



Year of the Open Road



**PATHFINDER
SOCIETY**

LIGHTNING STRIKES, STARS FALL

By Vanessa Hoskins

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How to Play

Pathfinder Society Scenario #1-24: Lightning Strikes, Stars Fall is a Pathfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5–8; Subtiers 5–6 and 7–8). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle Sheet, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Lightning Strikes, Stars Fall makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*, as well as the maps *Pathfinder Flip-Mat: Ambush Sites* and *Pathfinder Flip-Mat Classics: Swamp*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at organizedplayfoundation.org/paizo/guides. This scenario has no tags.



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Lightning Strikes, Stars Fall

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GM SYNOPSIS

In this adventure, the PCs travel from the Hajoth Hakados Lodge in southern Numeria to the country's capital of Starfall to the northwest. They act as forward scouts, finding safe passage for a caravan of important documents the Pathfinders need to deliver to Kevoth-Kul, the Black Sovereign and ruler of that dangerous land. Along their travels they're harassed by the Blue Streaks, a gang of former Technic League members, and must stop the gang's meddling by raiding one of their strongholds.

ADVENTURE BACKGROUND

Over the past several years, Venture-Captain Dagur Hawksight has been maintaining a hidden Pathfinder Society lodge in Numeria. Decades ago, the Pathfinders were welcomed into the country and valued for their insight into the technological wonders that fill the country. When the Technic League rose to power, however, they pushed the Pathfinders out. They manipulated Numeria's politics, controlled Kevoth-Kul with powerful psychotropic substances, and kept a state of martial law over the country for a decade. Now Kevoth-Kul has come out of his chemically induced apathy and is taking an interest in his country's fate, starting with the eviction of the Technic League.

Dagur has long kept the presence of her activities secret from the Technic League and the Black Sovereign but has recently decided that coming to Kevoth-Kul's aid would benefit the Society's presence in Numeria. After a tentative meeting with the Pathfinders, Kevoth-Kul has given the Pathfinders a chance to return to his good graces by being completely open with him about their activities and scholarly findings in Numeria.

Hawksight needs the PCs to deliver a copy of her full research and findings from the last decade from her lodge in Hajoth Hakados to Kevoth-Kul in Starfall. She has promised him complete transparency in all of their endeavors and needs to deliver the entire collection of research and journals to him. Failure to do so will likely appear to be subversion and trickery on the part of the Society. Delivery of this research is crucial to the Society's tenuous relationship with the Numerian government, allowing them to stay in the country and continue their research. But making this delivery won't be easy, as a gang of Technic League enforcers, the Blue Streaks, is determined to steal the Pathfinder's work and get the Society kicked out of Numeria for good.

WHERE ON GOLARION?

Lightning Strikes, Stars Fall takes place in Numeria, a land of warrior kings and strange, alien technology. The PCs begin in the town of Hajoth Hakados before traveling overland toward the capital city of Starfall. For more information about Numeria, see the *Pathfinder Lost Omens World Guide* (page 29), available at bookstores and hobby stores everywhere and online at paizo.com.



ADVENTURE SUMMARY

The PCs begin their mission at the Hajoth Hakados Lodge in southern Numeria, where Venture-Captain Dagur Hawksight gives them their briefing. She explains that she needs a team to scout ahead of a caravan she's sending up to Starfall. The caravan will be carrying several years' worth of ledgers detailing the Pathfinder Society's findings and studies in Numeria over the past two decades, as well as an offering from Lady Altouna, the ruler of Hajoth Hakados, and various offers and proposals ratified by the Decemvirate to seal an agreement with Kevoth-Kul that might allow the Pathfinders to explore Numeria more openly. Dagur worries that the caravan could be the subject of attacks or sabotage and wants an elite group to scout ahead and clear any potential obstacles.

As the PCs travel ahead of the caravan, searching for safe routes, they uncover a krooth spawning ground, where they need to fend off a krooth matriarch and her young. Next, they locate a field full of steam vents and must find a safe way to navigate through the sporadic jets of pressurized steam. They're later ambushed by the Blue Streaks, a gang of former Technic League

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enforcers, as they attempt to navigate an acidic swamp. The information on the assailants lets them know that remnants of the Blue Streaks are specifically hunting for their caravan in hopes of stealing the research and discrediting the Society in Kevoth-Kul's eyes. Once the PCs find a safe route for the caravan through or around the acid swamp, they're free to go on the offensive against the Blue Streaks. They travel to Annihilation Canyon, where the Blue Streaks are hiding out, and face off against Khismar Crookchar, one of the Blue Streaks' notorious leaders.

GETTING STARTED

The PCs begin their mission at the Hajoth Hakados Lodge in southern Numeria, where Venture-Captain **Dagur Hawksight** (CN female human diplomat) gives them their briefing. Read or paraphrase the following to get started.

"CHECK THE BACK!" Venture-Captain Dagur Hawksight turns from the hallway to address the assembled Pathfinder Agents. "Vanis is behind schedule, but they'll get caught up. They always do." She winks as a glimmer of a smile passes her face. "Now, for your task:

"Twenty years ago, a group called the Technic League took power here in Numeria. They convinced the Black Sovereign Kevoth-Kul, Numeria's monarch, that we were trouble, and he banished us—but that didn't stop me. I've been running this place in secret since. Recently, the Technic League have fallen out of power and Kevoth-Kul has refocused. He and I had a little chat the other day..." she trails off, lost in thought for a moment.

"To appease his suspicions, we've agreed to turn over a copy of all of our findings. Complete transparency. I agreed to send him a shipment of ledgers detailing every screw, nut, bolt, and wire that we've found and researched since this lodge started quietly operating twenty years ago. It's probably the only thing that's going to keep the Society operating here without first fighting off whatever army he sends to wipe us out for good. So trust me when I tell you: the success of this mission is paramount."

A well-groomed human trots into the room carrying a clipboard and feather quill. "Task completed, venture-captain. We were able to find the crate containing the—"

They stop short, considering their words in front of these unfamiliar Pathfinder agents, but a nod from Dagur spurs them on, "—the gift for the Sovereign." Dagur grunts in approval, then waves her secretary, Vanis, out of the room. Vanis nods politely, then spins on their heels and marches out.

The fur-clad venture-captain pulls out a large, rolled-up canvas map of Numeria, then spreads it out on a large table. "We're down here: Hajoth Hakados, in the southeast, with the Numerian Plains to the north. The caravan needs to go

northwest, all the way up to Starfall. I've plotted a relatively safe route north to the town of Torch, then west to Gorum Pots. There, you'll meet up with a group of Gorumites who owe me a favor; just ask for Baric the Bloodfist. They'll wait up to 10 days for you, and then help escort you the rest of the way to Starfall. You might think that buying horses is a good idea, but I wouldn't recommend it. It's dangerous out there, and what you find at market may not survive.

"Now I say the route is relatively safe, because in Numeria you never know what you're going to get. Things here are always changing, always in flux. You need to be ready for anything. Don't worry, your job isn't babysitting the caravan; I've got some of our junior Pathfinders for that. I need you to scout ahead of the main group, clear out any dangers like roaming robots or wild animals, and make sure the caravan has a safe course to travel. I've got some reports that the Blue Streaks gang is on the move. They caused an incident when Kevoth-Kul and I met in person to make this deal to hand over our research.

"Listen up: your priority is the caravan and not the Blue Streaks. If they do make an appearance, foil any plot they have, but only strike back against them when you know the caravan is safe.

"Questions?"

The PCs are likely to want more information about their mission. Below are some of the PCs' likely inquiries and Dagur's responses. Once the PCs have asked any questions they have, Dagur sends them out the door: "Let's get a move on then, I didn't wake up at dawn just for you to dawdle."

Can you tell us more about Kevoth-Kul, the Black Sovereign? "He's essentially the king of Numeria. For years, the Technic League supplied him with heavily addictive, mind-altering drugs to keep him under their control. He recently broke free of that and is trying to get his country back under his command."

What is the Technic League? "They were a group of overly ambitious arcanists and scholars who would do anything to control the technology here in Numeria. They acted as a shadow government for several years... They were jerks. They're basically disbanded now, but some of the have started to band together and form these gangs, like the Blue Streaks. Annoying."

Who are the Blue Streaks? "Ex-Technic League enforcers who formed a gang to hold on to what power they could. They know more than a little about technology and magic, so they're quite dangerous. Their leaders are Khismar Crookchar, a male gnome with blue lightning streaks in his hair, and Gatwa, a female medusa. I know that's not much to go on, but it's all the intel we've got."

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Who is Vanis? “Vanis? Why they’re the best damn secretary a venture-captain could ask for. Honestly. Without them, I don’t think I’d have been nearly as successful here. If you need anything, just ask them. Be respectful though; they like to stand on ‘the proper rules of etiquette.’”

Can you tell me more about the situation with Kevoth-Kul? “Basically, I came clean about operating a Pathfinder Society lodge under his nose for the past 20 years. He understands that we were hiding from the Technic League, not him, and together we’ve decided the best way forward is complete transparency. That’s why it’s so important that we get these ledgers to him safely.”

What’s the gift for the Sovereign that Vanis mentioned? “A token from Lady Altouna, the ruler here in Hajoth Hakados. More than that, you don’t need to know.”

What dangers can we expect? “Numeria is crawling with strange technological constructs called robots, but I’m sending you on a path that should avoid the most dangerous pockets of them. There’s also a wide variety of wildlife in Numeria that has either adapted to the strange tech and hazards found here, or has mutated because of it. Lastly, be on the lookout for weird stuff with the land; there’s some ancient technological gadget that destroys a mountain or some such every time someone turns it on.”

Who is Baric the Bloodfist? “Let’s call him an old relation of mine. We parted on the best of terms: I beat him in a contest of strength, he got angry and punched a stone pillar. That’s how he got the name ‘Bloodfist’, after all. He’s tough but fair; likes people to take care of their own messes. Make sure to meet up with him within 10 days; don’t make me look bad.”

