lore to realize it's not of this world, DC 31 Occultism to commune with it.

Blood Samples: The cupboard of medical supplies also contains small vials of blood from each stationed archivist, used to verify identities against doppelgangers, reflections, shapeshifters, and the like. The vial marked "Archivist Huon-Wynn" can be easily located, which the PCs will need if they discover the rune to seal the Weaver.

Creatures: A few years ago, the ever-bickering archivists Harachi and Ralt were caught in a blast of teleportation magic during the Transposed Mountain Incident, scrambling their bodies together as amalgamites. While they were brought back here for treatment, the two sadly expired. After 70 minutes have passed, the ensuing psychic quake causes a minor temporal flashback that returns the echo of the amalgamites just before their death. If the PCs are in the room when this occurs, the amalgamites immediately attack; otherwise, they begin to roam the Annex in the same way as the kuchisake-onna described in room A2.

AMALGAMITES (2)

CREATURE 13

RARE MEDIUM ABERRATION

Perception +23; low-light vision

Languages Aklo, Common, Draconic

Skills Arcana +27, Athletics +22, Lore (any one subcategory) +27, Occultism +27

Str +5, **Dex** +6, **Con** +4, **Int** +8, **Wis** +6, **Cha** -1

AC 33; **Fort** +22, **Ref** +22, **Will** +26

HP 220, regeneration 10 (deactivated by piercing; *Monster Core* 360); **Immunities** controlled, mental; **Weaknesses** piercing 10; **Resistances** bludgeoning 10, slashing 10

Destabilizing Field (aura, occult) 40 feet. A creature that begins its turn within the area feels its body begin to stretch and must succeed at a DC 33 Fortitude save or become destabilized. A destabilized creature emits a 10-foot destabilizing field aura and becomes sickened 1. The destabilization ends when the creature is no longer sickened. A creature that succeeds at its saving throw against the aura is temporarily immune to all destabilizing fields for 1 minute.

Displace  **Trigger** The amalgamite is hit by a Strike; **Effect** The amalgamite Relocates or Transposes itself with another creature. If the amalgamite successfully changes location, they and any Transposed creature take half damage from the triggering Strike.

Speed 25 feet

Melee  limb +24, **Damage** 3d10+11 bludgeoning

Ranged  warping ray +27 (deadly 2d8, magical, range 100 feet), **Damage** 5d8 force

Occult Innate Spells DC 33; **7th** *warp mind*; **4th** *flicker* (x2)

Relocate  (concentrate, occult, teleportation) The amalgamite teleports into an unoccupied space they can see within 50 feet.

Transpose  (concentrate, occult, teleportation) The amalgamite teleports up to two destabilized creatures within 50 feet that they can see. They can either move a single creature to an unoccupied space or swap the positions of two creatures of the same size. If the amalgamite swaps two creatures, they can choose their self as one target. An unwilling creature can attempt a DC 33 Will save. If either target succeeds at this saving throw, both are unaffected.

Treasure: While many of the medical supplies have been exhausted (and loss of contact with the greater Dark Archive means they haven't been replenished in some time), two *panaceas* and two *greater healing potions* can be easily found in the back of a cupboard.

A10. HALLWAYS

TRIVIAL 13

These slightly too small corridors are scuffed and scratched, with dents in the walls that have been plastered over in more than a few places. Each opens onto the upper level of the warehouse on one side, connecting to metal catwalks that cross the warehouse floor and connect to the hallway at the opposite wall.

These simple hallways are used to access higher parts of the main warehouse for convenience.

Creature: A pile of bones in the northern access hallway is an unusual paleohemoth uncovered during the Spectral Fang Incident in the Gravelands. The skeletal fossil is suffused with necromantic energies, originally stored in a *sealing chest* in the warehouse but inadvertently freed when a gogiteth shattered the chest. It promptly skittered up the ladder to the upper access hallway, where it resides as a collapsed pile of bones.

