

RALZEROS'S RECOLLECTIONS

Phase	Event (happens after)	Book #	Feature	Book Note
_____		1	_____	
_____	<i>Curious Watcher</i>	2	_____	
_____	<i>Unwelcome Intruders</i>	3	_____	<i>Bookmark</i>
_____	<i>Wizard's Woe</i>	4	_____	
_____	<i>Time Running Out</i>	5		<i>Spellbook</i>
_____	<i>Out of Time</i>			

Section 1 Theories and Lore

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

Useful Skills Knowledge (history or nobility) or Sense Motive

Tome Secrets of Pastlight (Handout #1)

Emotion Curiosity

Feature Pincers

Section 2 Numerology and Sacred Geometry

This section holds Ralzeros's knowledge of several of his great passions; numerology, sacred geometry, architecture, and related disciplines, as

well as their connections to ancient Osirion. While the knowledge itself is notably better organized and free of misinformation, it represents particularly obscure fields of study. Complicating matters, the knowledge itself twists space around according to its principles; nimbleness and flexibility are of great use when weaving through the section's gnarled geometry.

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

Tome Sacred Geometry (Handout #2)

Emotion Excitement

Feature Legs

Section 3 Light of Distant Stars

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

useful here, as is an understanding of the night sky and its mysteries.

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

Tome Starry Revelations (Handout #3)

Emotion Confidence

Feature Puffing Chest

Section 4 The Dark Tapestry

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

Useful Skills Climb, Profession (librarian), or Stealth

Tome Precautions (Handout #4)

Emotion Fear

Feature Poison

Section 5 The Dominion of the Black

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

Useful Skills Heal or Knowledge (dungeoneering or history)

Tome The Emissary (Handout #5)

Emotion Confusion

Feature Eyestalks

Section 6 The Study of Mortals

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

Useful Skills Knowledge (local), Linguistics, or Perception

Tome Unquiet Meditations (Handout #6)

Emotion Disgust

Feature Spines

Containment Breaches

Containment Breach Count

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Creating Containment Breaches

- 1 breach: Missing a library check by 5 or more
- 1 breach: Failing to pacify Ralzeros in library
 - Unwelcome Intruders
 - Wizard's Woe
- 1 breach: Failing a ritual check
- 2 breaches: killing Daosvaria
- 1 breach: fighting Daosvaria

Repairing Containment Breaches

- 1 breach: Attune Geometric Warding ritual
- 1 breach: Rebuke the Starry Void ritual
- 2 breaches: Sever from the Real ritual