Before the PCs depart, Dagur lends the slowest PC a pair of *boots of bounding*. Afterward, she comments upon their chances of making it to the meeting point in time. If the slowest PCs’s speed is at least 25 feet, she remarks that she expects they’ll have little trouble making the meeting, so long as they take direct routes. If the slowest PC’s speed is 20 feet, she instead comments that they’ll need to keep an eye out for opportunities to save time, and if they do that, they should have no trouble. Finally, if any of the PCs has a movement speed of less than 20 feet, she highly recommends that such PCs find ways to increase their speed, such as by switching to a lighter armor—otherwise, she doubts they’ll make it there in time.

Engineering Lore or Society (Recall Knowledge) or Diplomacy (Gather Information)

The PCs might know more about Numeria. They learn the following information based on the results of a DC 20 Society check or DC 20 Engineering Lore check to

Recall Knowledge. While in Hajoth Hakados, they can instead ask around by attempting a DC 20 Diplomacy check to Gather Information. This takes 2 hours and represents talking with Pathfinders at the lodge about the current situation in Numeria.

Critical Success A secretive group of arcanists and scholars called the Technic League has controlled Numeria for the past several decades by feeding mind-altering drugs to the country’s ruler, Kevoth-Kul, the Black Sovereign. Recently, the Technic League’s leadership experienced a power vacuum, and the subsequent infighting allowed Kevoth-Kul to return to his senses. He is now taking stock of his nation and bringing it back under his direct rule.

Success Numeria is a nation of separate Kellid tribes who swear fealty to the most powerful warrior in each generation, granting them the title of Black Sovereign. The country is most well-known for the strange technology, creatures, and devices that, though they warp the land and make it dangerous, also hold the promise of great power for those who can unlock their secrets.

Failure No information.

Critical Failure Most of the politically influential people in Numeria are controlled by nanites, tiny clockwork insects that live under the skin. These bugs are coordinating efforts to take back Numeria for the giant robots that roam those lands.

THE WASTELANDS OF NUMERIA

The route from Hajoth Hakados to Starfall takes the PCs approximately 100 miles north-by-northeast to the town of Torch, then approximately 50 miles to the meeting spot north of Gorum Pots where they cross the First Blade’s Path. From there, the caravan travels another 100 miles on winding roads leading to Starfall. The caravan contains enough food and supplies for 40 days of travel.

During their travels through the rugged countryside of Numeria, the PCs experience the rough roads, strangely mutated plants, ferocious animals, and occasional piece of destroyed technology that give this land its reputation for being strange and dangerous. They might find a chunk of bulkhead with blast marks or a discarded steel gear along the side of the road.

The horse-drawn wagons in the caravan can move up to 32 miles in a day over standard terrain (base speed of 40 feet). However, the Numerian wastelands are difficult terrain, which halves their travel speed. Additionally, the caravan is likely move slower based on the speed of the PCs, as they do not advance without a signal that it is safe to proceed and assurance that

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the way forward is clear (see overland travel speeds, *Core Rulebook* 479). By simply walking without using mounts or attempting to find a better path, a typical group of PCs would reach Torch in 10 to 14 days and arrive at the meeting location north of Gorum Pots 6 days later—a pace that fails to make the meeting with Baric the Bloodfist. If the PCs decide to purchase horses or ponies to use as mounts, they'll get there significantly more quickly.

GMs should to keep track of the Exploration Mode activities the PCs are using as they scout ahead. Note that many Exploration Mode activities slow down the party's overall speed; calculate the distance traveled based on the PC with the lowest Speed. As Dagur said in the mission briefing, making good time is critical to making a good impression upon the Baric the Bloodfist; keep track of the number of days the PCs spend traveling. Using the Hustle exploration activity only has a significant effect on the overall progress of the caravan if the PC can perform this action for at least 1 hour, affecting the speed for that particular PC.

As scouts, the PCs are expected to search for safer and faster paths. The following exploration activity is available in this adventure. For simplicity, the journey to the Gorum Pots is divided into four segments: Hajoth Hakados to area A, area A to the Steaming Fields, the Steaming Fields to Torch, and Torch to the Gorum Pots. As a group, the PCs can roll the check listed in the exploration activity once during each of these four segments. All PCs who use this activity are assumed to be searching for shortcuts during that leg of the journey, including whenever the PCs are ambushed.

SHORTCUT THROUGH THE WASTES

CONCENTRATE EXPLORATION MOVE

While traveling overland, you use your knowledge of the area or natural terrain to navigate and find the best possible route by taking advantage of a game trail, swift water current, or other natural shortcut. Attempt a DC 20 (DC 22 in Subtier 7–8) Nature, Scouting Lore, or relevant Lore check (such as Numeria Lore). Only one PC who uses this activity can attempt the check; others can attempt to Aid (DC 20).

Critical Success You find a path that saves huge amounts of time. Earn 2 Exploration Points.

Success You find a shortcut. Earn 1 Exploration Point.

Critical Failure You stumble into particularly treacherous terrain. Lose 1 Exploration Point.

Exploration Points are an abstract measure of the group's speed on their way to the Gorum Pots.

0 or fewer Exploration Points: The PCs did not save an appreciable amount of time. No effect on their base speed.

1–2 Exploration Points: Increase the PCs' base speed by 5 feet for the purposes of determining how quickly they travel overland.

3–4 Exploration Points: Increase the PCs' base speed by 10 feet for the purposes of determining how quickly they travel overland.

5+ Exploration Points: The PCs make such good time, they might as well be traveling on well-made roads. They move at their full speed overland without penalties for difficult terrain.

A. Local Wildlife

Moderate

The first day of travel is relatively pleasant as the PCs travel across the Numerian Plains. Near the end of the first day, one of the PCs spots strange metallic birds without wings that seem to hover and change direction in an instant. The flock of a dozen metallic birds creates a loud buzzing sound and seems to move in perfect unison, following the PCs from a distance of 300 feet for an hour before flying away. If attacked, the flock of metallic birds immediately flies away at high speeds, ascending far into the sky until they vanish into the blue.

About 30 miles out of Hajoth Hakados, the PCs discover a krooth den. Krooths are large, scaly creatures with bony crests, long teeth and claws, and spined tails. Read or paraphrase the following.

A small stream lies east of the road, its waters trickling through a shallow riverbed. Grass and scrub brush cover the riverbed, while large boulders create huge mounds of earth to the east. At the base of the rocky mound lies the half-eaten corpse of a large creature.

Permanent settlers have diverted the river upstream to the north, causing only a trickle of water to make it through what was once a flowing river. If a PC succeeds at a DC 20 Nature check or DC 15 Farming Lore check to Recall Knowledge, they realize the likely reason the water flow is so low and understand that it often makes the local wildlife desperate for fresh water. With a successful DC 22 Nature check to Recall Knowledge, the PCs recognize the rocky mounds to the east as krooth dens, where groups of krooths raise their young. They also recall that being this close to a den will likely leave their scent for the protective krooth mothers to find.

At the base of the rocky mound to the northeast lies the corpse of a half-eaten male krooth. The wounds on this krooth indicate he was killed and eaten by others of his own kind.

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A. LOCAL WILDLIFE



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Creatures: A female krooth and a swarm of krooth hatchlings have made their home here for generations. This spawning has been difficult, and the krooths are dehydrated. PCs who succeeded at the Nature check also know that giving the krooths fresh water, such as from a *create water* spell or by sacrificing 4 days' worth of rations, should placate the krooths enough to allow the PCs to search the area unmolested, and they know how to offer these without provoking the animals. PCs with wild empathy or a similar ability can attempt a DC 22 Diplomacy check (DC 24 in Subtier 7–8) to Make an Impression on the mother krooth and calm her regardless of whether they make such an offering. Otherwise, the krooths aggressively defend their territory. Krooths find the taste of goblinoid flesh revolting; they do not use their bite attacks on such PCs. Their favorite prey are iruxi, boggards, and dinosaurs.

Terrain: The edges of the river slope down 5 feet to the riverbed below. Creatures can travel up or down the embankment as difficult terrain. The stream is only a few feet deep and does not impede movement. Clusters of bushes are large enough to block movement from Medium and Large creatures, but Small creatures can navigate the sparse branches as difficult terrain and gain concealment when inside a bush.

SUBTIER 5–6

DEHYDRATED KROOTH	CREATURE 6
Page 16	

KROOTH HATCHLINGS	CREATURE 3
Page 16	

SUBTIER 7–8

KROOTH	CREATURE 8
Page 20, art on page 24	

KROOTH HATCHLINGS (2)	CREATURE 3
Page 20	

Development: After dealing with the krooths, the PCs can mask their scent and the scent of the caravan from any remaining krooths in the area. The PCs must succeed at DC 20 skill checks (DC 23 in Subtier 7–8) to avoid being tracked by surviving krooths. Each PC can attempt a single skill check from the following list: Athletics (turning earth to hide their scent), Crafting (creating false trails for the krooths to follow), Nature or Survival (to mask the PCs' scent using natural resources), or any relevant Lore skill. PCs with wild empathy or similar

abilities can attempt a DC 18 Diplomacy check instead (DC 21 in Subtier 7–8). The GM should allow any creative solution a chance at success. As long as the PCs earn a number of successes equal to half the number of PCs in the party or more, they succeed at this challenge. Otherwise, krooths attack the caravan while the PCs are scouting. It takes 1 day to repair damage to the caravan before it can move again.

Treasure: If the PCs are able to safely investigate the remains of the male krooth, they can see that several valuable and nutrient-rich organs have not been harvested. With a successful DC 20 Arcana, Crafting, or Survival check (DC 22 in Subtier 7–8, as more of the organs have been disturbed), a PC can collect and preserve a collection of male krooth guts. These guts can be resold to alchemists in Starfall for 80 gp.