SPECTRAL FANG PALEOHEMOTH

CREATURE 13

Variant elite paleohemoth (*Pathfinder Monster Core* 6, 260)

Incomplete The spectral fang paleohemoth is missing part of its body, making it Large instead of Huge and reducing the reach of its jaws Strike to 10 feet.

Ranged  spectral flame +24 (fire, occult, range 60 feet, void), **Damage** 3d8+13 fire plus 1d6 void and fossilization

Fossilization The spectral fang paleohemoth's fossilization ability applies to its spectral flame attack instead of its jaws attack.



Spectral Fang Incident
(Inciting Artifact)

A11. WAREHOUSE

LOW OR MODERATE 13

Footsteps echo off the walls and ceiling of this cavernous warehouse. A haphazard assortment of crates, statues, devices, and all other sorts of items spill over the storage shelves, some exposed, and many within circles of salt, runes, paper talismans, or more esoteric containment. Ladders run up the walls in intervals, offering access to metal catwalks that overlook the warehouse floor. A large incinerator takes up much of the north end of the building, and a pile of uncategorized junk the south end.

This warehouse contains dangerous items collected and quarantined by archivists on field missions, each carefully shielded and warded to ensure it doesn't influence or interfere with the rest. Though the warehouse was emptied when the Dark Archive was dissolved, its contents relocated to the Grand Archive faction's vaults in the Pathfinder Society's headquarters, Killia has been steadily restocking it with strange and dangerous artifacts from his independent studies, as well as his personal collection cultivated across a lifetime.

The ceiling is 30 feet tall, with three rows of shelves at roughly equal increments. The ladders stand roughly 20 feet tall to reach the elevated hallways of area A10. The incinerator in the north burns with a smokeless yet powerful flame; while the metal of the device remains cool due to subtle protective magic, creatures and objects within take 2d10+10 fire damage (DC 33 basic Fortitude save) when they enter the incinerator and at the beginning of each turn they spend within it.

The pile to the south contains items thought to be paranormal by scared townsfolk or jumpy agents, but which were found to be mundane items upon further inspection—sometimes, a twisted horseshoe is simply the result of bad smithing. Usually these items are returned or incinerated, but with the Archive's shutdown, they've accumulated here. The pile is difficult terrain.

Research: Lens to the Past A few of the less-dangerous artifacts here can be used to glimpse recent events in the room; **Maximum RP** 4; **Research Checks** DC 30 Arcana or Occultism, or DC 31 Religion or Nature, to successfully identify and use an artifact; DC 32 Thievery to jury-rig one.

Creatures: A mated pair of gogiteths have slipped through the Weaver's boundary and taken up residence here. The gogiteths skitter between stacks and attempt to use their Carry Off Prey ability to shove PCs into the incinerator. If the paleohemoth in area A10 hasn't been dealt with when the PCs engage the gogiteths, it notices them 1 round after initiative is rolled and begins to bombard them with spectral flame Strikes from above. The addition of the paleohemoth increases the challenge of the encounter to moderate.



The Weaver in Dreams

GOGITETHS (2)

Pathfinder Monster Core 177

Initiative Perception +21

CREATURE 12

Treasure: While the warehouse is full of magical artifacts and relics, the artifacts are kept sealed here under layers of wards for a reason: each is cursed, haunted, or worse. (Each item is clearly labeled.) The warehouse also bonds each cursed item to the shelves, similar to how cursed items typically bond to the hapless fools who pick them up; an application of a 4th-rank *cleanse affliction* spell is necessary to extract an artifact from the shelves. Attempt to communicate to your PCs that the warehouse items are not to be trifled with or moved, but if they persist, grant them a cursed item such as a *poisonous cloak* or *calamity glass* (Dark Archive 160).

Two *greater sealing chests* (Lost Omens Pathfinder Society Guide 37) in the shape of glass canisters lie on a shelf. Two *firestarter pellets* (Pathfinder Impossible Magic) have been mistakenly sorted into the junk pile. Both of these can be located with a successful DC 31 Perception check.