PCs who investigate the male krooth remains also notice several metal implants embedded in the corpse's flesh. With a successful DC 20 Arcana, Crafting, or Thievery check (DC 22 in Subtier 7–8), a PC can extract these devices and identify them as having to do with remotely observing and controlling a creature. The devices have brilliant blue lightning streaks marked on their surface and can be sold for 40 gp to the scavengers in Starfall. The krooth guts and devices are collectively worth 2 Treasure Bundles.

Steaming Fields

As the PCs continue toward Torch, they see a herd of axe beaks in the distance. These wild birds avoid contact with humanoids; PCs who pause to watch them notice that several of them breathe fire, spit acid, or change colors. With a successful DC 20 Arcana, Crafting, or Engineering check, a PC can recognize the signs of mutations caused by the Numerian technology spread throughout the land.

A few miles before reaching the town of Torch, the PCs come across a large portion of plains, where a warm mist hangs over the muddy earth. The PCs must find a safe route across the steaming fields without getting scorched and map the route for the caravan to follow. Alternately, they can travel around the steaming fields, adding another 20 miles to the caravan's path to the town of Torch.

If the PCs attempt to cross the steaming fields, they must succeed at DC 18 skill checks (DC 21 in Subtier 7–8) to avoid releasing high-pressured steam. Each PC can attempt a single skill check from the following list: Acrobatics (to step carefully), Crafting (to create tools, boots, or a system of conveyance that avoids putting additional pressure on the steam), Scouting Lore (to find a safe path), Survival (to protect themselves from high-pressured steam), Perception (to observe areas with fewer steam vents), or any other relevant Lore skill.

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The GM should allow any creative solution a chance at success. Each time the PCs succeed at a skill check, the DC for the skill checks increases by 2. As long as the PCs earn a number of successes equal to half the number of PCs in the party or more, they succeed at this challenge. Otherwise, they're left with no other choice but to go around the steaming fields.

Hazard: A reactor deep underground has started to overload, creating vast amounts of heat that have boiled the ground water. Most of the steam is trapped in pockets below the surface, but movement subtly shifts the pressure underground, allowing a small portion of steam to escape.

Each time a PC fails at a skill check to safely cross the field, a jet of hot steam erupts from the ground, subjecting all nearby PCs to the hazard below.

SUBTIER 5-6

STEAMING FIELDS


HAZARD 7

ENVIRONMENTAL

Stealth DC 23 (trained) to see steam vents erupting

Description A field of warm mist covers an open plain. Pockets of highly pressurized steam lie hidden in the earth; pressure releases jets of steam.

Disable DC 26 Survival (expert) twice to navigate a safe path

Steam Jet  **Trigger** A creature fails a skill check to navigate through the steaming field; **Effect** Several jets of pressurized steam erupt, dealing 2d6+6 bludgeoning damage and 2d6+6 fire damage to creatures within 30 feet of the ground (DC 24 basic Reflex save).

SUBTIER 7-8

STEAMING FIELDS


HAZARD 9

ENVIRONMENTAL

Stealth DC 27 (trained) to see steam vents erupting

Description A field of warm mist covers an open plain. Pockets of highly pressurized steam lie hidden in the earth; pressure releases jets of steam.

Disable DC 30 Survival (expert) twice to navigate a safe path

Steam Jet  **Trigger** A creature fails a skill check to navigate through the steaming field; **Effect** Several jets of pressurized steam erupt, dealing 3d6+10 bludgeoning damage and 3d6+10 fire damage to creatures within 30 feet of the ground (DC 27 basic Reflex save).

Torch

Once the PCs reach the large town of Torch, they can take some time to rest and resupply, if needed. If they decide to stop and rest for 1 day, they are able to shop

for magical items up to 5th level and alchemical items up to 8th level. At this point, the GM should check the PCs' Exploration Point total and let them know whether or not they are on track to make good time to the Gorum Pots if they spend the day here.

PCs who stop to shop notice that the local smith, a human man named Khonnir Baine, has a single chunk of adamantite for sale (500 gp; Bulk L). He enjoys conversation with PCs who are at least Trained in Crafting and who show a passion for metalwork. While his crafting schedule is full, he offers to give interested PCs a lesson in how to craft adamantite bucklers and shields, for a price of 50 gp per formula per PC.

The PCs can also spend some time talking with the locals about current events. They can attempt a DC 20 Gather Information check (DC 23 in Subtier 7-8) and gain the following results.

Critical Success A gnome with bright blue, lightning-shaped streaks in his hair was asking about caravans coming through this area, specifically Pathfinders. The PCs gain a +2 circumstance bonus to initiative rolls in area B.

Success Remnants of the Technic League have been seen in the area causing trouble. One gang, the Blue Streaks, was there a few days ago purchasing supplies and harassing the town's citizens.

Critical Failure Acid-spitting snakes have taken residence in the western swamplands. They'll slither up to travelers, vomit acid on their legs, then slowly devour them. The PCs take a -2 circumstance penalty to initiative rolls in area B, as fears of this acid's dangers distract them from noticing the ambush.

B. ACIDIC AMBUSH

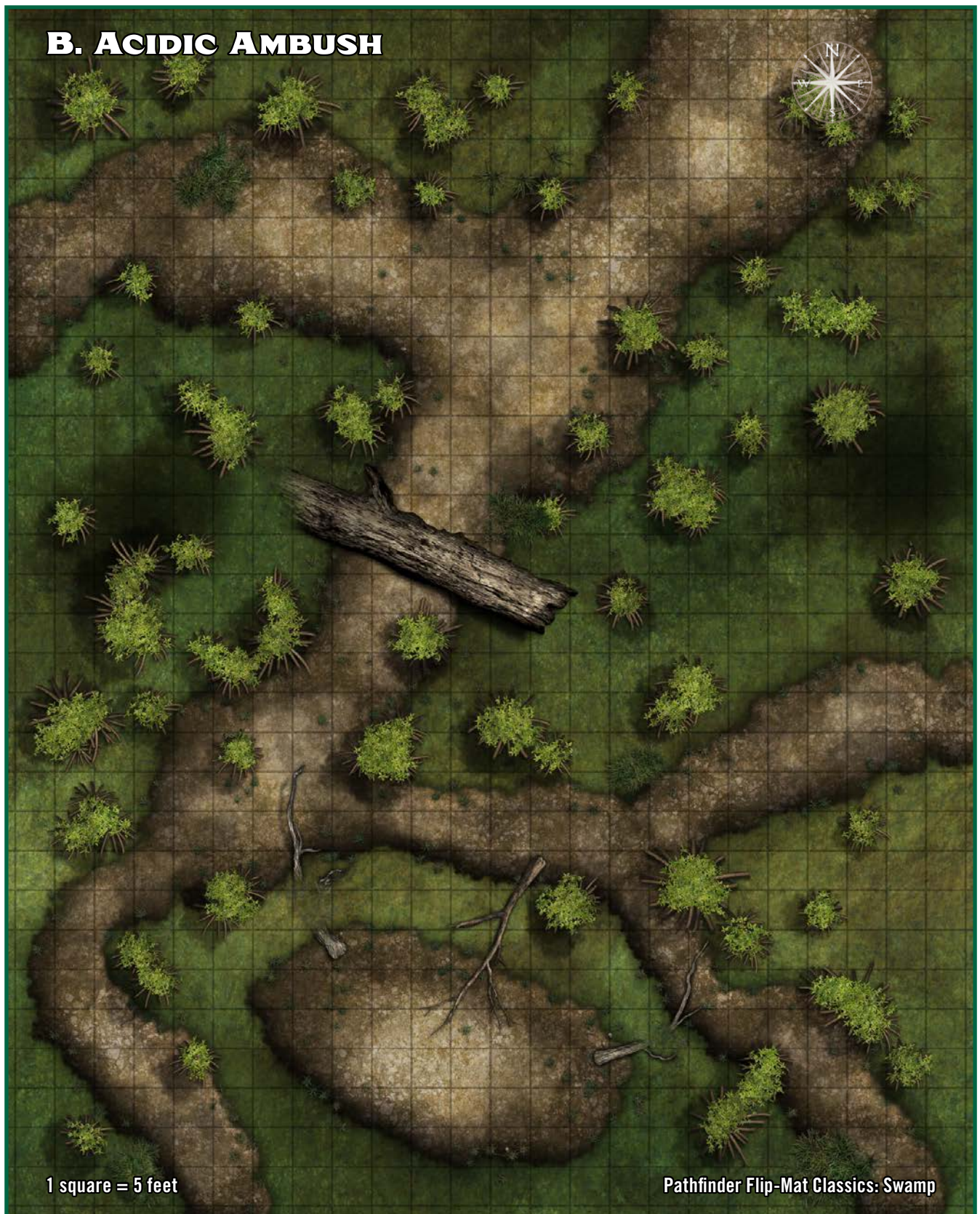
MODERATE

As the PCs leave Torch, they find the terrain getting rockier by the hour. They head into foothills that vary in size and complexity, but a gravelled road keeps the caravan on pace. In the distance, they occasionally hear the sounds of laser fire and the odd explosion, but the battle doesn't get any closer to the caravan than sounds echoing off of canyon walls. If the PCs decide to investigate, they spend 1 hour going out of their way and find nothing but blasted fragments of metal, melted rock, and a large pool of fuchsia blood. A trail of blood leads away from the caravan with gargantuan, 3-foot-wide footprints. Hunting down the creature would be perilous for the PCs and is outside the scope of this adventure; if they express interest in doing so, the junior Pathfinders in the caravan implore them not to go seeking danger.

One day after leaving Torch, the PCs encounter a flatter section of land among the foothills where pools of

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B. ACIDIC AMBUSH



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liquid have gathered and stagnated. Read or paraphrase the following.

The road winds through the foothills before opening into a wide valley. Here pools of greenish liquid sit, stagnant, with rainbow colored swirls shimmering across the surface. The acrid smell of sulfur fills the air, leaving a tangy putrescence on the tongue. Spider-like metal sculptures covered in mold and rust emerge from the pools in a hideous mockery of flora.

Two massive robots battled on the slopes of a nearby mountain, each trying to accomplish their conflicting objectives. Shrapnel and debris rolled down the mountain, followed by one of the weapon systems of the defeated robot. The advanced technological device converted pure energy into streams of acid. When the robot's damage was too great to continue, it activated this weapon one last time before rolling down the hill, spraying gallons of acid across the valley that settled in shallow pools.

The victorious robot left the area and headed south over the mountains. The PCs can determine the cause of the acid swamp by spending 1 hour to Search the area, finding the husk of the fallen robot, the acid spewing device (now out of power) and the huge tracks of the surviving robot.

Creatures: The Blue Streak gang set up several blinds on a slightly larger hill near the fallen robot. They intend to snipe the PCs before advancing on to the caravan. Once the PCs have completed one check to navigate the acid swamp or taken the time to search for the source of the acid, they are close enough to the Blue Streaks to spring their ambush. The Blue Streaks likely begin the combat prone and behind their sniper's blind, giving them greater cover against the PCs until they are forced to stand or until the PCs enter melee combat with them.

Terrain: The brown areas on the map on page 10 represent the swamp's rocky higher ground, which is muddy but not acidic enough to cause damage. Characters take a -2 circumstance penalty to Acrobatics and Athletics checks while on this ground due to the slippery mud. The green areas are shallow pools of acid, generally several inches deep. Characters that move into these areas take 1d6 acid damage for each square they move into, unless they Long Jump or Leap over the squares. Characters that fall prone in one of these squares take 10d6 acid damage (DC 20 basic Reflex save).

Hazard: Each of the green "bushes" is an array of techno-organic material from the destroyed robot that attempted to self-repair, but instead created jagged bush-like structures of twisted metal attempting to connect to other robotic parts. Several of these structures

are actively aggressive, lashing out at nearby creatures in addition to spitting acid at anything that approaches; these spitting acid bushes are marked on the map. The Blue Streaks ambushers are careful to remain outside of the hazard's range. A tree toppled in the blast that destroyed the acid-spewing robot; part of its trunk lays across the path, creating cover for Medium creatures and greater cover for Small or smaller creatures.

SUBTIER 5-6

BLUE STREAKS AMBUSHERS (2)

CREATURE 4

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SPITTING ACID "BUSHES"

HAZARD 3

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SUBTIER 7-8

BLUE STREAKS AMBUSHERS (3)

CREATURE 5

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SPITTING ACID "BUSHES"

HAZARD 5

Page 21

Development: Once the Blue Streaks ambushers have been defeated, the PCs can continue to scout a path through the acid pools. There are no other reasonable routes to the meeting place north of Gorum Pots. The PCs must succeed at DC 20 checks (DC 23 in Subtier 7-8) to find their way through the pools safely. Each PC can attempt a single check from the following list: Acrobatics (to step carefully), Crafting (to create tools or devices to block or neutralize the acid), Scouting Lore (to find a safe path), Survival (to protect themselves from the acidic pools), Perception (to observe areas with fewer techno-organic bushes), a ranged attack roll (to help destroy the bushes from long distance), or any relevant Lore skill. As long as the PCs earn a number of successes equal to half the number of PCs in the party or more, they succeed at this challenge. Otherwise, they take 1 additional day to find safe passage through the pools. If the PCs retreat from combat, they can regroup and attempt to break the blockade again.

Treasure: In addition to their gear, the Blue Streaks have a strange metal and glass slate that bears a glowing image of a map on the glass. By tapping on the image, they can find directions to Annihilation Canyon, a local Blue Streaks hideout. One of the assailants also has a handwritten note in her pocket; give the PCs **Handout 1: Crookchar's Message**. The collective gear from the Blue Streaks ambushers is worth 3 Treasure Bundles.

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TECHNO-JUNK WEAPONS

The Technic League has learned to make the most out of the scraps of technological debris they've found scattered throughout Numeria. They use these dissipate components to create fragile technological weapons that require a large amount of maintenance, called techo-junk. Techno-junk weapons are only functional in the hands of their creator, as only they understand how to use it properly. These weapons can still be sold for scrap to engineers who know how to unlock their secrets.

Gorum Pots

As the PCs approach the steaming foothills of Gorum Pots, they can smell the sulfur in the air and feel the hot, humid air stick to them. Ahead, a longspike stuck in the ground marks a small encampment. A long gray banner emblazoned with the sign of a sword impaling a mountain hangs from the tallest point in the camp.

At the center of the camp, several warriors steep themselves in a deep hot spring, steam rises up around them as they lounge, relaxing their powerful muscles. A woman dressed in furs and bits of metal spots the PCs and approaches, her hand hovering close to the hilt of her sword. Read or paraphrase the following.

"Who are you? Have you come to test yourself against the will of Our Lord in Iron? I, Landra Steelreaper, can ensure that you receive a glorious death soaked in sweat and blood. Otherwise, turn back while you piss yourselves; we don't allow squeamish brigands among our ranks."

As soon as the PCs mention being Pathfinders or asking about Baric the Bloodfist, she relaxes, but looks disappointed. "Pathfinders? Okay, I'll take you to see Baric. And here I thought I was going to find a worthy foe."

The PCs are taken to Baric the Bloodfist, a robust man with short silver hair, armor made from an exotic reptile, and thick scars on the backs of his fingers. He carries no weapons save for his massive fists and a bandolier full of alchemical bombs. His reaction to the PCs' arrival depends on how long they kept him waiting. If the PCs arrive within 10 days, he welcomes them into his tent and offers them Numerian Blue Whiskey, then asks them about their trip. Read or paraphrase the following.

"So you're friends of Dagur, eh? Don't look like much, but then again, I don't have her eye for talent. Hope your trip here was full of hardship, to make you stronger!" He pours a bright blue fluid into shot glasses, offering one to anyone assembled.

"You made it here on time, that shows respect. Tell me of any troubles on the way; I'll mark it on my map."

If the PCs took more than 10 days to arrive, he speaks with them outside. Read or paraphrase the following.

"Decided to meander on over to us, did you? Took long enough. We just about left without you. If I didn't owe Dagur so much, I'd have left you to the bots. You are either the laziest bunch of dandies or you ran into something truly foul to delay you so long. Let's hear it!"

Once the PCs have had a chance to explain the ambush by the Blue Streaks, Baric considers their situation and then recommends they hunt down the rest of the Blue Streaks. Read or paraphrase the following.

"You've got to show them blue bastards what you're made of. Respond to strength with strength. If you don't, not only will no one here respect you, but those piss spray Technic League rejects won't leave you alone. We'll wait here one more day so you can go and destroy them. Give them a display of violence they can't ignore."

Development: If the PCs are somehow not sure where to find the Blue Streaks and Annihilation Canyon from the map they obtained in area B, then the Gorumites can point the way to the old Technic League hideout. The canyon is only 2 miles south from where the Gorumites are encamped. The warriors assure the PCs that they are more than capable of protecting the caravan while the PCs take care of the Blue Streaks.

C. ANNIHILATION CANYON

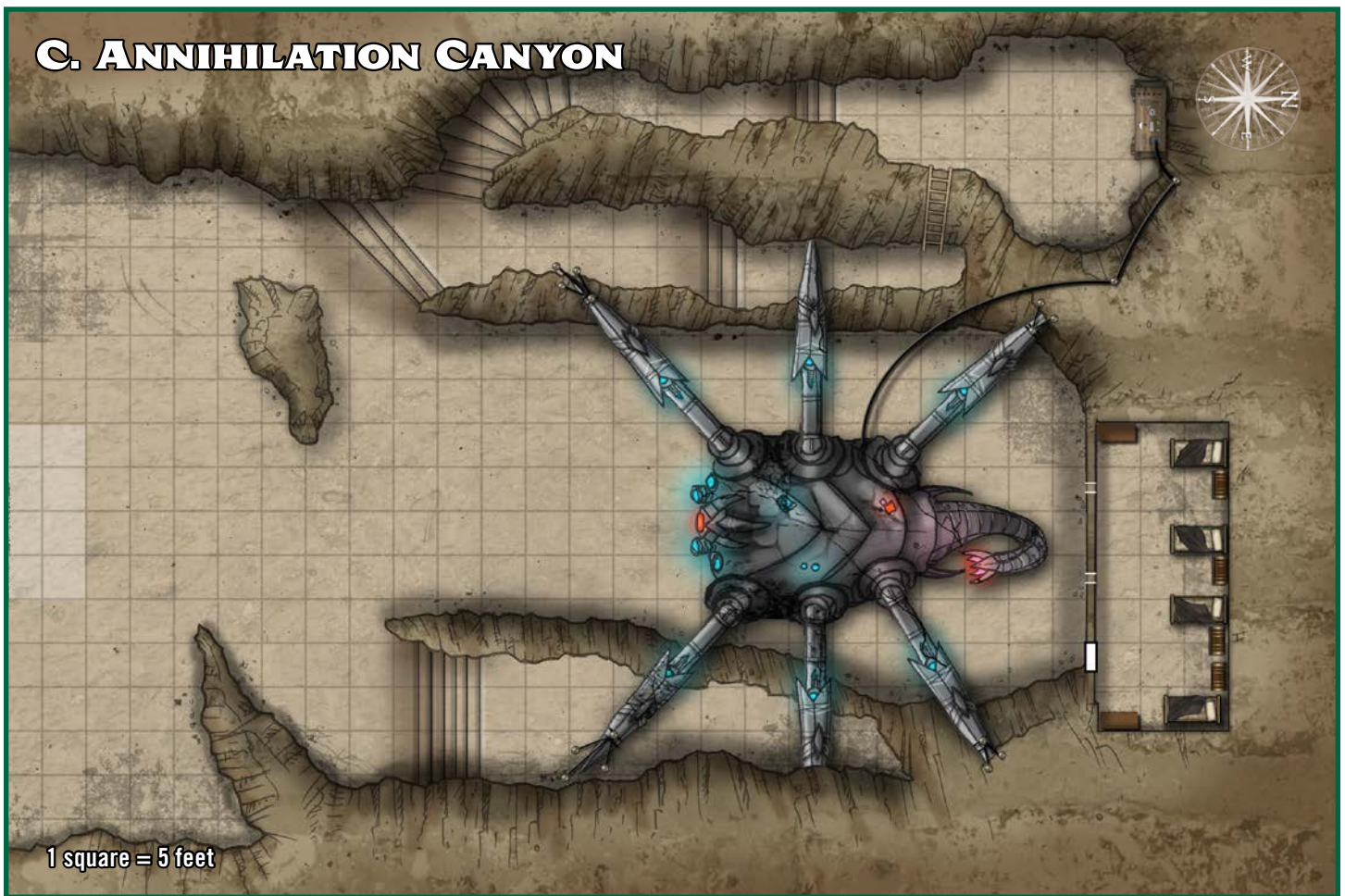
SEVERE

This Blue Streaks' hideout is close to the path that the caravan is taking, but the PCs will likely want to ensure the caravan arrives safely at the Gorum Pots before coming here to disrupt the Blue Streaks' activities.