A12. OVERSEER'S OFFICE

Spotless glass on three sides of this office provides a clear view of the warehouse and research and development rooms. A complex apparatus of dials, levers, and buttons bristles from a control panel in the room's center.

This office is used to coordinate activities between the warehouse and research laboratory, as well as activate some of the Annex's emergency systems. Unknown to the PCs, the overseer's office also functions as a lift, originally installed to allow easier access to a subterranean cavern underneath the Annex for storing even more unstable objects. If they haven't been dealt with, the gogiteths from area A11 are clearly visible through the viewport as they stride about the warehouse, but the paleohemoth in area A10 isn't visible.

Control Panel: A character can activate the control panel to achieve the following effects. The control panel takes a single Interact action to Activate but can be activated only once per turn, as the system is somewhat slow. The combination of levers and buttons for each activation, other than for accessing the underground vault, is clearly labeled on the control panel in multiple languages.

- **Open Warehouse Doors:** This opens the door from area A1 to area A11.
- **Extend/Retract Catwalks:** This causes the catwalks that cross above the warehouse floor to fully retract so they are flush with the side of the hallways, which takes place over 1 round.
- **Activate Suppressants:** This releases a disabling sonic pulse in either the warehouse (area A11) or research





THE BOUNDARY
1 SQUARE = 5 FEET

and development (area A8), making all creatures in the chosen room stunned 1 (or stunned 3 on a critical failure) with a DC 31 Fortitude save, at which point the creatures become immune to the pulse for 1 minute; this is an auditory, magical, and sonic effect.

- **Access the Underground Vault:** If the PCs have passed the 15 Research Point threshold and learned the correct combination, they can input it into the control panel, causing the door to seal. Entering the code a second time causes the room to recess into the wall, then lower itself on a complex pulley-and-chain apparatus into the ground, carrying the PCs to area B.

B. THE BOUNDARY SEVERE 13

As the lift descends into the earth, layers of stone pass in front of the windows before giving way to a view of a vast, dome-shaped underground cavern. In the center of the cavern, a spherical region of space contains an impossible sight: stone buildings and towers stretch up from the ground. They're clearly ancient, but warped and twisted into impossible shapes surely incapable of supporting their own weight—a forest of melted wax. In a clearing in the center of the strange city, otherworldly lights stream from a spherical object, reflecting across the walls of the cavern in kaleidoscopic waves of oranges, purples, and nameless hues. The perimeter of the boundary contracts a foot, then expands several more, with a rhythm like breathing. The city grows.

As the lift clangs against the ground, it draws the Weaver's attention, sending another psychic quake running through the cavern. The boundary expands rapidly, leaving the PCs standing in the middle of a street in the twisted stone city; though they are unharmed, the warping towers grow over the lift shaft, stranding the party underground. A road winds ahead through the city, eventually transitioning into a long, twisting staircase that leads to a raised dais in the center of the boundary. Use the map on page 12 for this area.

Creature: At the top of the stairs, the figure—a middle-aged man with unkempt hair and a short beard—turns his attention from the pulsing silk cocoon, a severe and hateful look in the eyes below his bushy brows. As he turns, his form blurs slightly, as if those looking are experiencing double vision. When he comes back into focus, he looks like the same man, but younger and bearing some obvious other changes: his unkempt hair sweeps back into a crown of two antennae, his clothing seems to flow into scaled wings, and the facets of his now-compound eyes glitter with cruelty. The Weaver in Dreams stands before you. This close to the culmination of his plans, he is willing to spare a few seconds to talk, and his responses to some of the PCs' likely questions are below.

What's in the cocoon? "Killia. Your... archivist. Some of him, at least. His curiosity. His cooperation. His compassion. The parts I didn't need. Had to keep the shell, though. For his power."