A long canyon runs south to north and ends at an abrupt cliff face. Paths have been carved into the sides of the canyon, creating ledges that look down on the damaged remains of a massive scorpion-shaped robot, its six legs bolted and strapped to the canyon walls. Below the robot, against the northern end of the canyon, stands a small, sturdy shack with a single door. Metal pylons protrude from the canyon walls, leading a thick black cable from the remains of the scorpion robot to one of the western ledges.

The hideout is a broken-down annihilator robot with a minimally functioning power source. The Blue Streaks

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found it damaged, trapped it in this canyon, and destroyed it. The robot is now propped up and bolted into the canyon walls. This hideout has functioned as the base of Technic League operations south of Starfall since before its decline.

Creatures: The technician Khismar Crookchar is the tyrannical leader of the Blue Streaks. He keeps his slaves and soldiers in line by remaining a constant threat in their lives. He sustains the illusion of omnipresence through synthetic clones of himself created using one of his discoveries. These creatures function like simulacra, looking and acting exactly like Khismar but made of gears and wires instead of bones and blood. A fleshy “skin” on the outside hides their true nature, even from other members of the Blue Streaks gang. The real Khismar sees everything these clones do and can issue commands to them remotely. One of these clones runs this hideout, along with several Blue Streaks enforcers.

When the PCs show up, this Synthetic Khismar leads the enforcers to defend their hideout with their lives. The Synthetic Khismar is able to remotely control the broken annihilator and its minimally functional weapons

systems. Once the PCs break Khismar’s construct armor, his synthetic nature is obvious; the PCs notice his face cracking, revealing wires and servos beneath the veneer of flesh. When heavily damaged, he attempts to move into range of as many PCs as possible and activate his self-destruct. Don’t show the art of Synthetic Khismar until after the PCs have damaged him; use the portrait on page 25 instead.

When the PCs arrive, the Synthetic Khismar calls out to the PCs. Read or paraphrase the following.

“FOOLS! You’ve come here, to my base? Where I am STRONGEST? Ah ha ha ha ha! I’m going to enjoy smashing your smoldering corpses into dust. Attack—hehe! Murder—hoho! DESTROY—HA HA!”

Hazard: The severely damaged annihilator robot is completely immobile and functions as a hazard, with not enough power for its weapon systems to function properly. It can only target creatures in a 120-foot cone south of its location with its chain guns but can fire its plasma lance

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in any direction. If the Synthetic Khismar or the control panel on the upper western platform is destroyed, the annihilator robot attacks all available targets, prioritizing those attempting to harm it.

Terrain: The rough-hewn stone stairs along the canyon walls function as rough terrain and lead up to ledges looking down into the canyon floor. Climbing the steep canyon walls requires a successful DC 20 Athletics check (DC 22 in Subtier 7–8). The western path raises up into an upper and lower path. The upper path's roughly hewn steps lead up to a narrow ledge 25 feet above the canyon floor, then up further steps to a wider ledge 30 feet above the canyon floor. The lower path only raises 5 feet above the canyon floor before reaching a second set of rough-hewn stairs leading another 5 feet up. The lower ledge ends at a steel ladder bolted to the cliff wall, leading up 20 more feet to the top ledge. On the east side of the canyon, the stone stairs leads up to a single platform, 10 feet above the canyon floor.

The damaged annihilator robot is suspended 20 feet above the canyon floor and is 10 feet tall. Creatures can climb one of the robot's limbs with a successful DC 17 Athletics check (DC 19 in Subtier 7–8). The panels on the top of the robot are in disarray, functioning as difficult terrain. A creature must be on top of the robot to reach the chain gun or tail mechanisms to jam them and make them nonoperational.

The door to the shed in the back of the canyon is unlocked. Inside, two gunner positions allow creatures to target enemies outside of the shack while maintaining greater cover against them by firing through arrow slits.

SUBTIER 5–6

BLUE STREAK SENTRY **CREATURE 2**
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BLUE STREAK MAGE **CREATURE 3**
Page 18

JURY-RIGGED ANNIHILATOR **HAZARD 3**
Page 18

SYNTHETIC KHISMAR **CREATURE 6**
Page 18, art on page 26

SUBTIER 7–8

BLUE STREAK BURGLAR **CREATURE 4**
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BLUE STREAK MAGE **CREATURE 5**
Page 22

MALFUNCTIONING ANNIHILATOR **HAZARD 5**
Page 23

SYNTHETIC KHISMAR **CREATURE 8**
Page 23, art on page 26



KHISMAR CROOKCHAR

Development: With the Blue Streaks gang defeated, the PCs are free to travel north to Starfall without further trouble. Before Synthetic Khismar is destroyed, he transmits video footage of the battle to the real Khismar for analysis. With the annihilator robot destroyed or

disabled, the canyon falls silent once again.

Treasure: The gear worn and stored by the Blue Streaks in the metal shack are worth 2 Treasure Bundles. With a successful DC 15 Crafting, Engineering Lore, or Thievery check (DC 17 in Subtier 7–8), the PCs can obtain premium salvage from the destroyed annihilator robot worth 80 gp to scavengers in Starfall.

CONCLUSION

Once the PCs ensure the caravan meets up with the Gorumites, their scouting duties are essentially completed. With the squad of Gorumites traveling with the caravan, nothing short of a small army would dare attack the wagons, and the Gorumites are familiar enough with the lands to avoid any real dangers.

If the PCs destroyed Synthetic Khismar, they scare off any Blue Streaks in the area. The caravan is able to make it to Starfall virtually unharried, with the exception of a pack of overly curious and somewhat vicious raccoons.

However, if the PCs fled from the Blue Streaks' hideout or decided not to go to Annihilator Canyon to face the gang, then they harass and pursue the caravan all the way to the Starfall gates by setting traps, lobbing alchemical bombs at random times, and generally harassing the caravan nonstop. No real losses occur, but the Gorumites are annoyed that the Pathfinders didn't handle their own battle, souring the relationship.



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Reporting Notes

If the PCs destroy Synthetic Khismar after talking with Baric the Bloodfist, check box A on the reporting sheet. If the PCs destroy Synthetic Khismar before meeting up with Baric the Bloodfist, check box B on the reporting sheet. If the PCs did not defeat the Blue Streaks in Annihilation Canyon, check box C on the reporting sheet.

Primary Objective

The PCs fulfill their primary objective if they ensure the caravan meets up with the Gorumites within 10 days. This earns the PCs 2 Fame and 2 Reputation with any faction associated with their currently slotted faction boon.

Secondary Objective

The PCs fulfill their secondary objective if they defeat the Synthetic Khismar, but only after ensuring the caravan is safe with Baric the Bloodfist and the other Gorumites. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

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APPENDIX 1: SUBTIER 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM References (page 29) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A (Subtier 5-6)

DEHYDRATED KROOTH

CREATURE 6

UNCOMMON **N** **LARGE** **AMPHIBIOUS** **ANIMAL**

Perception +16; low-light vision, scent (imprecise) 60 feet
Skills Athletics +15, Stealth +15 (+17 in water), Survival +14 (+17 to Track a bleeding creature)
Str +5, **Dex** +2, **Con** +5, **Int** -4, **Wis** +2, **Cha** +0
AC 23; **Fort** +17, **Ref** +14, **Will** +12; +4 status to all saves vs. fear
HP 110
Attack of Opportunity ➤ Tail only.
Pain Frenzy Whenever the krooth is damaged by a critical hit, it gains a +2 status bonus to attack and damage rolls until the end of its next turn. It can’t use reactions while this frenzy lasts.
Speed 40 feet; swim 30 feet
Melee ➤ jaws +17 (deadly d10, poison, reach 10 feet), **Damage** 2d12+5 piercing plus Poison Tooth
Melee ➤ claw +17 (agile), **Damage** 2d8+5 slashing
Melee ➤ tail +17 (reach 15 feet), **Damage** 2d8+5 piercing
Aquatic Ambush ➤
Poison Tooth ➤ (poison); **Requirements** The krooth damaged a creature with its jaws **Strike** on its most recent action this turn; **Effect** The krooth snaps off one of its teeth in the creature it hit. The creature takes 1d6 persistent bleed damage and is drained 1. Neither the persistent bleed damage nor the drained condition can be healed while the tooth remains. Removing the tooth safely requires a successful DC 24 check to Administer First Aid. Instead of ending bleeding or stabilizing, this removes the drained condition, but it doesn’t automatically end the bleed damage.

SCALING ENCOUNTER A

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

10-11 Challenge Points: Add one swarm of krooth hatchlings to the encounter.

12-13 Challenge Points: Add two swarms of krooth hatchlings to the encounter.