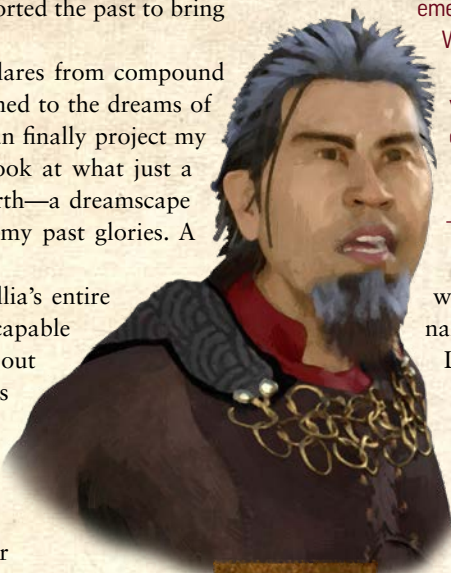
What power? "Surely you didn't think it was good instincts or coincidence that all his hunches were correct?" The Weaver scoffs. "He thought himself completely mundane, but he's a

deviant case—a psychic, one of the most powerful I’ve ever encountered, and totally unaware of it. Those hunches of his called me here, manifestations of his conviction that someone had to be behind his mysteries. His subconscious, so unable to accept that he might be wrong, distorted the past to bring me here. To ensure he was correct.”

What do you want? The creature glares from compound eyes. “For too long, I have been confined to the dreams of my host. But with a host like this, I can finally project my dreams outward, go where I wish. Look at what just a fraction of our power has brought forth—a dreamscape to subsume this plane, a memory of my past glories. A land where I can consume as I wish.”

The Weaver, having experienced Killia’s entire life from behind his eyes, is more than capable of answering any further questions about the nature of the Dark Archive or Killia’s activities the PCs might have. But his impatience to continue his plan is palpable, and his already-abrasive answers quickly grow sharper and shorter. When conflict is nigh, read or paraphrase the following to begin the final encounter with the paranormal force.

The Weaver cocks his head as the massive cocoon pulses and flashes even faster. “You mean to stop me? You stand among the ruins of the empires I’ve subsumed. I am a dream made manifest, the most powerful psychic of a generation as my host. I’ve waited eons for this. What’s a few more heartbeats in pursuit of a dream?”



Killia Huon-Wynn

THE WEAVER IN DREAMS CREATURE 15

Page 17

COCOON OF LUCID POTENTIAL CREATURE 13

Page 18

The Weaver is a cruel foe, attacking PCs with his silk to pull out their astral bodies, then repositioning them to inflict pain. The Weaver attempts to separate as many astral bodies as possible and cluster them together with String Astral Body before using Sever Astral Thread to deal maximum damage. If he needs to escape, he attempts to duck behind the fallen pillars or fly under the lip of the dais to disappear with his Stalker in Dreams ability so that the Cocoon can heal him. The Cocoon acts as ranged support, using spells like *darkness* and *invisibility curtain* to create visual cover so that the Weaver can teleport to advantageous positions, and spells like *spirit blast* and *synaptic pulse* to attack clusters of astral bodies. The Cocoon’s ability to sacrifice its HP for the Weaver means it will always be destroyed first—when it does, Killia’s cut-away individuality rejoins the Weaver, making him sickened 2 for the rest of the combat as he is flooded with foreign emotions. The Weaver has sought unfettered incarnation for the entirety of Killia’s life and doesn’t think he can be permanently defeated; he doesn’t surrender.

CONCLUSION

After the final blow against the Weaver is struck, he doubles over and begins to retch. A single silkworm larva, as large as a snake, emerges from his mouth, and as it does, the Weaver’s features begin to fade from his host’s body. Once the larva fully exits his mouth, a very human Killia Huon-Wynn lies face down on the stone. The Weaver begins to inch away as the dreamscape shatters, revealing an ordinary subterranean cavern once more.

What happens next likely depends on whether the PCs discovered the Weaver’s true name and nature. If they did not, proceed to Lies; if they did, proceed to Enlightenment.

LIES

If the PCs didn’t discover the nature of the Weaver’s immortality, they likely will attempt to kill him as he inches away in larval form. Any amount of damage easily defeats the helpless creature. With this, his present incarnation in the Universe is defeated, his essence scattered back to the Dimension of Dreams to return anew, if not for many years. Killia soon awakens.

“My fellow archivists... thank you for freeing me from that nightmare’s grasp. But while my body was... infested,” a shiver runs through Killia as he fiddles nervously with his beard, “I saw. I saw that what you’ve defeated was merely his projection onto this plane, and in time, he’ll be back. If we’re to face him again, we’ll need allies.” The archivist sighs wearily before a look of determined resolve crosses his face. “But you’ve proven capable of handling all the mysteries that the darkness can throw at us. It’s time to build a new Dark Archive. Let’s get to work.”

ENLIGHTENMENT

If the PCs did discover the Weaver’s true name and nature, they realize that in this moment of vulnerability, he can be sealed into a new host, one who can contain his power. As the PCs use Return the Weaver’s Name (page 16), read or paraphrase the text below.

As the Weaver’s name is spoken aloud, the syllables ring out clearly for the first time in centuries. The name resounds and echoes against the walls of the underground cavern before wrapping around the larva as truly as any net or chain, returning the entity’s name to him.

At this point, Shun-Merac’s name can be spoken aloud and written down as any other, allowing a PC to Seal the Weaver. If the PCs haven’t already decided who will serve as the living vessel to seal the entity, allow them a moment to decide, however brief—1 round after being named, Shun-Merac will

consume himself in an attempt to escape back to the Dimension of Dreams. If he does so, the rest of the conclusion plays out as described in the “Lies” ending, with the entity weakened by the return of his name but otherwise able to recuperate and eventually return. Otherwise, when the chosen PC Seals the Weaver, read or paraphrase the following.

As you seal Shun-Merac, his telepathic scream is as broken glass against the mind. Silver cords erupt from you, wrapping around the entity until he's nothing but a mass of astral thread. Slowly at first, then faster and faster, the ball unravels, its threads flowing into you. When the unraveling is complete, nothing is left of Shun-Merac but a moth-shaped scar within the tattoo over your heart, a hexagonal glint when the light hits your eye just right, and a futile, raging scream in your mind that grows softer and softer until it is no more.

The character who Sealed the Weaver becomes his vessel, gaining access to the living vessel archetype, with Shun-Merac as their bound entity. As long as the seal holds, Shun-Merac is well and truly defeated.

A moment later, Killia gasps to life on the pavement. “Is it over? Is he gone?” Killia weakly gets to his feet. “But he can’t be defeated. I discovered it in my research, and I saw it while trapped within my own mind. If his body is destroyed, he simply reconstitutes; there’s no time to waste—” At this, the PCs will likely inform Killia that they were successful in piecing together his final research and trapping Shun-Merac into a host using the perfected seal of containment.

As he listens, and for a long moment after, Killia is silent. When he finally speaks, pride chokes the once-lone archivist’s voice. “I couldn’t ask for better successors. The Weaver was the most dangerous mystery to put to rest, and you have done so. But this world is still full of possibility, full of the unknown—and we have an Archive to fill.”

“Now,” Killia says, as emotion and excitement chase the weariness away from his face, “let us begin, my dear and fellow Dark Archivists.”

KILLIA'S FINAL REPORT

KILLIA'S FINAL REPORT

LIBRARY 13

UNIQUE OCCULT

Research Divisions See the research checks in each room for the skills that can be used to research them, as well as their Maximum RP. There are eight main research check areas—Killia's Notes, Pamphlet on the Pale, Cryptid Folktale, Executive Assistant, Red String Cork Board, Memory Drive, Strange Sample, and Lens to the Past.

Research Checks See each room for the skills that can be used to research.