14-15 Challenge Points: Add one dehydrated krooth to the encounter.

16-18 Challenge Points (5+ players): Add one dehydrated krooth and one swarm of krooth hatchlings to the encounter.

KROOTH HATCHLINGS

CREATURE 3

UNCOMMON **N** **LARGE** **AMPHIBIOUS** **ANIMAL** **SWARM**

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Athletics +10, Stealth +8 (+10 in water), Survival +8
Str +3, **Dex** +1, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1
AC 19; **Fort** +9, **Ref** +8, **Will** +6
HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2
Speed 30 feet; climb 20 feet; swim 20 feet
Swarming Bites ➤ Each enemy in the swarm’s space takes 1d8 piercing damage (DC 20 basic Reflex save) and 1d4 persistent bleed damage.

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Encounter B (Subtier 5–6)

BLUE STREAK AMBUSHERS (2)

CREATURE 4

RARE N MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Hallit

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10

Str +3 **Dex** +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

Items falchion, simple manacles, studded leather, techno-junk railgun (10 charges)

AC 21; **Fort** +9, **Ref** +12, **Will** +12

HP 60

Speed 25 feet

Melee ♦ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ♦ techno-junk railgun +14 (range increment 200 feet, reload 1), **Damage** 1d10+5 piercing

Hunt Prey ♦ (concentrate) The Blue Streak ambusher designates a single creature they can see and hear, or one they're Tracking, as their prey. The ambusher gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the Blue Streak ambusher uses Hunt Prey again.

Precision Edge The first time the Blue Streak ambusher hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ♦ The Blue Streak ambusher Strides, Steps, or Sneaks, and then Interacts to reload.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

11+ Challenge Points: For every 3 Challenge Points beyond 8, add one Blue Streak ambusher to the encounter and select one additional bush on the map to be part of the spitting acid hazard; this adds one action to the hazard's routine.

SPLITTING ACID "BUSHES"

HAZARD 3

RARE COMPLEX

Stealth +10 (trained)

Description Four techno-organic "bush" structures featuring mini-acid pumps activate. The first lashes out with sharp "branches" as it activates, and then all of the bushes spit acid at movement nearby.

Disable Thievery or Engineering Lore DC 20 (trained) on each bush to collapse its acid pump into component parts (2 actions per bush).

AC 19; **Fort** +12, **Ref** +6

Hardness 10; **Bush HP** 10 (BT 5) per bush; **Immunities** acid, critical hits, object immunities, precision damage; **Weakness** bludgeoning 5

Jagged Branches ⤵ **Trigger** A creature moves into a square adjacent to a bush; **Effect** The bush rakes its sharp branches across the creature, making a single branch Strike.

Routine ♦♦♦ The trap loses 1 action each turn for each bush disabled. On each of the hazard's actions, one of the functional pumps spits acid at a creature within range. The bushes sense movement, only targeting creatures that moved from their space on their most recent turn. This trap does not attack any single creature more than once per round. It does not take a multiple attack penalty.

Melee ♦ branch +12, **Damage** 2d6 slashing

Ranged ♦ spit +12 (range 30 feet), **Damage** 2d6+6 acid

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Encounter C (Subtier 5–6)

BLUE STREAK SENTRY

CREATURE 2

RARE LN MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Hallit

Skills Acrobatics +8, Athletics +6, Intimidation +4, Society +4
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items techno-junk plasma rifle (10 charges), shortsword, leather armor, signal whistle

AC 19; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet

Melee ♦ shortsword +10 (agile, finesse, versatile P), **Damage** 1d6+3 slashing

Ranged ♦ techno-junk plasma rifle +10 (range increment 60 feet, reload 0), **Damage** 1d6 electricity and 1d6 fire

Sentry's Aim ♦ (concentrate) The Blue Streak sentry aims carefully and fires. They make a ranged weapon Strike with a +1 circumstance bonus. The Strike ignores the concealed condition, lesser cover, and standard cover, and reduces greater cover to standard cover.

BLUE STREAK MAGE

CREATURE 3

RARE LN MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Hallit

Skills Arcana +11, Society +9, Stealth +7, Thievery +9

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1

Items spellbook, staff, thieves' tools

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 31

Speed 25 feet

Melee ♦ staff +7 (two-hand d8), **Damage** 1d4 bludgeoning

Ranged ♦ techno-junk laser pistol +7 (range increment 30 feet, reload 0), **Damage** 1d6 fire

Arcane Prepared Spells DC 20, attack +12; **2nd** *flaming sphere*, *knock*, *see invisibility*; **1st** *grease*, *mage armor*, *magic missile*, *true strike*; **Cantrips** (2nd) *dancing lights*, *daze*, *detect magic*, *electric arc*, *mage hand*, *message*, *shield*

Wizard School Spell 1 Focus Point, DC 20; **2nd** *diviner's sight* (Core Rulebook 406)

JURY-RIGGED ANNIHILATOR

HAZARD 3

UNIQUE COMPLEX MECHANICAL TECHNOLOGICAL TRAP

Stealth +10 (trained) to notice it's still functional; noticing the annihilator is automatic

Description A gargantuan scorpion-like robot, covered in signs of damage, has been bolted into the canyon's rock walls.

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add two Blue Streak sentries to the encounter.

12–13 Challenge Points: Add two Blue Streak mages to the encounter.

14–15 Challenge Points: Add two Blue Streak mages to the encounter, and Synthetic Khismar has an emergency force field he can activate once as a single action, giving himself 20 temporary Hit Points for 1 minute.

16–18 Challenge Points (5+ players): As 14–15 Challenge Points, and also add two Blue Streak sentries to the encounter.

Disable Thievery DC 23 (expert) to successfully disable the annihilator at the control box on the northwest ledge, Thievery DC 20 (trained) or Engineering Lore DC 15 (trained) to jam the mechanics of either of the two chain guns, or the "tail" mechanism where the plasma lance is mounted, preventing it from firing. Jamming the guns or tail requires first getting on top of the immobilized annihilator, which counts as difficult terrain. All attempts take 2 actions.

AC 22; **Fort** +12, **Ref** +6

Integrated Chain Gun Hardness 10, **Integrated Chain Gun HP** 40 (BT 20) per integrated chain gun; **Plasma Lance Hardness** 10, **Plasma Lance HP** 20 (BT 10); **Immunities** object immunities; **Weakness** electricity 5

Routine ♦♦ When the plasma lance is ready, the annihilator uses it to attack as many PCs as it can, otherwise it attacks with its two integrated chain guns while the plasma lance recharges, spending one action for each of its two integrated chain guns that is still functional. This trap doesn't take a multiple attack penalty. If Synthetic Khismar is destroyed, the annihilator attacks as many creatures as possible.

Ranged ♦ integrated chain gun +12 (fatal d8, range 200 feet); **Damage** 3d6 piercing

Plasma Lance ♦♦ (evocation, fire) The scorpion-like tail of the annihilator projects a 80-foot line of burning plasma. Creatures in the area take 4d6 fire damage (DC 23 basic Reflex save). The annihilator can't use the plasma lance again for 1d4 rounds.

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SYNTHETIC KHISMAR

CREATURE 6

UNIQUE NE SMALL CONSTRUCT

Perception +12; darkvision

Languages Common, Gnome, Hallit, Sylvan

Skills Acrobatics +10, Athletics +15, Deception +10, Intimidation +12, Technology Lore +13

Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items +1 handwraps of mighty blows

AC 24 (20 when broken), construct armor; **Fort** +16, **Ref** +10, **Will** +14

HP 70, **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, Synthetic Khismar has Hardness. This Hardness reduces any damage he takes by an amount equal to his Hardness. Once Synthetic Khismar is reduced to fewer than half his Hit Points, or immediately upon being damaged by a critical hit, his construct armor breaks and his AC is reduced to 20.

Overcharge ➤ **Trigger** Synthetic Khismar takes electricity damage; **Effect** Synthetic Khismar gains resistance 20 to electricity against the triggering attack and becomes quickened for 1d4 rounds.

Speed 30 feet

Melee ➤ storm-fist +17 (forceful, unarmed), **Damage** 2d6+5 bludgeoning plus 1d6 electricity

Ranged ➤ electrical discharge +12 (range increment 30 feet), **Damage** 4d6 electricity plus stunned 1

Programmed Combo ➤➤ Synthetic Khismar makes two storm-fist Strikes against a single target. If either of the attacks deals damage, the target is flat-footed until the beginning of Synthetic Khismar's next turn. His multiple attack penalty increases after making both attacks.

Self-Destruct ➤➤ **Requirements** Synthetic Khismar has 20 HP or fewer; **Effect** Synthetic Khismar explodes in a ball of burning plasma, destroying himself completely and dealing 8d6 electricity damage to all creatures within 10 feet (DC 24 basic Reflex save); **Special** Synthetic Khismar automatically activates this ability as a free action when brought to 0 Hit Points.

Technology Control ⬠ (concentrate); **Frequency** once per turn; **Range** 100 feet; **Effect** Synthetic Khismar chooses the target of one technological construct or hazard; if this would cause the technological construct or hazard to attack a creature it would not normally attack, it takes a -2 circumstance penalty to its attack rolls and DCs against that creature.

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APPENDIX 2: SUBTIER 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to GM References (page 29) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

KROOTH

CREATURE 8

UNCOMMON N LARGE AMPHIBIOUS ANIMAL

Perception +16; low-light vision, scent (imprecise) 60 feet

Skills Athletics +18, Stealth +18 (+20 in water), Survival +17 (+20 to Track a bleeding creature)

Str +6, **Dex** +3, **Con** +6, **Int** -4, **Wis** +2, **Cha** +0

AC 26; **Fort** +20, **Ref** +17, **Will** +14; +4 status to all saves vs. fear
HP 150

Attack of Opportunity ➤ Tail only.