5 Research Points "This Weaver in Dreams infects a host, wearing away at them over many years until he twists them into his puppet. I'm his host. I see it now. My childhood fascination with my father's silkworms. The moths and worms I seem to always notice when I'm on a case. The way I tend toward insects. He's inside me, and I feel him rising to the surface a little more each day. The safeguards of this Annex should protect me for a bit longer than I would last otherwise, hopefully long enough to conclude my research into this creature and how it might be stopped."

10 Research "At last, a lead. Historical reports of a town near Port Valen plagued by recurrent dreams of a white ox with a spinning wheel on its back. The reports are all clear—whenever the creature was unobserved, it vanished, to appear in another place. The townsfolk eventually tricked the creature into a cage, then assigned a pair to watch it at all times, holding it secure for a year and a day, before it eventually perished. Whatever we do, we mustn't let him out of our sight." This research should clue the PCs in to the Weaver's Stalker in Dreams ability.

15 Research Points "The Weaver cannot be defeated. Whenever his mortal host is slain, he simply returns to the Dimension of Dreams, attempting again in a generation or two. I can't let him succeed. I can't expose my fellow archivists to this evil. I must seclude myself in the underground caverns, where hopefully, beyond the warding stones built into the Annex's foundation, he will be unable to escape." The research uncovers the knowledge that the overseers' office can access an underground cavern, as well as the combination to make it do so, allowing PCs to proceed to the final encounter with the Weaver; however, if they wish to continue researching, they can (though the Weaver is building his power at the same time).

20 Research Points "Another scrap. A bandit camp outside Nagisa was approached by a marble statue of Grandmother Spider. She offered to tie the bandits more closely to each other, that they might know what each other felt at all times, but when the bandits accepted, they found their very souls had been

tied out of their bodies, causing them pain that grew greater the farther they wandered from their souls. Curiously, one was unaffected, finding instead that a silver mirror he had stolen had tarnished beyond recognition. The remaining bandits, unable to move more than thirty paces from their souls, died of hunger while the statue watched." This research should clue the PCs in to the Weaver's Separate Astral Body ability and the defense that a silver item can provide against it.

25 Research Points "I'm so close to the truth. A lone shaman in the Crown of the World attempted to draw the Weaver, then in the form of a bleached willow tree with braided roots, out of his son and contain him within himself instead, having discovered the entity's true name using Erutaki dreamwalking. However, the shaman's power alone was not enough to contain the entity, causing the Weaver to simply eat away at the shaman, taking him over instead. A promising start to defeating this creature, if not an end." All PCs gain the action Seal the Weaver (page 16).

30 Research Points "Success! Possibly. Noted in Tang Mai, a swarm of silver weaver birds erupted from a wandering merchant at a market, stole bits of 'individuality' from all present, and attempted to construct a new, wicker-shaped body from the stolen pieces. What 'individuality' here means, I am unsure. The wicker body began to display powerful psychic magic, but local sorcerers devised a rune of containment, drawn in a drop of the merchant's blood—a sympathetic connection to the host, no doubt—that could block the birds' passage and defend against the wicker's spells when drawn over the heart." This research should give the PCs a hint to the nature of the Weaver's dual existence in both Killia and the spellcasting cocoon. It also grants them knowledge of the rune of containment, which any PC can draw in a process taking 5 minutes using Killia's blood sample in area **A9**. Subsequent runes take only 1 minute to draw, meaning the party can likely apply runes to themselves in 10 minutes. Once applied, the rune becomes a complex, nine-part tattoo over the heart that grants a +1 circumstance bonus to Will saves against both the Weaver and the Cocoon.

35 Research Points "Shun-Merac. His true name is Shun-Merac. But he's done something. Torn off his own name. Now no one can say it, write it, record it, other than his host himself. Myself. But as he lies close to his mortal form's death, his name can be returned to him." All PCs gain the action Return the Weaver's Name. However, as long as the Weaver has at least 1 Hit Point, it is impossible to say or express his true name in any form, regardless of distance—attempting to do so will result in the sound not ringing out, ink blurring on a page, or similar stymieing, and the person who attempted to express the name will take 10 mental damage, automatically bypassing any resistances or immunities (even if the utterer is mindless).

SEAL THE WEAVER ◆◆◆

UNIQUE DEATH LINGUISTIC OCCULT

Requirements You have been anointed with the rune of containment, you have Returned the Weaver's Name, and the Weaver is within your line of sight.

You offer yourself as a willing vessel to contain the Weaver's evil so that he can't reform and return. After invoking his true name, you utter the words "...by your true name, I bind you. I offer my body as your prison. My heart as your cage. My individuality as the lock to hold your door forever barred. I condemn you now: slumber within me until we both dream our final dream." The Weaver is instantly slain and his essence sealed within yourself. There may

be additional effects to Sealing the Weaver into yourself, but what you've gleaned from Killia's research thus far doesn't reveal what these effects are.

RETURN THE WEAVER'S NAME ◆◆◆

UNIQUE LINGUISTIC OCCULT

Requirements The Weaver has 0 Hit Points.

Uttering the words "Shun-Merac, I return your name to you," you undo the Weaver's final defense. Shun-Merac permanently loses the benefit of his nameless nightmare ability, and he is immobilized for 1 round and stunned 3. You can continue to use this action to extend the effect for up to two consecutive rounds.



Shun-Merac
(Present Incarnation)

THE WEAVER IN DREAMS CREATURE 15

UNIQUE MEDIUM ABERRATION HUMAN HUMANOID

Perception +33

Languages Common, Tien

Skills Acrobatics +30, Athletics +29, Intimidation +33, Occultism +33, Stealth +31

Str +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +5, **Cha** +8

AC 39; **Fort** +28, **Ref** +29, **Will** +32

HP 310; **Immunities** nameless nightmare

Dreams Unraveling (aura, emotion, fear, mental, visual) When the Weaver has fewer than 155 Hit Points, his form partially unravels, revealing patches of pure horror acute enough to leave physical wounds. This creates a 10-foot emanation that deals 3d6 mental damage and 3d6 slashing damage, with a DC 36 basic Will save. A creature Averting its Gaze is immune to the aura.

Nameless Nightmare The Weaver has torn off his own name to become a being of fear. He is immune to linguistic effects and any effect that would impose the frightened condition. Without a name, he is difficult for phenomena to affect; the Weaver recovers from the paralyzed, slowed, and stunned conditions at the end of his turn, and his flat check to clear persistent damage is 5. If anyone utters, writes, or otherwise attempts to record his name, that creature automatically takes 10 mental damage and the attempt fails.

Stitch into the Web **Trigger** The Weaver is moved against his will, or a creature attempts to leave a square within 20 feet of him by any means, including teleportation; **Effect** The Weaver's silk stitches a body in place to prevent movement. The creature stops moving and the action is disrupted. The disruption doesn't affect astral bodies.

Speed 25 feet, fly 25 feet; **Stalker in Dreams**

Melee **◆** claw +32 (agile, finesse, versatile P), **Damage** 5d6+14 slashing

Melee **◆** astral silk +32 (disarm, finesse, magical, reach 20 feet, sweep), **Damage** 5d4+14 slashing plus 3d6 mental and Separate Astral Body

Separate Astral Body **◆** The Weaver buries a silk thread in the target's psyche and tugs, wrenching the target's astral form out of their body. Unless the target succeeds at a DC 36 Will save, their astral form is pulled out, causing a ghostly image of them to appear in an adjacent space of the Weaver's choosing. An astral body is immune to physical damage but

affected normally by mental effects, force effects, and effects that directly target the spirit. The target remains connected to their physical body by a silver cord, which is always visible and possibly foils attempts to Hide. Separation from one's astral body takes a toll on the psyche, imposing a -1 status penalty to Will saves and dealing 1d6 persistent mental damage for as long as the body is separated; this increases to 3d6 if the target is ever more than 30 feet from its astral body. The target can use a single action, which has the concentrate trait, to move their astral body an amount equal to their Speed. When the target stops taking persistent mental damage from this ability, the astral body snaps back to the physical body, ending the effect. If a target is carrying silver, then the first time this ability is used on them, the ability fails and any silver they're carrying larger than a coin tarnishes—while this doesn't outright destroy items like weapons or thaumaturge implements, it does prevent them from protecting against this ability more than once.

Sever Astral Threads **◆◆** The Weaver uses a claw to cut the silver cord connecting a creature's astral and physical bodies. This deals 16d6 mental damage to any target affected by Separate Astral Body whose physical or astral body is within 10 feet of the Weaver (DC 37 basic Will save). After being targeted by this ability, the astral body slams violently back into the target's physical body, causing the target's vision to swim and blinding them until the start of their next turn unless they critically succeeded at their saving throw.

Stalker in Dreams **◆** (teleportation) **Trigger** The Weaver becomes concealed to all creatures within 60 feet or is not observed by any creatures within 60 feet; **Effect** The Weaver's presence in the Universe is connected to others' perception of him, and when that perception falters, he can skitter to a new location. The Weaver teleports to an unoccupied space within 60 feet not within line of sight of any creatures within 60 feet. If the Weaver became concealed or unobserved as part of a movement action he was taking, he can resume its movement after teleporting. A creature who Averts its Gaze from the Weaver is not observing him.

String Astral Body **◆** The Weaver attaches strings to a creature's astral body to move it. He forcefully moves an exposed astral body within reach of his astral silk Strike up to 20 feet, with no saving throw.

COCOON OF LUCID POTENTIAL

CREATURE 13

UNIQUE GARGANTUAN ABERRATION

Perception +26

Languages Common, Tien (can't speak any language)

Skills Acrobatics +30, Athletics +30

Str +5, Dex +1, Con +5, Int +1, Wis +1, Cha +8

Anchored in Silk The cocoon is incapable of movement beyond slight wriggling in place. It has no Speed and can't move or be moved, even through means such as teleportation, as the Weaver's threads tether it in place physically and astrally. The cocoon casts any spells psychically, expressing them through pure unbridled will. When the cocoon Casts a Spell, it doesn't need to utter incantations and it removes the manipulate trait from the Cast a Spell action.

AC 33; Fort +26, Ref +20, Will +29

HP 290; Weaknesses in there somewhere

In There Somewhere Killia's individuality still rests within the cocoon, yet trying to resist assimilation. If a PC succeeds at a DC 32 Diplomacy check on the cocoon, the cocoon takes 5d6 mental damage and is stunned 1 as Killia's consciousness fights the Weaver. The cocoon can't be affected in this way more than once per turn.

Give of Oneself ♦ **Trigger** The Weaver would be reduced to 0 Hit Points; **Effect** The cocoon's vitality is linked to the Weaver's. It loses 30 Hit Points, restoring 15 Hit Points to the Weaver. It can use this ability even if it would otherwise be unable to act.

Speed 0 feet

Ranged ♦ psychic scream +27 (mental, occult, range 120 feet, sonic), **Damage** 4d6 sonic plus 4d6 mental

Occult Spontaneous Spells DC 33, attack +27; **7th** (3 slots) *invisibility curtain* (Impossible Magic), *spirit blast*, *telekinetic bombardment* (Dark Archive 107); **6th** (4 slots) *collective transposition* (Player Core 2 243), *dispel magic*, *never mind*, *soothe*; **5th** (4 slots) *darkness*, *etheric shards* (Dark Archive 105), *sea of thought* (Dark Archive 106), *synaptic pulse*; **Cantrips** (7th) *daze*, *phase bolt* (Dark Archive 106), *shield*, *telekinetic hand*, *telekinetic projectile*

Of Same Essence The cocoon and the Weaver share the same essence. Its spells never affect the Weaver if they would harm him, and the Weaver can ignore any of the cocoon's active spell effects if he desires (such as *sea of thought*).



Cocoon of Lucid Potential

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...so I put question marks on it.