Pain Frenzy Whenever the krooth is damaged by a critical hit, it gains a +2 status bonus to attack and damage rolls until the end of its next turn. It can’t use reactions while this frenzy lasts.

Speed 40 feet, swim 30 feet

Melee ➤ jaws +20 (deadly 1d10, poison, reach 10 feet),

Damage 2d12+9 piercing plus Poison Tooth

Melee ➤ claw +20 (agile), **Damage** 2d8+9 slashing

Melee ➤ tail +20 (reach 15 feet), **Damage** 2d8+9 piercing

Aquatic Ambush ➤

Poison Tooth ➤ (poison); **Requirements** The krooth damaged a creature with its jaws Strike on its most recent action this turn; **Effect** The krooth snaps off one of its teeth in the creature it hit. The creature takes 1d6 persistent bleed damage and is drained 1. Neither the persistent bleed damage nor the drained condition can be healed while the tooth remains. Removing the tooth safely requires a successful DC 26 check to Administer First Aid. Instead of ending bleeding or stabilizing, this removes the drained condition, but it doesn’t automatically end the bleed damage.

SCALING ENCOUNTER A

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

19–22 Challenge Points: Add two swarms of krooth hatchlings to the encounter.

23–27 Challenge Points: Add four swarms of krooth hatchlings to the encounter.

28–32 Challenge Points: Add one krooth to the encounter.

33+ Challenge Points: Add one krooth and two swarms of krooth hatchlings to the encounter.

KROOTH HATCHLINGS (2)

CREATURE 3

UNCOMMON N LARGE AMPHIBIOUS ANIMAL SWARM

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +10, Stealth +8 (+10 in water), Survival +8

Str +3, **Dex** +1, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1

AC 19; **Fort** +9, **Ref** +8, **Will** +6

HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 30 feet; climb 20 feet; swim 20 feet

Swarming Bites ➤ Each enemy in the swarm’s space takes 1d8 piercing damage (DC 20 basic Reflex save) and 1d4 persistent bleed damage.

Lightning Strikes, Stars Fall

Encounter B (Subtier 7-8)

BLUE STREAK AMBUSHERS (3)

CREATURE 5

RARE LN MEDIUM HUMAN HUMANOID

Perception +13

Languages Common, Hallit

Skills Acrobatics +13, Architecture Lore +11, Athletics +13, Deception +7, Engineering Lore +11, Society +9, Stealth +11, Thievery +13

Str +4, **Dex** +4, **Con** +1, **Int** +2, **Wis** +2, **Cha** +0

Items climbing kit, +1 kukri, techno-junk sniper rifle (10 charges)

Hazard Spotter The ambusher automatically attempts a secret Perception check to notice a hazard when they are within 10 feet of the hazard.

AC 21; **Fort** +10, **Ref** +15, **Will** +11

HP 75

Speed 25 feet, climb 15 feet

Melee ♦ kukri +15 (agile, magical, trip), **Damage** 1d6+7 slashing

Ranged ♦ techno-junk sniper rifle +15 (range increment 90 feet, reload 1), **Damage** 3d6 fire

Trick Attack ♦ The ambusher musters their guile to attempt a clever attack that catches their foe unprepared. The ambusher chooses one of their weapons. The next attack with that weapon deals an extra 2d6 precision damage. In addition, the ambusher can Interact to draw the weapon (or to reload it if they choose the sniper rifle).

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one Blue Streak ambusher to the encounter and select one additional bush on the map to be part of the spitting acid hazard; this adds one action to the hazard's routine.

SPLITTING ACID "BUSHES"

HAZARD 5

RARE COMPLEX

Stealth +13 (trained)

Description Four techno-organic "bush" structures featuring mini-acid pumps activate. The first lashes out with sharp "branches" as it activates, then all of the bushes spit acid at movement nearby.

Disable Thievery or Engineering Lore DC 23 (trained) on each bush to collapse its acid pump into component parts (2 actions per bush).

AC 22; **Fort** +15, **Ref** +9

Hardness 15; **Bush HP** 14 (BT 7) per bush; **Immunities** acid, critical hits, object immunities, precision damage;

Weakness bludgeoning 5

Jagged Branches ↻ **Trigger** A creature moves into a square adjacent to a bush; **Effect** The adjacent bush rakes its sharp branches across the creature, making a single branch Strike.

Routine ♦♦♦ The trap loses 1 action each turn for each bush disabled. On each of the hazard's actions, one of the functional pumps spits acid at a creature within range. The bushes sense movement, and they only target creatures that moved from their space on their most recent turn. This trap does not attack any single creature more than once per round. It does not take a multiple attack penalty.

Melee ♦ branch +15, **Damage** 2d8 slashing

Ranged ♦ spit +15 (range 30 feet), **Damage** 2d8+7 acid

Lightning Strikes, Stars Fall

Encounter C (Subtier 7-8)

BLUE STREAK BURGLAR

CREATURE 4

RARE LN MEDIUM HUMAN HUMANOID

Perception +10 (+11 to find traps)

Languages Common

Skills Acrobatics +10, Athletics +8, Deception +7, Society +7, Stealth +12, Thievery +12 (can Disable traps that require master proficiency), Underworld Lore +7

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +1

Items climbing kit, lesser darkvision elixir, leather armor, sap, techno-junk plasma rifle (10 charges), thieves' tools

AC 21 (22 vs. traps); **Fort** +7, **Ref** +12, **Will** +10; +1 circumstance bonus to all saves vs. traps

HP 60

Deny Advantage The burglar isn't flat-footed to creatures of 4th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nimble Dodge ➤ **Trigger** The burglar is targeted with a melee or ranged attack by an attacker they can see; **Effect** The burglar gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ➤ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

Melee ➤ sap +12 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ➤ techno-junk plasma rifle +14 (range increment 60 feet, reload 0), **Damage** 1d6 electricity and 1d6 fire

Mobility When the burglar Strides half their Speed or less, that movement does not trigger reactions.

Sneak Attack The burglar deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, if the burglar rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

SCALING ENCOUNTER C

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

19-22 Challenge Points: Add two Blue Streak burglars to the encounter.

23-27 Challenge Points: Add two Blue Streak mages to the encounter.

28-32 Challenge Points: Add two Blue Streak mages to the encounter, and Synthetic Khismar has an emergency force field he can activate once as a single action, giving himself 30 temporary Hit Points for 1 minute.

33+ Challenge Points: As 14-15 Challenge Points, and also add two Blue Streak burglars to the encounter.

BLUE STREAK MAGE

CREATURE 5

RARE LN MEDIUM HUMAN HUMANOID

Perception +10

Languages Common, Hallit

Skills Arcana +13, Crafting +11, Intimidation +8, Religion +10

Str +2, **Dex** +3, **Con** +2, **Int** +4, **Wis** +3, **Cha** -1

Items hooded robe, light mace, scroll of spectral hand, spellbook, techno-junk laser pistol (10 charges)

Stench of Decay (arcane, aura, conjuration, poison) The Blue Streak mage emits a scent of putrid rot in a 5-foot emanation. A creature that enters or begins its turn in the aura is sickened 1.

AC 20; **Fort** +9, **Ref** +12, **Will** +12

HP 58

Speed 25 feet

Melee ➤ light mace +12 (agile, finesse, shove), **Damage** 1d4+4 bludgeoning

Ranged ➤ techno-junk laser pistol +12 (range increment 30 feet, reload 0), **Damage** 1d6 fire

Wizard Prepared Spells DC 21, attack +13; **3rd** *bind undead*, *lightning bolt*, *vampiric touch*; **2nd** *false life*, *grim tendrils*, *mirror image*, *web*; **1st** *fear*, *feather fall*, *ray of enfeeblement*, *spider sting*; **Cantrips (3rd)** *chill touch*, *detect magic*, *electric arc*, *ray of frost*, *read aura*, *shield*

Wizard School Spells 1 Focus Point, DC 21; **3rd** *call of the grave* (Core Rulebook 406)

Drain Bonded Item ➤ (arcane) **Frequency** once per day; **Requirements** The Blue Streak mage hasn't taken an action yet on this turn; **Effect** The Blue Streak mage expends the power stored in their mace. This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a spell slot.

Lightning Strikes, Stars Fall

MALFUNCTIONING ANNIHILATOR

HAZARD 5

UNIQUE COMPLEX MECHANICAL TECHNOLOGICAL TRAP

Stealth +13 (trained) to notice it's still functional; noticing the annihilator is automatic

Description A gargantuan scorpion-like robot, covered in signs of damage, has been bolted into the canyon's rock walls.

Disable Thievery DC 26 (expert) to successfully disable the annihilator at the control box on the northwest ledge, Thievery DC 23 (trained) or Engineering Lore DC 18 (trained) to jam the mechanics of either of the two chain guns, or the "tail" mechanism where the plasma lance is mounted, preventing it from firing. Jamming the guns or tail require first getting on top of the immobilized annihilator, which counts as difficult terrain. All attempts take 2 actions.

AC 25; **Fort** +15; **Ref** +9

Integrated Chain Gun **Hardness** 10, **Integrated Chain Gun** **HP** 50 (BT 25) per integrated chain gun; **Plasma Lance** **Hardness** 10, **Plasma Lance** **HP** 26 (BT 13); **Immunities** object immunities; **Weakness** electricity 5

Routine ♦♦ When the plasma lance is ready, the annihilator uses it to attack as many PCs as it can, otherwise it attacks with its two integrated chain guns while the plasma lance recharges, spending one action for each chain gun that is still functional. This trap doesn't take a multiple attack penalty. If Synthetic Khismar is destroyed, the annihilator attacks as many creatures as possible.

Ranged ♦ integrated chain gun +15 (fatal d8, range 200 feet); **Damage** 4d6 piercing

Plasma Lance ♦♦ (evocation, fire) The scorpion-like tail of the annihilator projects a 80-foot line of burning plasma. Creatures in the area take 6d6 fire damage (DC 26 basic Reflex save). The annihilator can't use the plasma lance again for 1d4 rounds.

SYNTHETIC KHISMAR

CREATURE 8

UNIQUE NE SMALL CONSTRUCT

Perception +14; darkvision

Languages Common, Gnome, Hallit, Sylvan

Skills Acrobatics +14, Athletics +18, Deception +12, Intimidation +14, Technology Lore +15

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +0

Items +1 striking handwraps of mighty blows

AC 27 (23 when broken), construct armor; **Fort** +19, **Ref** +12, **Will** +16

HP 120, **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, Synthetic Khismar has Hardness. This Hardness reduces any damage he takes by an amount equal to his Hardness. Once Synthetic Khismar is reduced to less than half his Hit Points, or immediately upon being damaged by a critical hit, his construct armor breaks and his AC is reduced to 23.

Overcharge ♦ **Trigger** Synthetic Khismar takes electricity damage; **Effect** Synthetic Khismar gains resistance 20 to electricity against the triggering attack and become quickened for 1d4 rounds.

Speed 30 feet

Melee ♦ storm-fist +20 (forceful, unarmed), **Damage** 2d6+6 bludgeoning plus 2d6 electricity

Ranged ♦ electrical discharge +16 (range increment 30 feet), **Damage** 5d6 electricity plus stunned 1

Programmed Combo ♦♦ Synthetic Khismar makes two storm-fist Strikes against a single target. If either of the attacks deals damage, the target is flat-footed until the beginning of Synthetic Khismar's next turn. His multiple attack penalty increases after making both attacks.

Self-Destruct ♦♦ **Requirements** Synthetic Khismar has 20 HP or fewer; **Effect** Synthetic Khismar explodes in a ball of burning plasma, destroying himself completely and dealing 10d6 electricity damage to all creatures within 10 feet (DC 26 basic Reflex save); **Special** Synthetic Khismar automatically activates this ability as a free action when brought to 0 Hit Points.

Technology Control ♦ (concentrate); **Frequency** once per turn; **Range** 100 feet; **Effect** Synthetic Khismar chooses the target of one technological construct or hazard; if this would cause the technological construct or hazard to attack a creature it would not normally attack, it takes a -2 circumstance penalty to its attack rolls and DCs against that creature.

Lightning Strikes, Stars Fall

APPENDIX 3: ART AND HANDOUT



KROOTH

Lightning Strikes, Stars Fall



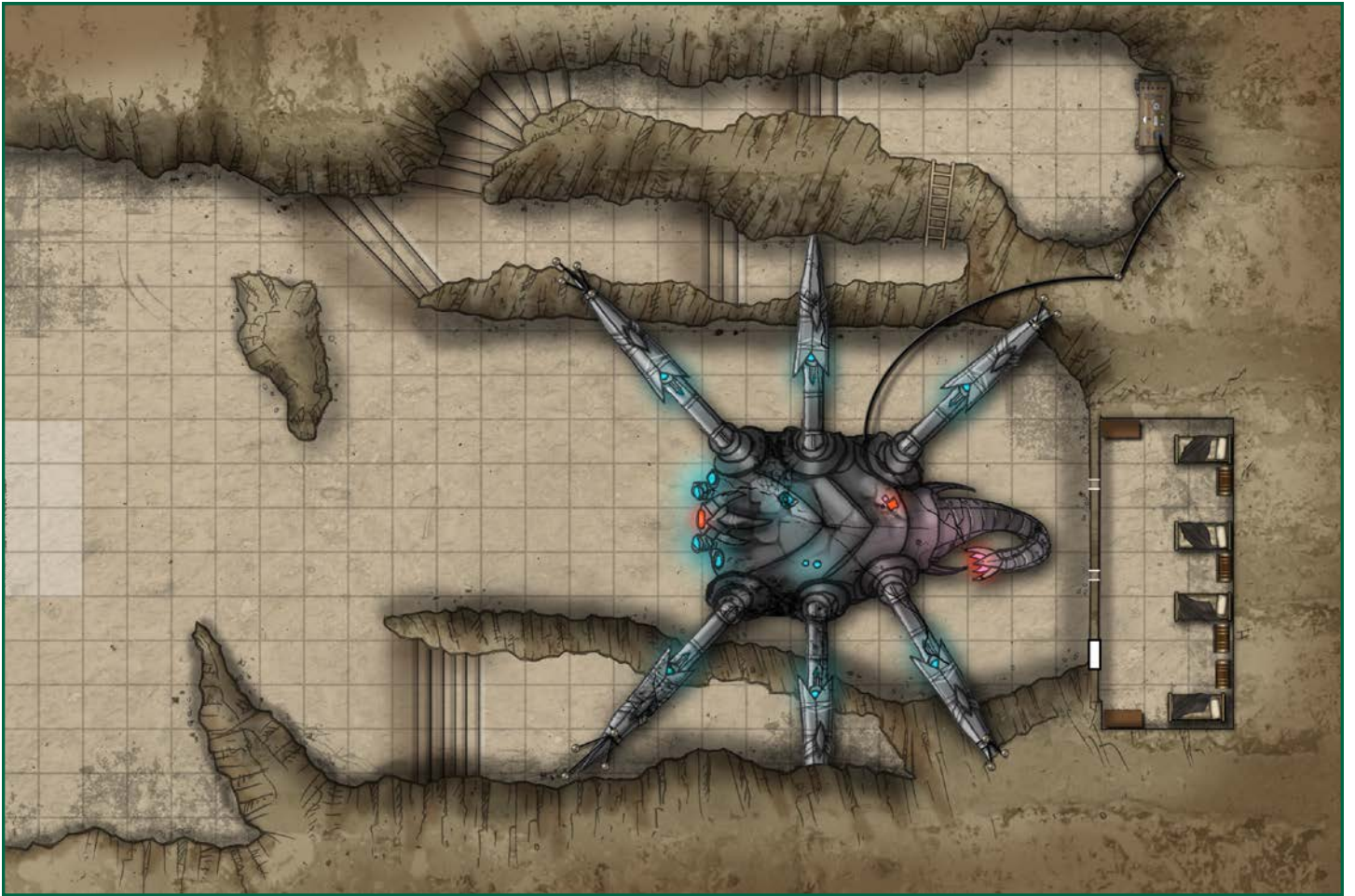
KHISMAR CROOKCHAR

Lightning Strikes, Stars Fall



SYNTHETIC KHISMAR

Lightning Strikes, Stars Fall



Lightning Strikes, Stars Fall

HANDOUT #1: CROOKCHAR'S MESSAGE

Take care of the scouring party before assaulting the caravan. I need those ledgers! If the Sovereign gets them first, we're finished. Getting those ledgers is the only way to destroy his trust in those annoying Pathfinders. Plus, I want to see what secrets they've been hiding from us, so don't destroy them. I'll be waiting at Annihilation Canyon for your return. **DON'T COME BACK WITHOUT THEM!**

-Crookchar

Lightning Strikes, Stars Fall

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Chronicle Sheet

PCs who scavenge materials from the annihilator robot in area C gain the Numerian Armaments boon on their Chronicle Sheets, granting access to *Numerian steel breastplate*.

TREASURE BUNDLES

- Area A (krooth guts), page 8: 2 Treasure Bundles
- Area A (implants), page 8: 1 Treasure Bundle
- Area B, page 11: 3 Treasure Bundles
- Area C (Blue Streak gear), page 14: 2 Treasure Bundles
- Area C (robot parts), page 14: 2 Treasure Bundles

CHALLENGE POINTS PER PC

Level	Challenge Points
5	2
6	3
7	4
8	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-15	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

Challenge Points

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

Then use the Challenge Points and Subtier table to determine which Subtier is appropriate for your PCs. Subtier 5–6 encounters appear in Appendix 1, and Subtier 7–8 encounters appear in Appendix 2.

Lightning Strikes, Stars Fall



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
			Fame Earned:

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

Character Name:		Faction:	
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive
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		<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
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		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy

Lightning Strikes, Stars Fall

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Pathfinder Society Scenario #1-24: Lightning Strikes, Stars Fall

Character Chronicle #

Herolab Code

D7A6

A.K.A.		Faction _____		Reputation _____
Player Name	Character Name	Organized Play #	Character #	
Faction _____		Faction _____		Reputation _____
Faction _____		Faction _____		Reputation _____

Adventure Summary

Finding a path through the wastelands of Numeria would have been dangerous enough without an organization of technologically armed bandits interfering with your progress, but Pathfinders find a way! Using wits, guile, and a little brute force, you overcame mutants, bandits, and robots to clear a path for an essential caravan traveling from the Hajoth Hakados lodge in southern Numeria to the Numerian capital of Starfall.

Boons

NUMERIAN STEEL BREASTPLATE

ITEM 10

RARE ABJURATION INVESTED MAGICAL

Price 900 gp

Usage worn armor; Bulk 2

This +1 *resilient breastplate* is constructed from the salvaged armor plating of one of Numeria's large robots. It protects the wearer from harsh elements and common laser fire, granting the wearer fire resistance 5.

Activate ♦♦ (command); **Frequency** once per day; **Effect** You activate the remnants of mysterious technology within the breastplate to encase yourself in an electric field. For 1 minute, adjacent creatures that hit you with a melee Strike, as well as creatures that touch you or hit you with an unarmed attack, take 1d10 electricity damage per hit.

SUBTIER 5-6

Items

adamantine chunk^U (500 gp; limit 1)
formula for adamantine buckler^U
(discounted price 50 gp; level 8)
formula for adamantine shield^U
(discounted price 50 gp; level 8)
Numerian steel breastplate^R (900 gp;
level 10; limit 1)

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

SUBTIER 7-8

adamantine chunk^U (500 gp; limit 1)
formula for adamantine buckler^U
(discounted price 50 gp; level 8)
formula for adamantine shield^U
(discounted price 50 gp; level 8)
Numerian steel breastplate^R (900 gp;
level 10; limit 1)

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #