

# PATHFINDER SOCIETY

YEAR OF THE SKY KEY



## RETURNED TO SKY

By Anthony Li



# Returned to Sky

## Pathfinder Society Scenario #6–20

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*Pathfinder Society Scenario #6–20: Returned to Sky* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# Returned to Sky

By ANTHONY LI



**J**ormurdun was one of the sky citadels constructed when the dwarves completed their Quest for Sky millennia ago. Soon after the dwarves completed their fortress city, they witnessed a blazing object—the enormous starship known as the Silver Mount—fall from the sky and strike the hills to the south. Intrigued, they investigated, harvested some of the strange metals, and recovered a small ship component they dubbed the Sky Key. Over the millennia, the Jormurdun dwarves prospered and honored the Sky Key as a trophy of their legendary migration to the surface. The fortress stood strong until approximately 1600 AR, when duergar from below attacked, conquered most of the citadel, and forced the remaining dwarves to flee. In a symbolic gesture, the last king of Jormurdun broke the Sky Key into five pieces, keeping one for himself and giving one to each of his four heirs so that they might remember their ancestral home and one day return to reunite the Sky Key and its people.

Most of the so-called Scions of Jormurdun headed west, but one at a time, each heir chose to travel no further, and settled down with a contingent of dwarven refugees. The first group to do so was that led by the eldest brother Toggrim, who believed that the best way to guard his part of the Sky Key was to return it from whence it came. Lacking any precise record of where the Jormurdun dwarves had found their Numerian treasures, he settled for a smaller crash site in Sovereign's Reach, a region in northern Numeria. The dwarves have spent most of the intervening millennia as a scattered clan living in pockets of Mendev, Numeria, and Sarkoris until the last century, when myriad factors connected to the Worldwound pushed and pulled many of the descendants to reunite in the thriving trade city Chased.

Upon recovering the first piece of the Sky Key while exploring Jormurdun, the Pathfinder Society learned of the dwarves' exodus and other pieces. The organization wishes to reassemble the relic to fully explore the completed device's apparent ability to manipulate time and look into the past. Society agents have struggled to track the dwarves by following age-old trails, but thanks

## WHERE ON GOLARION?

*Returned to Sky* begins in Chased, a city in Numeria made rich by the influx of crusaders bound for Mendev and predatory merchants who overcharge the travelers. The adventure also leads into Sovereign's Reach, a vast plain typified by its barrenness and numerous extraterrestrial crash sites. Further details about both locations can be found in *Pathfinder Campaign Setting: Pathfinder Society Field Guide* and *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*. Both sources are available at bookstores and game stores, as well as online at [paizo.com](http://paizo.com).



to the Pathfinders' contributions to the Mendevian Crusade over the past two years, several members of the clan in Mendev have come forward. They have provided a critical lead pointing to Chased, where Toggrim's direct descendant, a humble tavernkeep named Ingret Jor, now lives. If anyone knows where to find the piece of the Sky Key, it is she.

But time is short. Technic League agents in Chased have already begun acting on rumors suggesting that the dwarves of the city might possess either information about or salvage from nearby crash sites. One man in particular, a ruthless agent named Neddric Istavarti, is dangerously close to discovering what Ingret Jor knows.

## PATHFINDER SOCIETY SCENARIO

### GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Combat*, *Pathfinder RPG Ultimate Magic*, and *Pathfinder Campaign Setting: Technology Guide*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the *NPC Codex* and the *Technology Guide* are reprinted at the back of the adventure for the GM's convenience.

### Adventure Summary

The PCs set out from the secret Pathfinder Lodge in the River Kingdoms city of Tymon. Once they make their way to Chesed must both locate and earn the trust of the Ingret Jor, matriarch of Toggrim's descendants in the city. After the PCs prove their good intentions to Jor, she reveals the location of a nearby crash site where Toggrim hid his piece of the Sky Key. Neddrick Istavarti, a Technic League operative who has been shadowing Jor, chooses this opportunity to strike, and the PCs must defeat the Technic League's agents if they are to proceed to the crash site unmolested.

The journey to the crash site is uneventful and once there, the PCs easily bypass the preliminary wards with Ingret Jor's information. However, the deeper the PCs travel into the ruin, the more obvious it becomes that a sinister presence is observing their every move. In the heart of the ruin, a slumbering artificial intelligence has awoken, and it attempts to expel the PCs from its domain. The PCs must subdue this AI and defeat its cadre of security constructs in order to lay their hands on Toggrim's piece of the Sky Key.

### Getting Started

The PCs begin this scenario in the gladiator city of Tymon at Smine's Weaponworks, famed smithy and clandestine Pathfinder lodge run by the dwarven Venture-Captain Holgarin Smine. Read or paraphrase the following to begin the adventure.

The faint scent of smoldering beeswax lingers sweetly



beneath the smell of burnt coal permeating the simply furnished common room. The modest decor of Tymon's Pathfinder lodge allows it to masquerade as a boarding house above Smine's Weaponworks, the most popular blacksmith shop in the city. Below, the cadence of hammer striking anvil rings clear as apprentices toil to meet the demands of gladiators, warriors, and adventurers alike. Heavy footfalls thump up the stairs, and the door opens to reveal a sturdy dwarf, clad in a thick leather apron and covered in soot—Venture-Captain Holgarin Smine.

His sentences are short and staccato like the sounds from the forges below. "Aha, good! Asked for some veterans, looks like I got 'em, so I'll be direct. We've found another piece of Sky Key—rather, found someone who knows where to look. Seems the favors we did in Mendev are paying off. Some dwarves there, they came forward with information—good, reliable information about a community in Chesed." He pauses for a moment as if awaiting a reaction. "In Numeria," he adds. "I've pieced together some histories. It all seems legitimate. Looks like the eldest prince from Jormurdun went that way. He settled down, had kids. Our contact, Ingret Jor, is his great-something-granddaughter. We're betting she inherited more than just his good looks."

Smine takes a moment to start pulling a hunk of bread and a block of cheese from a cupboard as simple refreshments. "There's a boat for you at the docks. Plan's to get you up to Chesed, find Ingret Jor, and make friends. Friends talk. Of course, your friend gets to talk about the Sky Key. Chesed dwarves are pretty close, though. You'll need to make sure you're good friends, or at least be her friends' friends. We dwarves like anyone who has dwarves' best interests up here," says tapping his head, "And here," he says with a hand over his heart.

"Chesed's a free city in name, but the Black Sovereign and the Technic League own it. Probably already watching Ingret. Learn what you can. When you know where the key is, go get it. Nice people got it? Play nice. Off in some ruin? Go be Pathfinders. Technic League's got it? Well, make sure that doesn't happen."

Venture-Captain Holgarin Smine answers the PCs' questions as best he can.

**What else can you tell us about Ingret Jor?** "Runs a tavern on the east shore slums. Earns her a lot of coin and respect. That sort of work also makes her too public to



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hide a secret well; she's going to be tight-lipped. No love of strangers asking questions."

### **How do we get Ingret Jor to tell us what she knows?**

"She won't trust just anyone, but she'll trust her friends. Find who they are, and be their friends. They can vouch for you."

**Who does she trust in Chesed?** "Plenty of like-minded folk in Chesed. Look for community leaders who care about the dwarves' lot. Brissa Klygvauther comes to mind; she's earned a lot of respect, what with being the high priest of Abadar inna city made of coin. If you see her, give'er my regards."

"There's also a fellow—Vel Bindergorrrp—got a salve and tonic shop. My sources say he's done alright by the dwarves. Bit of an eccentric one, but trustworthy."

**If we know there's another piece of the Sky Key, can we just use divination magic to find them?** "Don't just make you a venture-captain if you're smart enough to miss falling into the Sellen," Smine jests before answering the question. "There's augurs working day'n'night on that, but only getting vague answers. Might be all of the strange metals in Numeria throwing spells off. Either way, this time physical legwork's the key."

### **What can you tell us about the Technic League?**

"Dangerous. Dastardly. Cutthroat. That's on good days. Very secretive with lots of wizards. Long on ambition, short on morals. They've been studying the Silver Mount and other things that crashed on Starfall. Really don't like other people snooping—especially Pathfinders. In fact, Pathfinder's illegal—punishable by death. How's that for tyranny?" He grins wryly but becomes serious again if nobody else laughs. "Anyway, best to lie low and not make a ruckus. Unless you have to."

Smine also pulls aside a floorboard and extracts a leather-bound book. Keeping his voice low, he identifies it as a copy of *A Thread of Silver*, a very valuable text and one that the Technic League takes great pains to keep from falling into anyone else's hands. The book contains detailed field notes about dozens of Numerian crash sites and other points of interest in the region, and Smine notes that it is a copy the Pathfinder Society recovered from the Technic League at great cost. He places the text on the table and tells the PCs that it is theirs to use for the duration of their mission. Give the players **Player Handout #1**, which summarizes the rules for using *A Thread of Silver*.

The PCs are free to travel to Chesed however they wish. If they don't express any strong opinions, Venture-Captain Smine offers to book them passage on a boat that leaves the following day, traveling downriver to Kallas Lake and then up the Sellen past Sevenarches and Hajoth Hakados to eventually reach the Lake of Mists and Veils.

The PCs may have their own information on various topics relevant to their mission. Allow them to make Knowledge checks regarding the topics below. If the party cannot make any of the listed Knowledge checks, you may provide the information up to DC 20 on each topic as insights given by Holgarin Smine before the party leaves for Chesed.

## Knowledge (geography or local)

The PCs may already know about Chesed.

**15+** Chesed is the largest city in Numeria and the dominant economic power in the region. As one of the last stops along the road to Mendev and the Worldwound, Chesed has seen an enormous influx of crusaders and other travelers that only serve to further fill the city's coffers.

**20+** Though nominally under the rule of the Black Sovereign, Chesed enjoys certain administrative and governmental freedoms that other settlements in Numeria do not. The cost of this is steep, paid in gold to the Black Sovereign and the Technic League. Visitors to Chesed can expect to find the prices of goods and gear to be exorbitantly high as a result, a fact that doesn't sit well with many. In fact, the longer the crusades continue, the more crusaders arrive on the front lines utterly destitute and too ill-equipped to fight.

**25+** Slavery is legal in Chesed, but slave trading is outlawed. Any slave not registered properly within one hour of entering Chesed is freed immediately, making Chesed a popular destination for runaway slaves and fugitives from the Technic League.

**30+** The Technic League is not well liked in the city of Chesed. Though the cabal maintains an office in the city and is rumored to have spies everywhere, its influence is opposed at every turn by a handful of charismatic community leaders.

## Knowledge (arcana or local)

The PCs may be familiar with the Technic League and its foul reputation.

**15+** The Technic League is a formerly secret society whose chief goal is the acquisition of personal and worldly power through magic and Numerian technology.

**20+** The League is incredibly protective of its secrets and power, and it ruthlessly hunts down those who leave Numeria with technology or knowledge thereof. League agents often murder anyone investigating their secrets in order to maintain the organization's monopoly of the strange technology.

**30+** Many believe the Technic League is the true power behind Numeria's ruler, Kevoth-Kul, who holds the title "Black Sovereign." High-ranking members are said to meld technology into their very bodies, using it to fuel their magic and vice-versa.

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### CHESED

Travel to Chased from Tymon is relatively expeditious and punctuated by a few failed attempts by river pirates to waylay the PCs' boat; at this point in the PCs' adventures, a few pirates are little more than an inconvenience. Once the PCs arrive at the city, read or paraphrase the following.

Mighty Chased stands proudly where the headwaters of the Lake of Mists and Veils flows into the Sellen River. On the western bank, the spires of the Cathedral of the Lawgiver and those of the council offices tower above the opulent estates of merchant princes, and the clamor of the wealthy patrons of the luxury markets mingle with the cries of excitement coming from the arena. Across the river, the east bank sits in comparative squalor. Short mud-brick and wooden hovels crowd together in rundown blocks. Filth-lined streets occasionally give way to a morass of poorly drained night soil.

Yet everywhere one looks there are people—nobles and ruffians, humans and halflings, crusaders and merchants alike mingle in the markets. Shop stalls and vendors set up on every street corner give the illusion that the city is but a single, extended bazaar.

This section of the adventure has no set structure until the PCs decide to call upon Ingret Jor. Until then, the PCs are free to explore Chased as they wish. With a successful DC 15 Diplomacy or Knowledge (local) check a PC can learn that Ingret Jor runs a small tavern called the Silver Lining, which is on the dockside edge of the Fleshward on the eastern bank of the Sellen. This DC increases to 20 if the PCs attempt their inquiry while on the western side of the city. In addition any number of divination spells can reveal Ingret's location. Once the PCs discover the location of the Silver Lining (see page 9), nothing prevents them from going there. However, Ingret Jor is unlikely to discuss business with them until they have built up their reputation.

The Cathedral of the Lawgiver, the Chymist's Ward, and the Fleshward are all home to a contact that the PCs might befriend so as to earn Ingret Jor's trust.

### The Cathedral of the Lawgiver

The Cathedral of the Lawgiver is equal parts house of worship, bank, loan office, and fortress. The outer walls still bear the scars of Numeria's violent not-so-distant past. Guards in shining mail patrol the towers' parapets. Crowds of people



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move from stall to stall, jostle for better positioning, or clamor for the attention of the gold-and-silver robed Abadaran priests who pursue their duties with all the efficiency of a well-oiled machine. Bargains are struck, deals are made, and the worship of coin continues on.

The PCs are likely here to speak with **Brissa Klygvauther** (LN female dwarf cleric of Abadar 17), the ranking high priestess of the Church of Abadar in Chased. Finding Brissa is easy, for she immerses herself in the most worshipful act she can perform in her god's name: business. She moves through the crowded courtyard brokering deals and accepting alms. The high priestess is clad in fine fabrics and wears a massive golden key—the symbol of her office—on a silver chain around her neck.

If the PCs approach her she extends a polite but curt greeting. Unless they quickly propose some sort of business arrangement she loses interest and tries to excuse herself. Mentioning Ingret Jor's name and succeeding at a DC 15 Diplomacy check recaptures her attention. While Brissa wouldn't precisely call Ingret a friend, the two dwarves have met in community councils and agree on most political issues.

Brissa is amenable to writing a letter of introduction on behalf of the PCs in exchange for a small tithe of 100 gp per PC (200 gp per PC in Subtier 10–11). The high priest is also amenable to business proposals. A PC who pitches a commercial endeavor that would benefit either the church of Abadar or the Chased community as a whole can attempt a DC 25 Diplomacy or DC 20 Profession (merchant) check to earn Brissa's approval and her letter of introduction for free. Of late, Brissa Klygvauther has been at odds both with the Technic League, which has gradually thrown its weight around and bullied residents, and the more cutthroat merchants who exploit loopholes in order to operate nearly tax-free; the latter she allows only because it represents a well-thought-out business plan. Any proposal that stymies either of these groups' exploitation grants the PC a +5 bonus on the check to impress Brissa. See the Faction Notes section below for an additional option available to members of the Silver Crusade faction.

Once the PCs earn Brissa's personal recommendation, she retires to her office and returns shortly thereafter with a letter of introduction sealed in wax for the PCs to give to Ingret Jor. If the PCs tithe twice the required amount, or one of the PCs succeeded at the Diplomacy or Profession (merchant) check by 10 or more, the letter contains a positively glowing recommendation that grants the PCs an additional +5 bonus to the Diplomacy checks to influence Ingret.

**Faction Notes:** To members of the Exchange faction, Chased presents a wealth of economic opportunities,

### EXPLORING THE CITY

Although this scenario takes place in Chased, a thorough investigation of the city is beyond the scope of the adventure.

#### CHESED

LN metropolis

**Corruption** +4; **Crime** +2; **Economy** +6; **Law** +7; **Lore** +6; **Society** +2

**Qualities** academic, holy site (Abadar), prosperous, strategic location, tourist attraction

**Danger** +10

#### DEMOGRAPHICS

**Government** overlord (puppet dictator installed by the Technic League)

**Population** 59,690 (41,783 humans, 7,163 dwarves, 4,775 halflings, 597 androids, 5,372 other)

Several of Chased's more important districts and landmarks are described below.

**Cathedral of the Lawgiver:** Sitting atop a small rise at the heart of Chased's western side is the walled complex dedicated to the Abadar. Open to the public during normal business hours, the Cathedral of the Lawgiver provides the residents of Chased with places for worship, healing, banking, accounting, and notarizing—all for a fee, of course.

**Lordward:** The Lordward is home to Chased's wealthy elite. Perfectly paved streets and palatial manses with private lawns are the norm here. The district's residents fancy themselves an isle of sophistication in the barbaric Numerian wastes.

**Fleshward:** The destitute Fleshward is a stark contrast from the gilded houses of the western banks of Chased. The streets are little more than muddied walkways and many of the buildings are in states of severe disrepair. Only the city's poorest stand to live here, among them some of Toggrim's descendants.

**The Leaguefold Bridge:** Chased cannot afford to have a bridge that would block river traffic or facilitate a barbarian army's attacking the western bank. Instead it uses the Leaguefold Bridge, a technological marvel that is submerged deep under the Sellen for much of the day but can be cranked up out of the water four times daily for a quarter hour to let traffic travel back and forth.

**Technic League Offices:** This heavily defended compound in the Lordward serves as the Technic League's base of operations in Chased. No one knows what goes on beyond its well-guarded walls, and none suspect how deep its cellars and dungeons are.

and an audience with Brissa Klygvauther is a perfect opportunity to discuss far-reaching business prospects more fitting for someone of that PC's level. Earning

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Brissa's approval through a business proposal is important for the faction, and once a member of the Exchange has succeeded at this step, the high priest inquires about where the PCs have come from, his business philosophy, and what he thinks of Chased's policies. She listens closely to the PC's responses, using this to assess whether he is in favor of maintaining the harsh economic regulations that enable merchants to extract every last copper from the crusaders, or whether he believes in removing the restrictions to make trade fairer at the cost of profit. If she is uncertain of the PC's preference, she asks more directly, asking which approach the PC believes is greater in Abadar's eyes.

She prefers the latter, fairer approach, but Abadar's doctrine does not disapprove of either approach. As a result, she does not condemn a PC for either answer. If Exchange PCs favor freer trade, Brissa invites them to meet with her later in the week to discuss other opportunities in Chased. If a PC favors the more underhanded route to profit, Brissa instead offers the names of several less savory merchants that might offer less scrupulous opportunities.

Silver Crusade faction PCs also have the ear of Chased's highest spiritual authority, and they can use this opportunity to address the injustice of predatory merchants overcharging crusaders bound for Mendev. A member of the faction can attempt a DC 25 Diplomacy or DC 20 Knowledge (religion) check to earn Brissa's approval (in place of the Diplomacy or Profession check accompanying a business plan) so long as the PC provides good reasons why she should favor the crusaders' welfare over the interests of the business community. In truth, Brissa already wants to revise some of these policies and simply lacks the political support, yet the faction PC's words can encourage the high priest to renew her efforts and put an end to the practice.

### The Chymist's Ward

The Chymist's Ward distinguishes itself as an entirely separate district from the rest of Chased. The alchemists, apothecaries, and tinkerers who go about their daily routine there would have others believe it's because it takes a certain sophistication or genius to fit in with their community. In reality the Chymist's Ward was likely established as a separate district to distance the majority of Chased's population from the strange spells and alarmingly frequent explosions.

The PCs are likely here in search of **Vel Bindergorrrp** (CG male gnome inquisitor of Milani 8), a quirky gnome shopkeep who owns and operates Bindergorrrp's Fine Salves and Tonics. The shop is primarily a cover for his inquisitorial duties, which focus on espionage for the benefit of those who would see an end to Chased's slave-

owning ways for good. Vel keeps his true motivations hidden as best he can, for everyone who knows about his work makes his job that much more difficult.

When the PCs arrive, Vel is comparing the clarity of two different tinctures behind the counter of his shop. As he notices, the PCs, he immediately launches into an over-the-top sales pitch, trying to push his latest miracle cure to all aches, pains, troubles, and worries. He continues on in this fashion until interrupted or until he runs out of breath, whichever comes first.

Once the PCs ask about Ingret Jor, the gnome pauses for a moment, his friendly manner wavering. Vel is aware that the Technic League has a large network of spies in Chased, and he wants to be sure that the PCs aren't in the League's employ. He politely asks why they're interested in Ingret and—assuming their first answer seems harmless enough—whom else they've been speaking to since arriving in Chased. To avoid giving away too many of his suspicions and motivations, Vel tries to avoid asking the PCs outright whether they work for the League, though he becomes more direct if they repeatedly avoid answering his veiled question.

The PCs can earn Vel's trust by convincing him that they do not work for the Technic League—either by telling him the truth about their mission and succeeding at a DC 20 Diplomacy check or by making up some other fiction. Vel has a Sense Motive bonus of +21 to discern any falsehoods the PCs might spin. Once he is satisfied, he is willing to put in a good word to Ingret on the PCs' behalf. If the PCs exceed the Diplomacy check DC by 10 or more, or if their Bluff check exceeds his Sense Motive result by 10 or more, Vel is particularly confident in the PCs' pure motives; he asks them to deliver a vial filled with ochre liquid to Ingret “to treat her gout,” which grants the PCs a +5 bonus on their Diplomacy checks made to influence her.

**Mission Notes:** Vel is a member of the Twilight Talons, a secretive branch of the Eagle Knights that the Andoren government does not publically recognize. He resists acknowledging his allegiance except under extraordinary, life-threatening duress. His contacts have already informed him of any Liberty's Edge faction PCs traveling to Chased, yet he waits for them to demonstrate their trustworthiness and confirm what Vel has heard, as noted above.

Once the PCs earn Vel's approval, he makes sure to get the attention of at least one Liberty's Edge faction PC and remind her that the prescription she requested is ready. The tiny parcel Vel passes to the PC is wrapped in waxed paper and sealed, and it contains a vial with a tightly rolled piece of paper inside. If the faction PC begins to open the parcel, the gnome politely reminds her that his shop is an apothecary, not a clinic; she should wait to take her first dose after she has left. Once the PC opens



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the parcel and retrieves the message, give Liberty's Edge faction PCs **Player Handout #2**.

### The Fleshward

Ingret Jor's tavern, the Silver Lining, is in the Fleshward, but even as the PCs travel there, they witness an altercation that might earn them additional goodwill depending on how they respond. Read or paraphrase the following.

The light breeze blowing down from the Lake of Mists and Veils is barely enough to keep the air breathable in the Fleshward. The stink of so many bodies in packed living conditions combined with the poor drainage making for a pungent stew. While market stalls and storefronts still crowd the streets here as in the rest of the city, the clientele are of a noticeably rougher cut. Small scuffles sometimes create small pockets in the press of bodies, which the locals rarely pay a second glance—as if these altercations were part of everyday haggling.

Not too long after the PCs enter the Fleshwards, they pass one such altercation. Several ruffians encircle a dwarf and physically jostle him between them. The dwarf is young, just barely out of adolescence. With a successful DC 15 Sense Motive check a PC can determine that the situation is quickly escalating and could turn especially violent unless someone intervenes.

The young dwarf is **Andar Jor** (NG male dwarf commoner 3), the somewhat naive nephew of Ingret Jor. Andar had been wandering through the Fleshward to drum up business for his dear aunt's tavern when he inadvertently antagonized a group of ne'er-do-wells. The thugs hassling Andar are simply seeking sport at someone else's expense, and their attention is so fixed on the young dwarf that any initial actions the PCs take them by surprise. The PCs can run off the goons with a successful DC 15 Intimidate check, DC 20 Bluff check, or DC 25 Diplomacy check. Drawing a weapon or casting spells also spooks them enough that they back off.

**Development:** If left to their own devices the thugs eventually tire of Andar—but only after leaving him severely bruised and nursing a bloodied nose. The dwarf picks himself off the street and gradually makes his way back to the Silver Lining, where he can identify the PCs as some of the bystanders who did nothing to help him.

This increases the DC of Diplomacy checks made to influence Ingret Jor by 10.

If the PCs do help Andar, he thanks them profusely. He immediately begins to fawn over them, marveling at this detail or that and asking to hear a tale or two. It should quickly become apparent to the PCs that the young Andar is quite taken with the romanticized notion of the adventuring lifestyle. He asks them questions about who they are and what they've done. Showing patience for Andar's enthusiasm is enough for him to speak kindly of the PCs when next they encounter him at the Silver Lining. Telling a particularly enrapturing tale of their adventures (a successful DC 15 Perform check) or giving Andar a minor trinket as a keepsake also makes such an impression on the young dwarf that the PCs receive a +5 bonus to any Diplomacy checks made to influence Ingret.



### A. THE SILVER LINING

As the PCs approach the Silver Lining, read or paraphrase the following.

The dockside area of the Fleshward is littered with seedy inns and rundown taverns, catering to city's rough, downtrodden, and undesirables. The Silver Lining stands out as a cut above these other establishments. Not one of its windows is broken, its door sits square on well-fitted hinges, and its front sign proudly displays a fresh coat of paint. The patrons within are a quiet lot, mostly dwarves, and a few humans. A dwarven woman tends bar, where she does a brisk business in porters and stouts.

Most of the Silver Lining's patrons are regulars, and it is rare that someone walks in whom Ingret Jor does not already know. As a result, she eyes the PCs with suspicion, and her starting attitude is unfriendly. For each of Ingret's contacts the PCs have befriended (Brissa Klygvauther, Vel Bindergorpp, and Andar Jor), her starting attitude is one step friendlier. In addition, in the likely event the PCs have already encountered Andar, he is here patching up his wounds or helping his aunt as appropriate.

As Technic League activity in Cheshed has increased, Ingret has become less and less willing to talk about her heritage and what she knows of the Sky Key. Convincing her to share what she knows requires three consecutive successful DC 40 Diplomacy checks. The DC decreases



## PATHFINDER SOCIETY SCENARIO

### A. The Silver Lining





## RETURNED TO SKY

by 5 for every step by which her starting attitude shifts toward helpful (minimum DC 25). The PCs may also have earned especially convincing testimony or gifts to give to Ingret, granting them additional bonuses on these checks. If the PCs make especially convincing arguments, the GM may award up to a +5 circumstance bonus on a single check. Finally, a PC who has earned a Sky Key Piece boon on his Chronicle sheet gains a +5 bonus on all these checks, for this is even more proof to Ingret that the Pathfinder Society is serious about reassembling the relic. The PCs may choose to use magic to force Ingret's cooperation (Will +7, +9 vs. spells and spell-like abilities), but once Ingret either resists the spell or is released from its effects, she immediately becomes hostile and refuses to deal with the PCs further.

Once the PCs secure Ingret's cooperation, read or paraphrase the following.

---

"Fine! Fine! I'll tell you!" Ingret grumpily exclaims. "Just give me a moment to clear out the bar." She puts her fingers to her mouth and blows a shrill whistle to get her patrons' attention. "Out!" she barks. In moments, the tavern is empty of all other souls. Ingret looks around meaningfully, and after a long pause she reaches under the bar and comes up with a small chest. With a key from under her apron, she unlocks the chest, removes the contents—a small, worn, leather-bound journal—and hands it over.

"There it is," she says. "It's my great-grandpapa's journal. He went looking for the heirloom that came from Jormurdun, carried here by our honored ancestor Prince Toggrim. I remember as a child sitting on great-grandpapa's lap hearing him spin tales about going down to that ruin to see with his own eyes where our Toggrim hid that piece of the Sky Key. It's all there in that journal. A map's there, too, I think."

---

Give the PCs **Player Handout #3**. According to the journal, the ruin where the Sky Key component lies is a short journey from Chesed—no more than a few days' travel on foot. After giving the PCs the journal, Ingret has little else offer. She asks only that the PCs maintain her secret and not speak with anyone they suspect might be working for the Technic League.

**Development:** Once the PCs have finished their meeting with Ingret and received the journal, move immediately to the following encounter.

If the PCs fail to convince Ingret Jor to share her journal, word reaches the Technic League. That night, Neddrick Istavarti and his hirelings break into the tavern, steal the journal, kill Ingret, and set fire to the building. As they leave, Istavarti makes a point to tell several bystanders that Ingret brought this on herself by not cooperating with the League. The next time the PCs arrive to speak with Ingret, they find members of

the community sifting through the rubble and laying the bodies of the slain to rest. The PCs can ascertain what happened, including getting a description of Istavarti, the book he was carrying, and the direction that he went. Istavarti is already a mile out of the city with his entourage, where they are preparing for the expedition to the site described in the journal. So long as the PCs follow his trail that day, they can instead encounter him at his camp, defeat him, and take the notes and map. If the PCs fail to follow him, the trail goes cold; barring clever use of divination or teleportation spells, the Technic League agents are beyond the PCs' reach, and the adventure has come to an end.

### Technical Complications (CR 10 or CR 13)

The PCs are not the only ones seeking the Jor family's treasure. A Technic League agent named Neddick Istavarti has tried on several occasions to pressure Ingret into sharing her secrets, only to be rebuffed every time. He has since decided to abandon civility. As the PCs finish their deal with Ingret, Istavarti and his attack squad break in. Read or paraphrase the following.

---

The front door of the Silver Lining explodes inward in a blast of concussive force. From outside the cloud of dust and splinters, a thin, nasally voice calls out, "Jor! Jor! I know you're in there. The League is done playing games. Surrender your secrets or die with them!"

---

Neddrick Istavarti and his lackeys arrive at The Silver Lining in the hopes of intimidating Ingret Jor into sharing what information she knows about the Sky Key. To them, the PCs' presence is coincidental. If the PCs wish, they can avoid this combat entirely either by doing nothing to oppose the Technic League agent or fleeing the scene.

**Creatures:** Neddrick Istavarti is a high-ranking agent of the Technic League. Once an orphaned street urchin living in the slums of Starfall, he first joined the Technic League working as unskilled and expendable labor. Through the use of his sharp wit and the ruthless betrayal of an overseer or two, Neddrick climbed through the ranks of the Technic League to his current position: second-in-command of operations in the city of Chesed.

Neddick's lieutenant Silana Enton, an arcane prodigy, accompanies him, as do a pair of body servants—slaves in all but name—whom he uses for menial tasks. For his visit with Ingret, Neddick also requisitioned robotic reinforcements to help intimidate the dwarf with the might of the Technic League. In Subtier 7–8, these are two gearsman robots. In Subtier 10–11, Neddick instead commands a torturer robot.

## PATHFINDER SOCIETY SCENARIO

### SCALING ENCOUNTER A

To accommodate a group of four PCs, remove all gearsman and torturer robots from the encounter.

Though Ingret Jor is not especially skilled in combat, she's seen her fair share of barroom brawls and doesn't hesitate to defend her tavern. Exactly how she contributes to the combat is up to the GM's discretion; she might run her small supply of healing potions (one *potion of cure serious wounds* and two *potions of cure moderate wounds*) to the PCs, set up flanking opportunities, or just take shots with a heavy crossbow she keeps beneath the counter (+4 to hit). If necessary, approximate Ingret by using the statistics for an expert blacksmith (*Pathfinder RPG NPC Codex* 262).

### Subtier 7–8 (CR 10)

#### GEARSMAN ROBOTS (2) CR 4

**hp** 42 each (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44; see page 28)

#### NEDDRICK ISTAVARTI CR 8

Male human magus 9  
NE Medium humanoid (human)  
**Init** +4; **Senses** Perception +10

#### DEFENSE

**AC** 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 shield)

**hp** 89 (9d8+45)

**Fort** +11, **Ref** +8, **Will** +8

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 whip +12/+7 (1d3+1/19–20)

**Ranged** mwk light crossbow +11 (1d8/19–20)

**Special Attacks** improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

**Magus Spells Prepared** (CL 9th; concentration +11)

3rd—*haste*, *keen edge*, *lightning bolt* (DC 15)

2nd—*bear's endurance*, *blur*, *elemental touch*<sup>APG</sup> (DC 14), *glitterdust* (DC 14), *web* (DC 14)

1st—*expeditious retreat*, *magic missile*, *shocking grasp*, *shield*, *true strike*, *vanish*<sup>APG</sup>

0 (at will)—*arcane mark*, *detect magic*, *light*, *open/close*, *read magic*

#### TACTICS

**Before Combat** Neddrick Istavarti casts *bear's endurance*, *blur*, *keen edge*, and *shield* before launching his attack on the Silver Lining.

**During Combat** Neddrick uses his whip to deliver touch spells and trip approaching foes, using spell combat and spell strike to offset his weapon's low damage. He doesn't wish to kill Ingret, and he has instructed his associates to do the same.

**Morale** If reduced to 14 or fewer hit points, Neddrick casts *vanish* and attempts to escape. Failing that, he surrenders.

**Base Statistics** Without *bear's endurance*, *keen edge*, and *shield*, Neddrick Istavarti's statistics are **AC** 19, flat-footed 15; **hp** 71; **Fort** +14; **Melee** +1 whip +12/+7 (1d3+1); **Con** 14

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 18, **Int** 14, **Wis** 12, **Cha** 8

**Base Atk** +6; **CMB** +6 (+9 trip); **CMD** 20

**Feats** Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Whip Mastery<sup>UC</sup>, Technologist<sup>IG</sup>, Weapon Finesse, Weapon Focus (whip), Whip Mastery<sup>UC</sup>

**Skills** Knowledge (arcana) +14, Knowledge (engineering) +11, Perception +10, Sense Motive +10, Spellcraft +14

**Languages** Common, Draconic, Hallit

**SQ** arcane pool (6 points, +3), knowledge pool, magus arcana (dispelling strike, empowered magic, maneuver mastery [trip]), medium armor proficiency, spell recall

**Combat Gear** *potions of cure moderate wounds* (2), *scrolls of levitate* (2), *scrolls of lightning bolt* (3); **Other Gear** +2 studded leather, +1 whip, mwk light crossbow with 10 bolts, *cloak of resistance* +1, spell component pouch, 208 gp

#### SILIANA ENTON CR 6

Bloodfire sorcerer

(*Pathfinder RPG NPC Codex* 164;

see page 26)

**hp** 60

#### THRALLS (2) CR 1/2

N brigands (*Pathfinder RPG NPC Codex* 266; see page 27)

**hp** 15 each

#### TACTICS

**During Combat** The thralls hang back to protect Siliana from melee attackers.

**Morale** The thralls are being forced to fight, and if either one is reduced to 3 hit points or fewer, he feigns unconsciousness.



Neddrick Istavarti



## RETURNED TO SKY

### STATISTICS

**Gear** leather armor, longbow with 20 arrows, longsword, sap

### Subtier 10–11 (CR 13)

#### NEDDRICK ISTAVARTI

CR 11

Male human magus 12

NE Medium humanoid (human)

**Init** +4; **Senses** Perception +13

#### DEFENSE

**AC** 25, touch 15, flat-footed 21 (+5 armor, +1 deflection, +4 Dex, +1 natural, +4 shield)

**hp** 117 (12d8+60)

**Fort** +13, **Ref** +9, **Will** +10

**DR** 10/adamantine (120 points)

#### OFFENSE

**Speed** 30 ft.

**Melee** timeworn monowhip +14/+9 touch (2d6/15–20/×3)

**Ranged** mwk light crossbow +14 (1d8/19–20)

**Special Attacks** improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

**Magus Spells Prepared** (CL 12th; concentration +14)

4th—*dimension door*, *dragon's breath*<sup>APG</sup> (DC 16), *stoneskin*

3rd—*dispel magic*, *haste*, *keen edge*, *lightning bolt* (DC 15)

2nd—*bear's endurance*, *blur*, *elemental touch*<sup>APG</sup> (DC 14), *glitterdust* (DC 14), *scorching ray*, *web* (DC 14)

1st—*expeditious retreat*, *magic missile*, *shocking grasp* (2), *true strike*, *vanish*<sup>APG</sup>

0 (at will)—*arcane mark*, *detect magic*, *light*, *open/close*, *read magic*

#### TACTICS

**Before Combat** Neddrick Istavarti casts *bear's endurance*, *blur*, *keen edge*, *shield*, and *stoneskin* before launching his attack on the Silver Lining. At the first sign of trouble, he activates his monowhip.

**During Combat** Neddrick uses his monowhip to deliver touch spells and trip approaching foes, using spell combat and spell strike to offset his weapon's low damage. He doesn't wish to kill Ingret, and he has instructed his associates to do the same.

**Morale** If reduced to 20 or fewer hit points, Neddrick casts *vanish* and attempts to escape. Failing that, he surrenders.

**Base Statistics** Without *bear's endurance*, *keen edge*, *shield*, and *stoneskin*, Neddrick Istavarti's statistics are **AC** 19, flat-footed 15; **hp** 71; **Fort** +14; **DR** none; **Melee** +1 whip +12/+7 (1d3+1); **Con** 14

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 18, **Int** 15, **Wis** 12, **Cha** 8

**Base Atk** +9; **CMB** +9 (+12 trip); **CMD** 24 (26 vs. trip)

**Feats** Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Trip, Improved Whip Mastery<sup>UC</sup>, Technologist<sup>IG</sup>, Weapon Finesse, Weapon Focus (monowhip), Whip Mastery<sup>UC</sup>

**Skills** Knowledge (arcana) +17, Knowledge (engineering) +14, Perception +13, Sense Motive +13, Spellcraft +17

**Languages** Common, Draconic, Hallit

**SQ** arcane pool (8 points, +3), fighter training (fighter level 6), improved spell recall, knowledge pool, magus arcana (critical strike, dispelling strike, empowered magic, maneuver mastery [trip]) medium armor proficiency

**Combat Gear** *potions of cure moderate wounds* (2), *scroll of levitate*, *scrolls of lightning bolt* (2); **Other Gear** +2 studded leather, timeworn monowhip<sup>IG</sup> (7 charges), mwk light crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 89 gp

#### SPECIAL ABILITIES

**Powerful Technology (Ex)** Neddrick wields a powerful weapon called a monowhip, which allows him to perform devastating strikes for several rounds. This increases Neddrick's CR by 1, for even a timeworn monowhip is beyond the expected wealth of a 12th-level NPC.

#### SILANA ENTON

CR 9

CE female blackscale sorcerer (*Pathfinder RPG NPC Codex* 167; see page 25)

**hp** 82

#### TACTICS

**During Combat** Siliana uses her spells to burn and frighten her foes, taking care to avoid Ingret and her allies. She refrains from using *cloudkill* unless Neddrick Istavarti has perished or fled, at which point she happily abandons his silly orders and attacks anyone she pleases.

**Morale** If brought to 15 hp or fewer, Silana casts *fly* and attempts to flee. If she cannot escape, she surrenders.

#### THRALLS (2)

CR 2

N veteran buccaneers (*Pathfinder RPG NPC Codex* 267; see page 31)

**hp** 26 each

#### TACTICS

**During Combat** The thralls hang back to protect Siliana from melee attackers.

**Morale** Each of the thralls is being forced to fight, and if reduced to 3 or fewer hit points, he feigns unconsciousness.

#### STATISTICS

**Gear** studded leather, masterwork heavy crossbow with 10 bolts, mwk scimitar, throwing axe

#### TORTURER ROBOT

CR 8

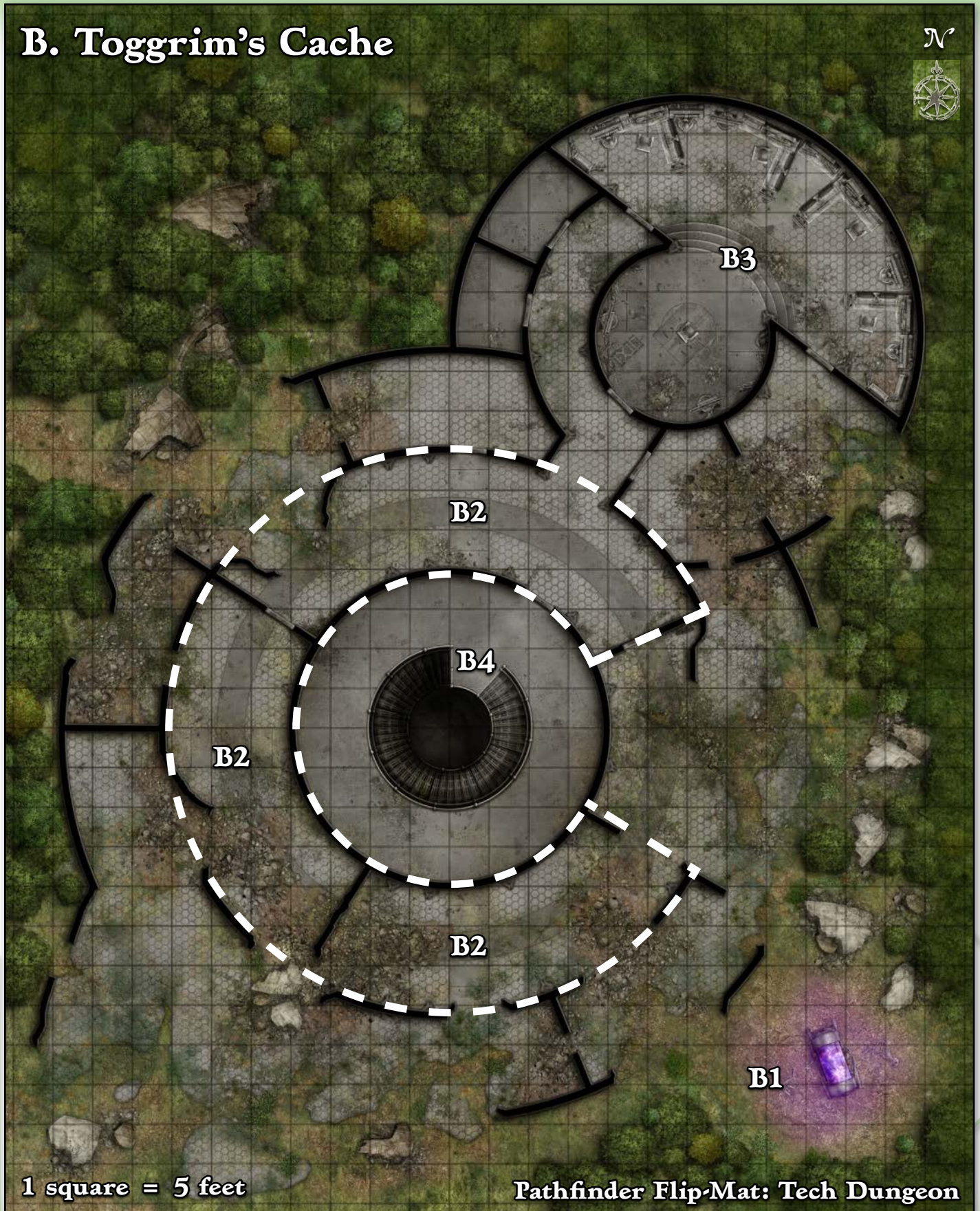
**hp** 105 (*Pathfinder Campaign Setting: Numeria, Land of Fallen Stars* 59; see page 30)

**Development:** Once Neddrick Istavarti and his thugs have either driven off or slain, Ingret Jor thanks the PCs for their assistance although she grumbles about the damage done to her tavern. She fears that this won't be



## PATHFINDER SOCIETY SCENARIO

### B. Toggrim's Cache





## RETURNED TO SKY

the last they hear from the Technic League and suggests the PCs leave the city as soon as possible. If asked what her plans are, she indicates that as a pillar of the dwarven community, it wouldn't be right for her to flee. If pressed, she agrees to seek asylum with her friend Brissa Klygvauther at the Cathedral of the Lawgiver.

If the PCs do nothing to stop Neddrick, the Technic League agent and his thugs easily subdue Ingret and carry her away for interrogation and mind probing—a process likely to last days. This gives the PCs plenty of time to act on the information in the journal and find Toggrim's piece of the Sky Key, and there are no immediate ramifications for abandoning Ingret during this adventure. However, the news gradually spreads that Pathfinders were complicit in the Technic League's abduction of an upstanding citizen.

**Faction Notes:** Liberty's Edge faction PCs have a vested interest in ensuring the two thralls do not die—especially if any of the PCs received the secret message from Vel Bindergorrrp at the tonic shop. If either of the enslaved thralls survives, they either thank the PCs for their freedom or try to remain obsequious to escape punishment—whatever best matches the PCs' behavior.

**Rewards:** If the PCs fail to defeat the Technic League squad, reduce each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 1,353 gp.

*Out of Subtier:* Reduce each PC's gold earned by 2,145 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 2,938 gp.

### B. TOGGGRIM'S CACHE

The shallow ravine known locally as the Silver Trough lies three days southwest of Chessed, and by following the instructions laid out in Ingret's journal, the PCs can reach the landmark with no difficulty. The walls of the ravine are flecked with slivers of silvery metal—all that remains of a starship piece that fragmented and melted during the crash, showering the area in molten shrapnel. A PC can roughly deduce the metal's origins with a successful DC 20 Knowledge (engineering) check.

The journal's map points to a crash site surrounded by gnarled trees only a mile from the ravine's entrance, and there is a break in the trees to the south. This module of the starship was once part of a network of point-defense systems, dedicated to housing combat robots, delivering power to one of the ship's large weapons, and coordinating other security operations. Already damaged when the starship entered Golarion's atmosphere, the module broke off early and crashed far to the east. Much of the original functionality—compartmentalized storage facilities and force shields—has been irreparably damaged. The ship's emergency protocols even forcibly disabled the network's powerful artificial intelligence (*Pathfinder Campaign Setting: Technology Guide* 58).

Over the millennia, the security AI Phalanx attempted to reactivate, but each time it lacked sufficient energy to reboot. When Toggrim deposited his piece of the Sky Key here, the ship module recognized it as a power source and tapped into the Sky Key component's reserves. This was sufficient for Phalanx to reactivate and transfer itself into one of the few functional robots on site. Using the new body, it incorporated the Sky Key component directly into itself.

With its power source secure, Phalanx set to the long process of restoring the facility to fulfill its primary objective: the elimination of all intruders. The artificial intelligence is clever but lacks the proper tools, resources, and in-depth technical knowledge to repair the systems fully. Instead, it has systematically dismantled and recycled portions of the defense module to rebuild what it can. The result is a ruined hulk even more battered and broken than when it crashed. Read or paraphrase the following as the PCs arrive.

---

Like a rotting gourd, a rounded metal ruin lies atop a low rise. In numerous places its surface is punctured—sometimes buckled inward as though something had struck it from the outside, and other times flared out as though something within had violently escaped. A ring of gnarled trees grows around the site, as if it were an oasis in the deserted wasteland of Sovereign's Reach.

---

The ruin is comprised almost entirely of glaucite (30 hp per inch of thickness, hardness 15), an alloy of iron and adamantite used to build much of the starship that crashed in Numeria. Doors are also glaucite, and those in this area are partially stuck (hardness 15, hp 60, Strength DC 23). The floors are flat, but the ceilings curve upward toward area **B4**, creating rooms that slope from 10 to 20 feet in height.

### B1. Radioactive Capacitor

The Sky Key's batteries were only able to maintain Phalanx and the defense module for a few weeks, and the AI prioritized repairing a generator. This transparent canister draws its power from the radioactive emanations common at some Numerian sites, and Phalanx has risked carrying it to these places to harvest energy several times a year.

By spending 10 minutes reconfiguring the generator, a PC with the Technologist feat (*Technology Guide* 7) can tap into the stored power with a successful DC 20 Craft (mechanics), Disable Device, or Knowledge (engineering) check. If successful, she can grant 1 temporary charge to a single timeworn item. For every 10 points by which she exceeds the DC, she grants the item 1 additional charge, so long as the combined number of charges and temporary

## PATHFINDER SOCIETY SCENARIO

charges does not exceed the item's maximum capacity. Temporary charges work like normal charges, but they are expended first. Temporary charges only last until the end of the scenario; the Chronicle sheet details a way to restore charges to an item permanently. After restoring power to three items, the generator's power is expended.

The energy stored in the generator's batteries is chemical but not flammable. If the PCs try to use the device as an explosive weapon—as one might a keg of gunpowder or barrel of oil—the generator spills out moderate radiation (*Technology Guide* 56) in 40-foot emanation. This does not harm any of the constructs that inhabit the ruin, but likely hurts the PCs!

### B2. Defense Matrix

One of the few systems Phalanx has repaired effectively is a defense grid spread over three curving sections of hallway. During standard operations, electronic systems maintained the module's relative gravity, and folding mounts on along the inner wall could support robots as they recharged or underwent repairs. The module's proximity to airlocks also made it a natural target for attacking forces, so this passage's ceiling also houses recessed turrets that could fire autonomously.

The door to area **B4** is not stuck, but it is locked by an electronic system to one side. Disabling the lock requires a DC 35 Disable Device check, though a PC using an e-pick (*Technology Guide* 43) reduces this DC by 5.

**Trap:** These halls' contain two major defenses: laser turrets and an unpredictable gravity field. Neither of these systems activate automatically, but their camera sensors respond to visual and auditory stimuli. When one of the systems senses a life form in the marked area, it alerts Phalanx, which triggers the turret first and then activates the gravitational field once there are multiple creatures in the area.

Phalanx's repairs brought several turrets back online, and the AI is able to direct each one independently. The program employs these to mow down intruders with a barrage of lasers. It also uses the turrets' cameras to observe the PCs, assessing each one's capabilities and planning its final stand in area C. The gravity regulation system is also functional but prone to glitches in a way that suits Phalanx's needs; when active, the gravitational field reorients erratically, flinging anyone unable to fly toward a different relative "floor" every few seconds.

A character searching for traps might uncover one or more of these sensors and traps, but disarming them is complicated by two important factors. First, a PC who lacks the Technologist feat takes a –5 penalty on Disable Device checks made to disable the traps. Second, both of the systems are nested within glaucite walls that make them hard to access, increasing the DC to disable a

system by 5; a PC can bypass this condition by disabling the system from the control panels in area **B3**. It is possible to destroy the turrets in one room while they are active (hardness 15, hp 30).

### Subtier 7–8 (CR 8)

#### ANTIGRAVITY TRAP

CR 6

**Type** mechanical and technological; **Perception** DC 25; **Disable Device** 25

#### EFFECTS

**Trigger** location and manual; **Reset** automatic (1 minute)

**Effect** When activated and at the start of each round, the gravitational field in the marked area reorients to consider a random direction "down." This functions as *reverse gravity*, but the direction traveled is determined at random; roll 1d8 to determine the horizontal direction (1 indicating north, 2 northeast, 3 east, and so on) and 1d3 to determine the vertical direction (1 indicating up, 2 no vertical pull, and 3 down). This effect lasts for 5 rounds, after which gravity in the area returns to normal.

#### CONCEALED LASER TURRETS

CR 6

**Type** mechanical and technological; **Perception** DC 20; **Disable Device** 20

#### EFFECTS

**Trigger** camera (Perception +15); **Reset** automatic

**Effect** +16 ranged touch (4d6 fire); multiple targets (up to three targets in the area of the antigravity trap each round).

### Subtier 10–11 (CR 11)

#### INTENSE ANTIGRAVITY TRAP

CR 8

**Type** mechanical and technological; **Perception** DC 30; **Disable Device** 25

#### EFFECTS

**Trigger** location and manual; **Reset** automatic (1 minute)

**Effect** When activated and at the start of each round, the gravitational field in the marked area reorients to consider a random direction "down." This functions as *reverse gravity*, but the direction traveled is determined at random; roll 1d8 to determine the horizontal direction (1 indicating north, 2 northeast, 3 east, and so on) and 1d3 to determine the vertical direction (1 indicating up, 2 no vertical pull, and 3 down). Furthermore, the gravity is treated as heavy gravity (*Pathfinder RPG GameMastery Guide* 184). This effect lasts for 5 rounds, after which gravity in the area returns to normal.

#### CONCEALED PLASMA TURRETS

CR 10

**Type** mechanical and technological; **Perception** DC 25; **Disable Device** 25

#### EFFECTS

**Trigger** touch; **Reset** none



## RETURNED TO SKY

**Effect** +16 ranged touch (6d6 damage; half of the damage is fire, and half is electricity); multiple targets (up to three targets in the area of the antigravity field each round).

**Development:** If the PCs survive the traps or are otherwise observed traveling deeper into the ruin, Phalanx commands its few remaining operational assistants—several fabricator robots—to ascend from area **C2** and attack the PCs.

### B3. Command Center

Chairs upholstered in frayed fibers stand before decrepit metal desks, each sporting an array of large windows that hang suspended against the walls. Most of these glassy surfaces are shattered. Low steps to the south lead to a circular area containing only a small throne precariously perched atop a thin column.

This room once served as the command center for this defense module, allowing the Androffan engineers to monitor all functions and the space around the starship. The inorganic materials used to furnish the chamber resisted decay, but thousands of years and a traumatic crash nonetheless ruined almost all of the equipment here. Even the throne-like command chair to the south is only strong enough to support a Medium creature that uses it gently, and attempting to swivel in the chair causes it to snap off its base with a grating screech of metal.

The AI Phalanx once resided within the computers here, and its damaged systems only rebooted once the ship module tapped into the Sky Key component's energy supply. Although Phalanx still favors cold logic, it has developed a sentimental attachment to this area as the place of its rebirth.

The AI also uses the two functioning computers to help manage the defenses and surveillance equipment in areas **B2**, **B4**, and **C**, and a PC with the Technologist feat can attempt to disable these systems from here. Disabling a trap uses the trap's Disable Device DC. Disabling the cameras requires a successful DC 25 Knowledge (engineering) check. Alternatively, the PCs can simply destroy the computers, which disrupts but does not shut down the systems. This destruction reduces all cameras' Perception bonuses to +0, all ranged attack rolls performed by the turrets in area **B2** to +5, and the duration of the antigravity trap in area to 2 rounds.

**Development:** If the PCs destroy, disable, or otherwise tamper with the computer systems, Phalanx commands its few remaining operational assistants—several fabricator robots—to ascend from area **C2** and attack the PCs.

### OPTIONAL ENCOUNTER

The encounter in area **C2** is an optional encounter. If fewer than 90 minutes remain in which to finish the adventure, the fabricator robots are in such a state of disrepair that they present no viable combat threat.

### B4. Stairwell

A broad stairwell here leads 25 feet down to area **C**. A pair of cameras (hardness 10, hp 5) hang from the east and west sides of the room, where they monitor all activity in this area.

**Creatures:** If the PCs reach this area without prompting Phalanx to send its fabricator robots in area **C2** to attack, the AI signals these robots and prompts them to travel to area **C1** and lay an ambush.

### C. THE RUINS BELOW

Protected by compacted and vitrified earth, Phalanx has felt secure in dismantling more of the starship's defense module belowground than it has with the remaining superstructure. The result is even greater fragmentation, leaving the interior exposed to the surrounding soil. The lower section of the defense module has level floors and flat, 20-foot-high ceilings. Unlike the doors above, Phalanx has kept the five doors in this area operational; they act as partially stuck doors (hardness 15, hp 60, Strength DC 23), but the AI can command one of the doors to open or close as a free action once per round.

Each distinct area has an operational camera (hardness 10, hp 5, +15 Perception) that constantly scans its surroundings, allowing Phalanx to monitor all intruders in the area.

### C1. Stairwell Landing

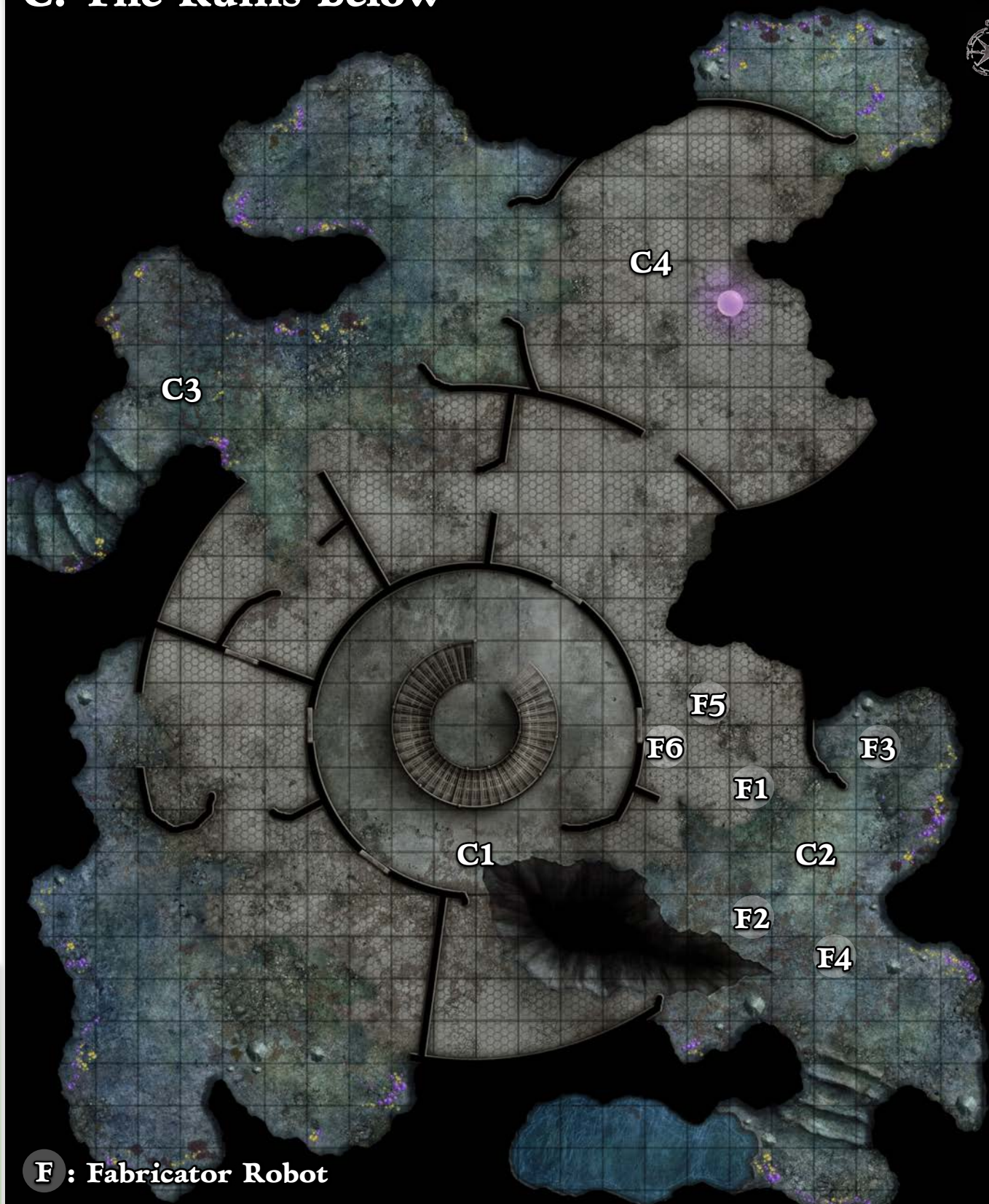
Four doors are situated almost equidistantly around this circular room. To the southeast, the wall is shorn off, and a deep crevice in the floor nearly blocks the opening.

This broad stairwell ascends to area **B4**. The stairs are solid, providing sufficient cover to hide a Medium or smaller creature from anyone descending from above. The crevice to the southwest is 40 feet deep and has rough sides that a PC can scale with a successful DC 15 Climb check. A PC can also traverse the 3-foot-wide ledge to either side of the crevice in order to reach area **C2**, requiring a successful DC 5 Acrobatics check.

When Toggrim arrived here millennia ago, he lowered the Sky Key component into the crevice, scattered a handful of dirt atop it, and departed. He expected that no one would find it here, but he did not count on an

# PATHFINDER SOCIETY SCENARIO

## C. The Ruins Below



**F** : Fabricator Robot

1 square = 5 feet

Pathfinder Flip-Mat: Tech Dungeon



## RETURNED TO SKY

artificial intelligence awakening and commanding a robot to retrieve the component. Other than a small amount of technological debris, there is nothing at the bottom of the crevice now.

## C2. Reconstruction Yard

The floor here is a sea of natural rubble and technological detritus, broken by the occasional pile of functional tools or recycled metal.

**Creatures:** This area is the informal workshop for the few other functional robots that Phalanx recovered from the wreckage. Unfortunately, these robots' software suffered considerable damage during the crash, corrupting most of their internal blueprints. As a result, their progress is slow in repairing some parts of Phalanx's tiny fortress, and in many cases they have disassembled and then reassembled the same structure dozens of times.

Each of the fabricator robots has a low, spider-like body with ten segmented legs. A long, multi-jointed arm emerges from its "back" and terminates in a complex cluster of tools, including a set of pinchers, a cutting torch, and a camera.

Thanks to the many cameras and traps above, it is very likely that these robots receive Phalanx's orders to pursue invaders in area **B** or **C1**. In the unlikely event that the PCs have entered this area unnoticed, the robots are busily cutting, welding, and shaping pieces of the starship in order to patch another section.

### Subtier 7–8 (CR 9)

#### FABRICATOR ROBOTS (2)

CR 7

N Medium construct (robot)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +11

#### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**hp** 69 each (9d10+20)

**Fort** +3, **Ref** +7, **Will** +4

**Defensive Abilities** hardness 10; **Immune** construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** claw +14 (1d10+7/19–20 plus grab)

**Ranged** welding laser +11 touch (4d6 fire)

**Space** 5 ft.; **Reach** 15 ft.

**Special Attacks** cooperative rend, integrated welding

#### TACTICS

**During Combat** The fabricator robots team up to tear a single PC into pieces. If overwhelmed, a fabricator robot drops a target held in its claw into the nearby fissure and strikes a different attacker.

**Morale** The fabricator robots fight until destroyed.

## SCALING ENCOUNTER C2

Make the following adjustments to accommodate a group of four PCs.

**Subtier 7–8:** Reduce the hardness of the fabricator robots to 5.

**Subtier 10–11:** Remove two fabricator robots from the encounter.

#### STATISTICS

**Str** 20, **Dex** 14, **Con** —, **Int** 13, **Wis** 9, **Cha** 1

**Base Atk** +9; **CMB** +14 (+18 grapple); **CMD** 26

**Feats** Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Vital Strike

**Skills** Climb +13, Craft (mechanical) +10, Disable Device +14, Perception +11

**Languages** Androffan

#### SPECIAL ABILITIES

**Cooperative Rend (Ex)** When attacking a target grappled or pinned by another robot, a fabricator robot deals an additional 1d10+7 damage with its claw attack.

**Integrated Welding (Ex)** After succeeding at a combat maneuver check to maintain a grapple, a fabricator robot can activate its welding laser as a free action, automatically hitting the grappled target and dealing 4d6 fire damage.

**Unshielded (Ex)** A fabricator robot is designed for mundane operations in safe areas, and as a result, it doesn't have a force field.

**Welding Laser (Ex)** A fabricator robot's welding laser has a range of 50 feet with no range increment.

### Subtier 10–11 (CR 12)

#### FABRICATOR ROBOTS (6)

CR 7

**hp** 69 each (use the statistics from Subtier 7–8)

**Treasure:** The fabricator robots have diligently stripped nearly everything of value from the hundreds of wall panels, piling it neatly on the floor here. Phalanx has since demanded that much of it be used to make repairs, but there remains a small fortune in skymetal and other rare materials. In Subtier 7–8 its value amounts to 5,000 gp, and in Subtier 10–11, it is instead worth 10,000 gp. In Subtier 7–8, there is also a timeworn sonic rifle (*Technology Guide* 55, 27) with 5 charges remaining. In Subtier 10–11 this is instead a timeworn rail gun (*Technology Guide* 55, 27) with 5 charges.

**Development:** Once the PCs defeat the fabricator robots, Phalanx analyzes the data for 3 rounds and then begins moving toward the PCs for a final confrontation. If the PCs are still in area **B**, it waits for them to descend before attacking.

## PATHFINDER SOCIETY SCENARIO

### SCALING ENCOUNTER C4

Make the following adjustments to accommodate a group of four PCs.

**Subtier 7–8:** Reduce the bonus hit points the myrmidon robot gains from its force shield to 10 hp, and reduce the robot's natural armor bonus to +10. In addition, the myrmidon robot only has a single rocket and loses the combined arms special ability.

**Subtier 10–11:** Remove the second myrmidon robot from the encounter. Increase Phalanx's bonus hit points from its force shield to 100 hp (total 212 hp)

**Rewards:** If the PCs fail to recover the sky metal and the technological weapons, reduce each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 1,375 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,833 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 2,291 gp.

### C3. New Tunnel

During one of Phalanx's rare forays from these ruins, a small crew of ratfolk scavengers tunneled into the side of the wreck. They managed to grab a few technological treasures before Phalanx returned and chased them away. The artificial intelligence has seethed about the intrusion ever since. A PC who succeeds at a DC 28 Survival check can still discern enough spoor to identify that ratfolk used this tunnel many months ago. The passage leads to a collapsed entrance 100 feet to the west.

### C4. The War Room (CR 11 or CR 14)

This rounded room is partially filled in by soil. A three-foot-diameter sphere on a tripod base—once a multi-directional viewing screen, much like a *crystal ball*—sits near the room's original center. The device no longer works properly, and only occasional images of traumatic scenes flash across its surface as it tries to replay the final hours of the starship that crashed in Numeria. Phalanx is able to integrate directly into the device's data port, allowing the AI to bypass the screen entirely.

**Creatures:** Most of the time, Phalanx rests here, playing back the last month of security footage and other data in an endless loop while trying to learn everything it can to stop the accident from happening again. For the PCs, the sphere is a curiosity whose sporadic functionality might help to shed some small amount of light on Phalanx's and the starship's history. When it detects intruders, the AI activates the ruin's various defenses and "soldiers" in turn, learning from failed attempts to stop the PCs. When the PCs have defeated all other lines of defense, Phalanx takes flight in a final attempt to protect its battered home.

While fighting, Phalanx orders the PCs to depart in both Common and Hallit. It does not know the term Sky Key, but if the item is described, Phalanx briefly explains that the component is integral to its continued functions. The only way to extract the Sky Key involves dismantling the robot, and doing so at this point would also destroy the AI forever.

### Subtier 7–8 (CR 11)

#### MYRMIDON ROBOT

CR 11

**hp** 167 (*Pathfinder Campaign Setting Inner Sea Bestiary* 45; see page 29)

#### TACTICS

**During Combat** The myrmidon robot uses its mobility to harass the PCs with quantam lashes and laser fire, employing its rockets to punish the invaders if they remain in a tight formation. It uses its melee attacks against isolated targets.

**Morale** The AI Phalanx is in control of the robot and refuses to surrender the last vestiges of its domain. The myrmidon robot fights until destroyed.

#### SPECIAL ABILITIES

**Home Ground Advantage (Ex)** The myrmidon robot has spent millennia mastering this small wreck, and it can navigate its halls with ease. It can move at full speed when squeezing in areas **B** and **C**, though it still suffers penalties on attacks and to AC when squeezing.

**Inferior Rockets (Ex)** The myrmidon robot's rockets are less potent due to its damaged manufacturing system. Each deals only 4d6 fire damage and 4d6 bludgeoning damage.

### Subtier 10–11 (CR 14)

#### MYRMIDON ROBOT

CR 11

**hp** 167 (*Pathfinder Campaign Setting Inner Sea Bestiary* 45; see page 29)

#### TACTICS

Use the tactics from Subtier 7–8.

#### SPECIAL ABILITIES

**Home Ground Advantage (Ex)** The myrmidon robot has spent millennia mastering this small wreck, and it can navigate its halls with ease. It can move at full speed when squeezing in areas **B** and **C**, though it still suffers penalties on attacks and to AC when squeezing.

#### PHALANX

CR 12

Aggregate security AI myrmidon robot (*Pathfinder Campaign Setting Inner Sea Bestiary* 45, *Pathfinder Campaign Setting: Technology Guide* 59; see page 29)

LN Large construct (robot)

**Init** +6; **Senses** all-around vision, darkvision 60 ft., low-light vision, superior optics; Perception +25



## RETURNED TO SKY

### DEFENSE

**AC** 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

**hp** 167 (15d10+30 plus 55 hp force shield)

**Fort** +10, **Ref** +12, **Will** +11

**Defensive Abilities** hardness 10, resilient; **Immune** cold, construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

### OFFENSE

**Speed** 20 ft., **fly** 90 ft. (perfect)

**Melee** 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19-20)

**Ranged** integrated laser rifle +18 touch (2d10 fire)

**Space** 10 ft., Reach 5 ft. (20 ft. with quantum lash)

**Special Attacks** combined arms, constrict (1d6+8), precision targeting, rockets

### TACTICS

**During Combat** Phalanx makes full use of its ranged and reach weapons, only closing into melee range if necessary.

**Morale** Unwilling to surrender its piece of the Sky Key, Phalanx fights until destroyed.

### STATISTICS

**Str** 27, **Dex** 15, **Con** —, **Int** 14, **Wis** 16, **Cha** 14

**Base Atk** +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

**Feats** Alertness<sup>8</sup>, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot, Technologist<sup>16</sup>

**Skills** Bluff +10, Diplomacy +10, Fly +26, Intimidate +10, Knowledge (engineering) +20, Knowledge (geography) +10, Perception +25, Profession (soldier) +11, Sense Motive +16

**Languages** Androffan, Common, Hallit

### SPECIAL ABILITIES

**All-Around Vision (Ex)** An aggregate robot gains all-around vision so long as it is in an area with functioning security cameras.

**Home Ground Advantage (Ex)** The myrmidon robot has spent millennia mastering this small wreck, and it can navigate its halls with ease. It can move at full speed when squeezing in areas **B** and **C**, though it still suffers penalties on attacks and to AC when squeezing.

**Treasure:** The same myrmidon robot that houses the Phalanx AI also contains Toggrim's Sky Key component. Without the robot's systems to draw on the component's energy and regulate its functions, the technological relic begins sparking as it melts away the wiring that kept it anchored. Even to the untrained eye, it is clear that this piece, an incomplete, semispherical lattice of thin metal, is different from the rest of the myrmidon.

Furthermore, one of the few ratfolk that tunneled into the area months ago died to Phalanx's assault, and the robot unceremoniously stowed its body in the small chamber to the northeast. In Subtier 7–8, the ratfolk still wears *boots of speed*, a *vest of escape*, and a belt with a *wand*

*of greater invisibility* (5 charges). In Subtier 10–11 he instead has a *minor cloak of displacement*, a *wand of invisibility sphere* (19 charges), and a *scroll of dimension door* (CL 12th).

**Rewards:** If the PCs fail to recover the ratkin's gear, reduce each PC's gold earned as follows.

*Subtier 7–8:* Reduce each PC's gold earned by 1,608 gp.

*Out of Subtier:* Reduce each PC's gold earned by 2,032 gp.

*Subtier 10–11:* Reduce each PC's gold earned by 2,456 gp.

## CONCLUSION

With the artificial intelligence Phalanx and its robotic host body destroyed, the PCs are able to recover Toggrim's Sky Key component and smuggle it out of Numeria. Venture-Captain Smine welcomes the PCs back on their return trip, excitedly examining the piece of the Sky Key and congratulating them on a job well done. His mood darkens if the PCs report that harm befell Ingret Jor or her clan, and he admonishes the PCs if they endangered her—especially if they allowed the Technic League to destroy her property or capture her. After all, the Society has few enough friends in Numeria without severing ties to Chessed's dwarven population (to say nothing of just doing “the right thing”).

By recovering another piece of the Sky Key, the Society is one step closer to reassembling the lost Numerian relic and unlocking the secrets it holds. If the PCs recovered the treasure in area **C2**, each PC earns the Skymetal Stockpile boon on her Chronicle sheet. If the PCs used the generator in area **B1** to grant at least 1 temporary charge to a technological item, each PC also gains the Rare Generator boon on her Chronicle sheet.

### Reporting Notes

If the PCs successfully recover Toggrim's piece of the Sky Key, check box A on the reporting sheet. If Ingret Jor was killed or captured by the Technic League, check box B. If Neddrick Istavarti successfully escaped from the PCs, check box C.

### Primary Success Conditions

If the PCs successfully defeat the aggregate AI Phalanx and retrieve Toggrim's piece of the Sky Key, each PC earns 1 Prestige Point as well as the Sky Key Component (Numeria) boon on his Chronicle sheet.

### Secondary Success Conditions

If Ingret Jor voluntarily provided the PCs her family's journal and map and remains free at the end of the adventure, award each PC 1 additional Prestige Point.

### Faction Notes

The Exchange faction has identified Chessed as an important trade city worth the organization's investment.

## PATHFINDER SOCIETY SCENARIO

If the PCs arranged a meeting with Brissa Klygvauther to discuss loosening trade regulations, each Exchange faction PC earns the Chesed Trendsetter boon on his Chronicle sheet. If the PCs instead arranged to meet with the exploitative merchants, each Exchange faction PC instead earns the Chesed Monopolist boon.

The Liberty's Edge faction knows that Chesed is a city on the edge of banning slavery altogether or regressing to a slave-trading municipality under the Technic League's guidance. Ensuring that both of the warrior thralls survive when the PCs encounter Neddrick Istavarti

reinforces the faction's reputation as good people in Chesed and earns each Liberty's Edge faction PC the Tipping the Balance boon on his Chronicle sheet.

To the Silver Crusade, Chesed is a dark place where predatory merchants wait in ambush to extract every last copper from crusaders heading north to Mendev. Faction PCs make the most of their time in Chesed if they further convince Brissa Klygvauther to revise the city's trade regulations to prevent this exploitation. This earns each Silver Crusade faction PC the Crusader Star boon on her Chronicle sheet.

### PLAYER HANDOUT: A THREAD OF SILVER

*A Thread of Silver* is a dungeon guide (*Pathfinder Player Companion: Dungeoneer's Handbook*) to numerous crash sites in Numeria. The original was stolen from the Technic League, and the organization has hunted down anyone who has acquired a copy since. The book's contents are not perfect, but they are reliable enough to offer considerable insights. Rules for using a dungeon guide are summarized here.

A PC can consult *A Thread of Silver* whenever he enters a new room or section of a Numerian crash site. Consulting *A Thread of Silver* takes 10 minutes. The GM then secretly rolls 1d20 and adds the book's accuracy modifier (+7 for *A Thread of Silver*). The GM then compares the result to following table. If the check matches or exceeds the DC, you gain information about the room's original purpose, how to disarm a particular mechanism, or where a particular corridor leads. If the check fails by 4 or more, you get no information. If the check fails by 5 or more, you get information that is instead inaccurate or dangerous in some way (for example misidentifying the location of a trap).

If a PC referencing *A Thread of Silver* has ranks in Knowledge (engineering), he can also attempt a DC 25 Knowledge (engineering) check. If successful, the book's accuracy modifier increases by 2, and the PC cannot receive inaccurate information from the book while making that inquiry.

A PC can also reference *A Thread of Silver* when performing a Disable Device check to disable a technological trap or a Knowledge (engineering) check to identify a construct or technological item. This check takes a minimum of 1 minute to complete, but the PC temporarily gains the benefits of the Technologist feat. If the PC already has the Technologist feat, he instead gains a +4 bonus on the check.

Task	Accuracy Check DC
Determine a mechanism's function	20
Fill in the next area of the map	20
Get a hint of how to solve a puzzle	25
Identify a robot	10 + creature's CR
Identify a room's original purpose	10
Locate a trap	10 + trap's CR



## RETURNED TO SKY

## PLAYER HANDOUT #2: SPECIAL PRESCRIPTION

The League watches Inǵret.  
 Not all in their employ were hired. Some are slaves.  
 Inform the Wayward Eagle that we watch his actions and approve.

## PLAYER HANDOUT #3: JOR FAMILY JOURNAL

## 7 Pharast 4373

I heard this story from my grandpapa, who heard it from his grandpapa before him, and so on—back to Old Toggrim himself, stone-blessed Prince of Jormurdun. Grandpapa says we're descended from noble blood. Says there's proof in the hills southwest of Chesed. Prince Toggrim was trusted with something special: a piece of the heritage of Jormurdun. Instead of passing it on to his children, he hid it—probably to keep it safe. It's a fancy story, but I think I'm going to see for myself.

## 10 Pharast 4373

I followed the Sellen south for two days then turned west, just like grandpapa said. Just after sunset of that second day I looked west just like grandpapa said I should. And by my beard, I could make out a faint silvery light—just like grandpapa said there'd be. Maybe there's some truth to the old story after all.

## 11 Pharast 4373

I headed west through the night towards the light. It led to a ravine with walls that are lined with shards of silvery metal that seem to glisten even at night. Grandpapa said to follow the ravine west. So that's what I did. After walking what felt like all night, the ravine opened up to a wooded crater. Can you imagine, trees in that blasted land? All of them stumpy and warped as though something deep below were painfully twisting them by the roots. Grandpapa didn't say anything about trees, but he did about a door somewhere inside that ruin.

It was dark down there—no impediment, but even in darkness there seemed to be shadows cast in the strangest ways. Grandpapa's instructions were real specific about the next part. Travel to the left halfway around, watching for where the floor seemed to be a ceiling and the walls the floor. Find the door, take the steps down, and go no farther than the great pit. According to grandpapa, Toggrim tossed his piece of Jormurdun down that pit. Peering over the edge, I didn't see a bottom. Everything about the story's been true up until now. I don't think I need to go any further or examine the Sky Key myself.

## PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #6-20: Returned to Sky

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages <input type="checkbox"/> A	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade <input type="checkbox"/> B
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court <input type="checkbox"/> C	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court <input type="checkbox"/> D
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
Character #	Prestige Points
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<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
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Character Name	
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<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
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Character Name	
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Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
Character #	Prestige Points

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Author: Anthony Li.



## RETURNED TO SKY

<b>BLACKSCALE SORCERER</b>	<b>CR 9</b>
<b>HALF-ORC SORCERER 10</b>	<b>XP 6,400</b>
Medium humanoid (human, orc)	<b>CE</b>

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

**hp** 82 (10d6+45)

**Fort** +8, **Ref** +5, **Will** +7

**Defensive Abilities** orc ferocity; **DR** 10/adamantine; **Resist** acid 10

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk greataxe +8 (1d12+3/x3) or  
2 claws +7 (1d6+2)

**Special Attacks** breath weapon (60-foot line, 10d6 acid, DC 20,  
1/day), claws (2, 1d6+2, treated as magic weapons, 7 rounds/day)

**Sorcerer Spells Known** (CL 10th; concentration +15)

5th (4/day)—*cloudkill* (DC 20)

4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*

3rd (7/day)—*fireball* (DC 20), *fly*, *rage*, *stinking cloud* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

**Bloodline** draconic (black)

**TACTICS**

**Before Combat** The sorcerer casts *false life*, *mage armor*, and *stoneskin* on himself.

**During Combat** The sorcerer casts *fly* on the first round of combat along with a quickened *magic missile*.

He maneuvers so he can catch as many opponents as possible with his breath weapon. If pressed into melee, he casts *bull's strength* and *rage*, then attacks with his greataxe or claws.

**Base Statistics** Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 15, touch 12, flat-footed 14; **hp** 67; **DR** —.

**STATISTICS**

**Str** 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation)

**Skills** Fly +9, Intimidate +15, Linguistics +1, Perception +7, Spellcraft +7

**Languages** Common, Draconic, Orc

**SQ** bloodline arcana (acid spells deal +1 damage per die), orc blood, weapon familiarity

**Combat Gear** *potion of cure serious wounds*, *wand of acid arrow* (15 charges); **Other Gear** masterwork greataxe, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, signet ring, diamond dust (worth 500 gp), 825 gp

The blackscale sorcerer channels the powers of corruption and sloth.

**BRAX SWAMPBLACK**

Brax was born in an inbred human village tainted by swamp magic and a forgotten legacy of despicable acts. He is primarily driven by hunger and the urge to corrupt others, though his sloth often gets the better of him. He is equally comfortable sleeping in a bed, in a sewer, or on a pile of corpses. When his laziness overcomes his violent tendencies, he is talkative but dull, concerned more with his inflated ego than anything of consequence.

**Combat Encounters:** Brax is usually a loner, but he may browbeat simple creatures, such as boggards, orcs, or trolls, into serving him.

**Roleplaying Encounters:** When Brax is feeling particularly sated, flattery could convince him to work with the PCs, especially if their goal is removing threats to his territory.



## PATHFINDER SOCIETY SCENARIO

<b>BLOODFIRE SORCERER</b>	<b>CR 6</b>
<b>HALF-ORC SORCERER 7</b>	<b>XP 2,400</b>
Medium humanoid (human, orc)	<b>NE</b>

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

**hp** 60 (7d6+33)

**Fort** +3, **Ref** +3, **Will** +7

**Defensive Abilities** orc ferocity; **Resist** fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** mwk falchion +7 (2d4+4/18–20)

**Ranged** mwk heavy crossbow +5 (1d10/19–20)

**Bloodline Spell-Like Abilities** (CL 7th; concentration +10)  
6/day—elemental ray (1d6+3 fire)

**Sorcerer Spells Known** (CL 7th; concentration +10)

3rd (5/day)—*fireball* (DC 17), *haste*, *protection from energy*  
2nd (7/day)—*blur*, *false life*, *glitterdust* (DC 15), *scorching ray*  
1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 14), *light*, *ray of frost* (fire), *read magic*

**Bloodline** elemental (fire)

### TACTICS

**Before Combat** The sorcerer casts *false life* and *mage armor*.

**During Combat** The sorcerer casts *haste* before targeting her foes with *fireball* or *scorching ray*. In melee combat, she casts *shield* on herself, and *magic weapon* on her falchion.

**Base Statistics** Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 13, touch 11, flat-footed 12; **hp** 48.

### STATISTICS

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

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Combat Casting, Eschew Materials, Iron Will, Power Attack, Spell Focus (evocation), Toughness

**Skills** Intimidate +11, Knowledge (arcana) +3, Linguistics +0, Perception +7, Spellcraft +4

**Languages** Common, Ignan, Orc

**SQ** bloodline arcana (change energy damage spells to fire), orc blood, weapon familiarity

**Combat Gear** *potion of cure moderate wounds*, *scroll of fly* (2); **Other Gear** masterwork falchion, masterwork heavy crossbow with 10 bolts, *amulet of natural armor* +1, *ring of protection* +1, 225 gp

The bloodfire sorcerer withers her enemies with flame and quickens her allies with hot-blooded ferocity.

## SINDRIZA

Sindriza was born to a shaman in an efreet-worshipping orc tribe. Her magic manifested early, burning anyone who tried to harm her and keeping her warm when the chief tried to abandon her to die in the cold. She embraced her tribe's love of violence and fire, and loves to use her powers to maim, torture, and kill. She believes she is blessed by the fire gods and meant to use her magic to conquer and destroy. She is a pyromaniac, and has difficulty resisting her urge to ignite flammable objects, creatures, and buildings.

**Combat Encounters:** Sindriza readily allies with bandits, raiders, or mercenaries, especially if they are prone to needless violence and arson. She may lead a fire cult, or serve an efreet or a gang of fire giants.

**Roleplaying Encounters:** Sindriza can be a valuable ally if she's allowed to satiate her destructive urges. She grows restless if kept on a short leash, even by a strong master, and is prone to verbally lash out at dwarves and elves if she can't physically attack them.





## RETURNED TO SKY

RECRUIT	CR 1/3
DWARF WARRIOR 1	XP 135
Medium humanoid (dwarf)	N

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

### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

**hp** 8 (1d10+3)

**Fort** +4, **Ref** +0, **Will** +0; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)

### OFFENSE

**Speed** 20 ft.

**Melee** dwarven waraxe +3 (1d10+1/x3) or dagger +2 (1d4+1/19–20)

**Ranged** light crossbow +1 (1d8/19–20)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids

### TACTICS

**During Combat** The warrior prefers melee combat and working with other soldiers. He uses alchemist's fire against targets resistant to weapon damage.

### STATISTICS

**Str** 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7

**Base Atk** +1; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

**Feats** Weapon Focus (dwarven waraxe)

**Skills** Intimidate +2, Perception +1 (+3 to notice unusual stonework)

**Languages** Common, Dwarven

**Combat Gear** alchemist's fire; **Other Gear** chainmail, heavy wooden shield, dagger, dwarven waraxe, light crossbow with 20 bolts, 12 gp

Filled with bluster and swagger, a recruit lacks the discipline of an experienced soldier and can quickly lose resolve if he finds himself in over his head. A recruit works best in a large group under a strong leader who can keep all the soldiers in line and working together.

Left to his own devices, a recruit becomes bored and looks for entertainments such as drinking and gambling to pass the time.

BRIGAND	CR 1/2
HUMAN WARRIOR 2	XP 200
Medium humanoid (human)	NE

**Init** +1; **Senses** Perception +0

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +1, **Will** +0

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)

**Ranged** longbow +3 (1d8/x3)

### TACTICS

**During Combat** The warrior snipes with arrows until her foes are close, then uses her sword. She hurls thunderstones at spellcasters, and tanglefoot bags at foes wearing heavy armor.

### STATISTICS

**Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Point-Blank Shot, Skill Focus (Stealth)

**Skills** Intimidate +4, Stealth +6

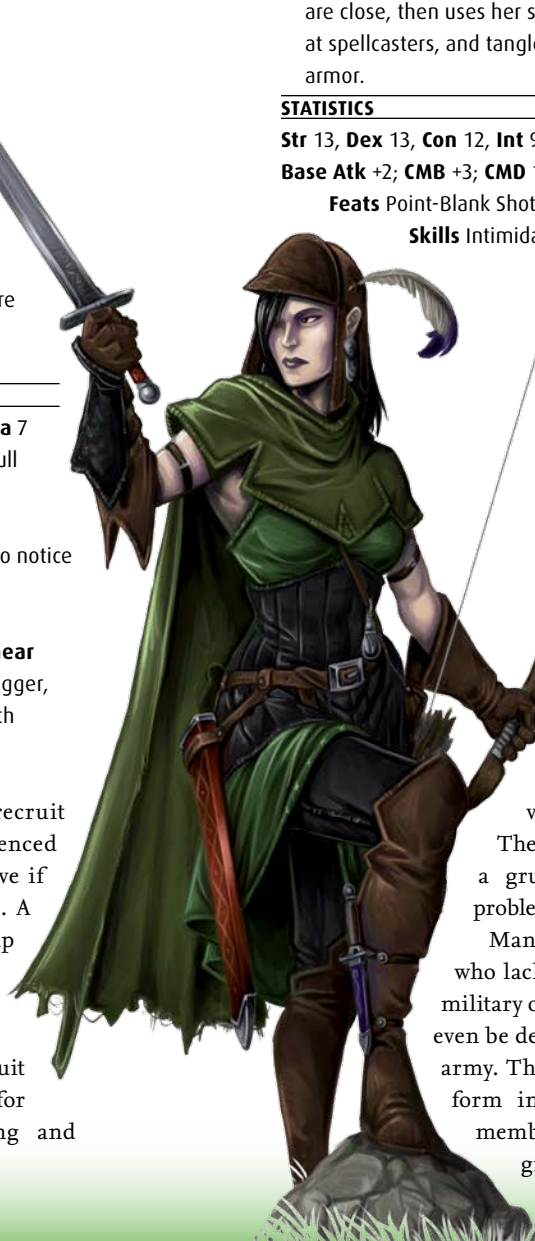
**Languages** Common

**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

A brigand has no sense of mercy, and is happy to kill for a handful of silver. Brigands waylay caravans, create illegal turnpikes on roads to collect tolls from travelers, attack noisy camps at night, and harass villages for protection money.

They are easily routed but carry a grudge and remain a recurring problem until imprisoned or killed.

Many brigands are former soldiers who lacked the discipline to stay in the military or a mercenary company, and may even be deserters from a local or invading army. They rarely use group tactics, and form into gangs under the toughest member of the group, typically a grizzled mercenary (warrior 6).



## PATHFINDER SOCIETY SCENARIO

### ROBOT, GEARSMAN

*Made of what appears to be burnished brass, this construct resembles a suit of armor with a glowing glass orb for an eye.*

#### GEARSMAN ROBOT

CR 4



XP 1,200

N Medium construct (robot)

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

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

**hp** 42 (4d10+20)

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

**Defensive Abilities** hardness 10; **Immune** construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +9 (1d4+7) or

mwk spear +10

(1d8+5/×3 plus 1d6  
electricity)

**Ranged** mwk spear +6

(1d8+6/×3)

#### STATISTICS

**Str** 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13,

**Cha** 1

**Base Atk** +4; **CMB** +9; **CMD** 20

**Feats** Combat Reflexes, Power Attack

**Skills** Craft (any one) +8, Disable Device +8, Perception +8,  
Profession (any one) +7, Sense Motive +8

**Languages** Common, Hallit

**SQ** adaptive learning, charge weapon, self-repair

#### ECOLOGY

**Environment** any (Numeria)

**Organization** solitary, pair, or squad (3–12)

**Treasure** standard (masterwork spear, other treasure)

#### SPECIAL ABILITIES

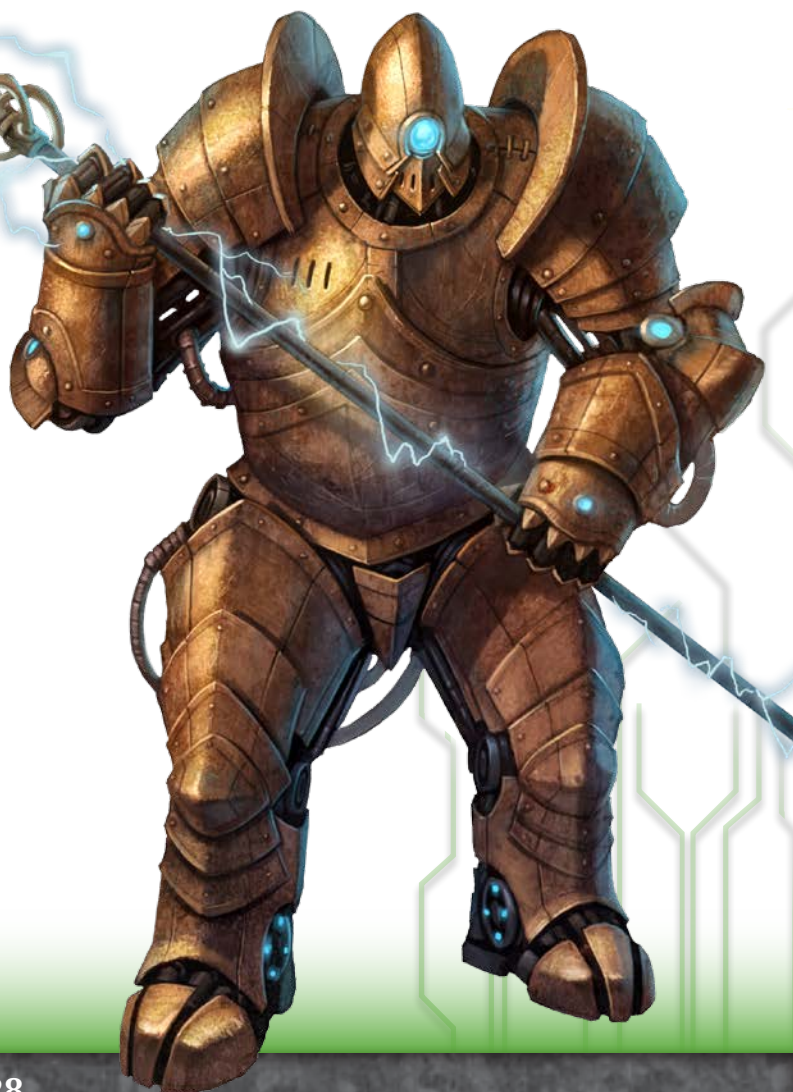
**Adaptive Learning (Ex)** A gearsman has a number of skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills beyond those possessed by all robots. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any skill—these ranks cannot be split among multiple skills and must all apply to one skill. A gearsman may change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, a gearsman can choose to devote them to weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. All gearsmen are automatically proficient with all simple weapons.

**Charge Weapon (Ex)** Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6

points of electricity damage on a hit.

**Self-Repair (Ex)** A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals the maximum amount: 24 points of damage.

Of all the impossible artifacts of Silver Mount, none has been a greater boon to the Technic League than the fabled gearsmen. For reasons known only to themselves, many of these robots serve the artificers of the Technic League as shock troops and guards, performing their tasks with mechanical detachment and coldly logical efficiency. Yet they serve a purpose beyond Numeria, disobeying their putative masters whenever orders contradict their mysterious internal directives. When questioned about their lapses, a gearsman answers only with endlessly patient silence.





## RETURNED TO SKY

## ROBOT, MYRMIDON

This metallic creature has pincer-tipped arms and a single red eye—it flies with eerie grace via blasts of fire from its back.

## MYRMIDON ROBOT

CR 11



XP 12,800

N Large construct (robot)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +20

## DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 167 (15d10+30 plus 55 hp force shield)

Fort +10, Ref +12, Will +10

**Defensive Abilities** hardness 10, resilient; **Immune** cold, construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

## OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

**Melee** 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19-20)

**Ranged** integrated laser rifle +16 touch (2d10 fire)

**Space** 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

**Special Attacks** combined arms, constrict (1d6+8), rockets

## STATISTICS

Str 27, Dex 15, Con —, Int 12, Wis 14, Cha 1

**Base Atk** +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

**Feats** Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot

**Skills** Fly +26, Knowledge (engineering) +19, Perception +20

**Languages** Common, Hallit

## ECOLOGY

**Environment** any (Numeria)

**Organization** solitary or unit (2-6)

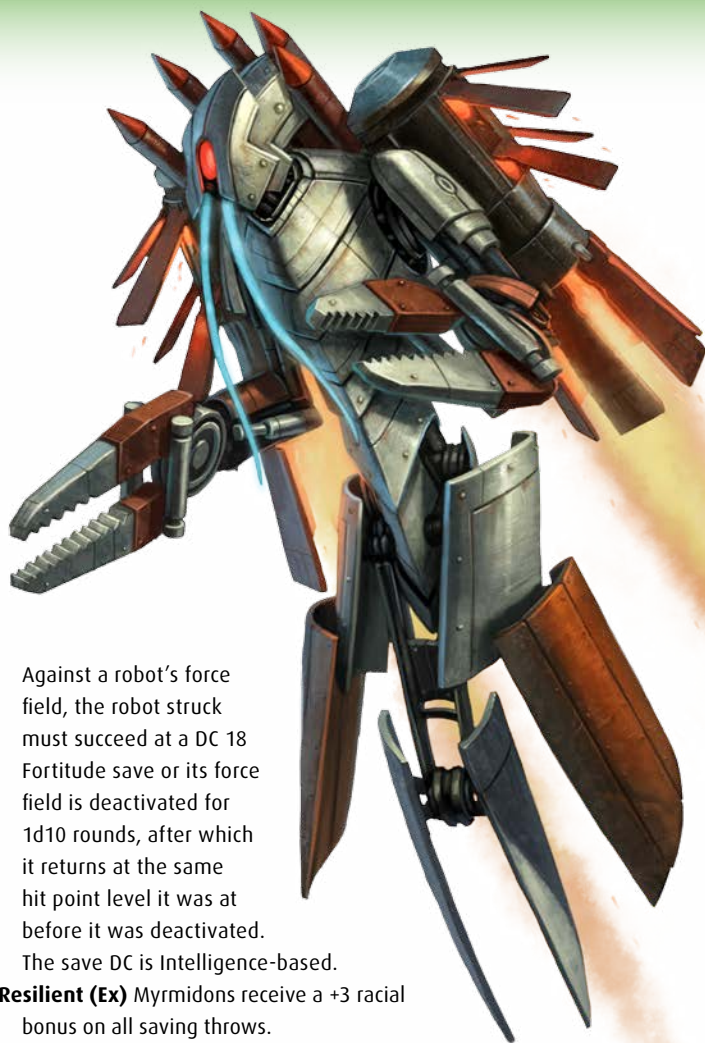
**Treasure** none

## SPECIAL ABILITIES

**Combined Arms (Ex)** When taking a full-attack action, a myrmidon can attack with melee and ranged integrated weapons simultaneously.

**Laser Rifle (Ex)** A myrmidon's eye is an integrated laser rifle. This weapon has a range increment of 250 feet.

**Quantum Lash (Ex)** A myrmidon's two facial tentacles lash out with surprising force, and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a successful hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved via Power Attack. A quantum lash threatens a critical hit on a 19-20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a *wall of force*, the myrmidon makes a special check as if it were casting *dispel magic* against the effect (CL 11th).



Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field is deactivated for 1d10 rounds, after which it returns at the same hit point level it was at before it was deactivated. The save DC is Intelligence-based.

**Resilient (Ex)** Myrmidons receive a +3 racial bonus on all saving throws.

**Rockets (Ex)** As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 halves). A myrmidon carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

**Superior Optics (Ex)** Myrmidons see invisible creatures or objects as if they were visible.

Myrmidons are highly mobile robots programmed to patrol the skies above important locations. They tend to react with swift violence, and often interpret any anomalous sensory input as proof of hostile intent and rain destruction on the offending target. Most have analyzed enough language to communicate, but rarely choose to do so. The Technic League has had little success in reprogramming myrmidons to submit to their control, with most such attempts resulting in devastating backlashes as the robots run amok until destroyed.

## PATHFINDER SOCIETY SCENARIO

### ROBOT, TORTURER

*Spinning blades, long needles, and crystal-tipped rods stud the surface of this hovering metallic sphere.*

**TORTURER ROBOT** **CR 8**   

**XP 4,800**

N Small construct (robot)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +19

#### DEFENSE

**AC** 23, touch 17, flat-footed 17 (+5 Dex, +1 dodge, +6 natural, +1 size)

**hp** 105 (10d10+10 plus 40-hp force field)

**Fort** +3, **Ref** +8, **Will** +5

**Defensive Abilities** all-around vision, hardness 10; **Immune** construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** 4 rotating blades +16 (1d4+5/18–20)

**Ranged** 4 surgical lasers +16 touch (1d8/19–20 plus fire)

**Special Attacks** agile, interrogate, nanosurgeon

#### STATISTICS

**Str** 8, **Dex** 21, **Con** —, **Int** 10, **Wis** 15, **Cha** 1

**Base Atk** +10; **CMB** +8; **CMD** 24 (can't be tripped)

**Feats** Alertness, Dodge, Mobility, Vital Strike, Weapon Finesse

**Skills** Fly +15, Heal +17, Perception +19, Sense Motive +19;

**Racial Modifiers** +15 Heal

**Languages** Common, Hallit

#### ECOLOGY

**Environment** any (Numeria)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Agile (Ex)** A torturer robot adds its Dexterity modifier to its damage rolls in place of its Strength modifier when using its rotating blades attack.

**Force Field (Ex)** A field of shimmering energy surrounds a torturer robot. Damage dealt to the robot is applied to the force field first. As long as the field is active, the robot is immune to critical hits. The force field has fast healing 8, but once the field's hit points are reduced to 0, the field collapses and does not reactive for 24 hours.

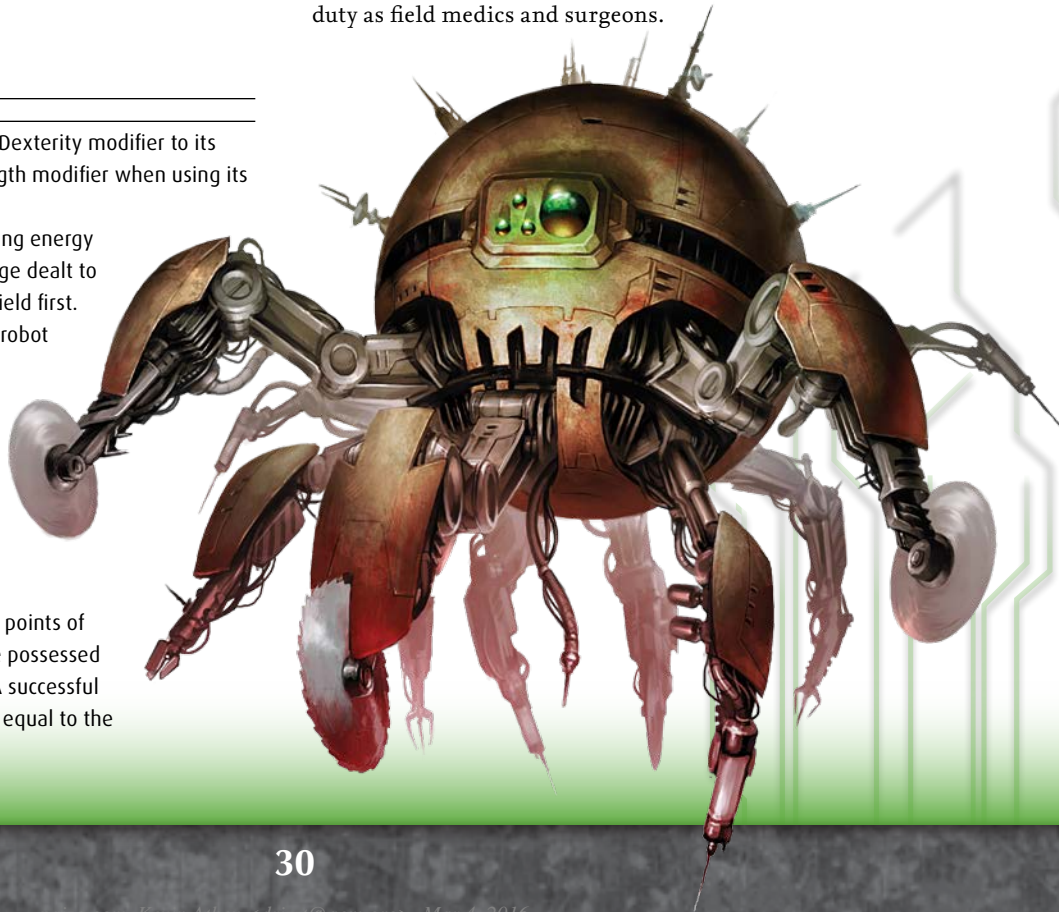
**Interrogate (Ex)** As a standard action, the torturer robot can attempt a Heal check to deal 1d4 points of damage to an ability of its choice possessed by an adjacent, helpless target. A successful Fortitude saving throw with a DC equal to the

robot's Heal check result negates this damage.

**Nanosurgeon (Ex)** As a standard action, a torturer robot can inject purpose-programmed nanites into a target as a melee touch attack. The nanites produce one of the following effects or conditions (CL 10th, where applicable): *cure serious wounds, lesser restoration, neutralize poison, remove disease, exhaustion, nauseated* for 1d4 rounds, or *paralyzed* (nauseated targets only, for remainder of original duration). If the victim succeeds at a DC 17 Fortitude saving throw, exhaustion is reduced to fatigue, nauseated is reduced to sickened, and other effects are negated. The torturer robot carries 5 doses of nanites, and it constructs replacements at a rate of 1 dose per hour. The save DC is Wisdom-based.

**Surgical Lasers (Ex)** The torturer robot's lasers have a range of 50 feet with no range increment, and threaten a critical hit on a 19 or 20. Lasers pass through transparent creatures and objects without causing harm (including force fields, force effects, and invisible creatures; it can pass through glass, but the glass takes damage), and can strike targets behind them normally. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Torturer robots, nicknamed “murderballs” by enemies of the Technic League, were built to extract information from prisoners. Murderballs administer pain in a detached fashion, repeating questions over and over while their heuristic programming analyzes the truth and completeness of responses. Their job demands detailed knowledge of human anatomy and the capacity to revive a dying patient, leading some to serve double-duty as field medics and surgeons.





## RETURNED TO SKY

GUARD	CR 1
HUMAN WARRIOR 3	XP 400
Medium humanoid (human)	LN

**Init** -1; **Senses** Perception +5

### DEFENSE

**AC** 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

**hp** 22 (3d10+6)

**Fort** +3, **Ref** +0, **Will** +2

### OFFENSE

**Speed** 30 ft.

**Melee** mwk guisarme +7 (2d4+3/×3) or  
mwk longsword +6 (1d8+2/19-20)

**Ranged** javelin +2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

### TACTICS

**During Combat** The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.

### STATISTICS

**Str** 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +5; **CMD** 14

**Feats** Alertness, Toughness, Weapon Focus (guisarme)

**Skills** Intimidate +6, Perception +5, Sense Motive +4

**Languages** Common

**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

A guard's job is to protect others and respond to trouble. Whether sentries in a fort, members of a city or town watch, caravan guards, or bodyguards for a nervous merchant, guards are trained to look for intruders or suspicious activity and respond with steel if violence is necessary. Most operate in pairs or larger groups, allowing one to run for help if the group is outmatched.

The above stat block represents a professional guard or soldier who has seen many battles (unlike guards, soldiers do not generally carry manacles). Their armor and weapons may belong to their employer (or the army), but career guards buy high-quality armor and weapons of their own, making sure to retain enough mobility to chase down attackers. To create a lower-ranking officer, apply the advanced creature simple template to this stat block.

VETERAN BUCCANEER	CR 2
HUMAN WARRIOR 4	XP 600
Medium humanoid (human)	CE

**Init** +3; **Senses** Perception -1

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

**hp** 26 (4d10+4)

**Fort** +4, **Ref** +4, **Will** +0

### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +6 (1d6+1/18-20)

**Ranged** mwk heavy crossbow +8 (1d10/19-20) or  
throwing axe +7 (1d6+1)

### TACTICS

**During Combat** The warrior uses her crossbow until she is in boarding range, then switches to her scimitar.

### STATISTICS

**Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Mobility, Toughness

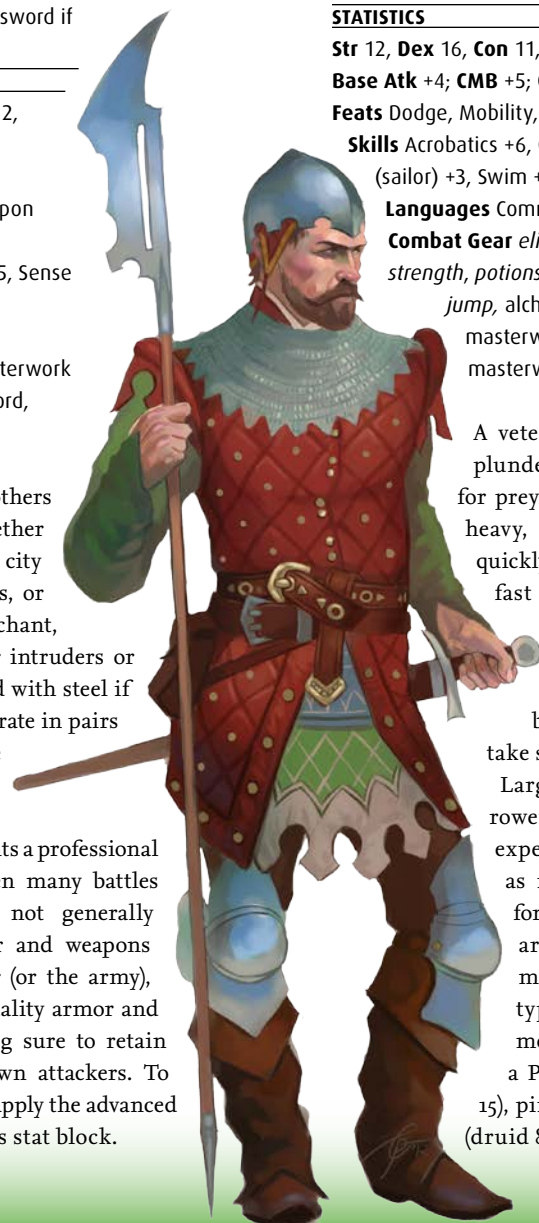
**Skills** Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17

**Languages** Common, Orc

**Combat Gear** *elixir of swimming*, *potion of bull's strength*, *potions of cure light wounds* (2), *potion of jump*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp

A veteran buccaneer lives to murder and plunder. Like a shark, she constantly hunts for prey. Buccaneers prefer easy targets like heavy, slow-moving merchant ships that quickly surrender their booty rather than fast military vessels that at best have a stockpile of weapons and at worst carry a full crew of angry sailors itching to spill pirate blood. Some buccaneers take only cargo, some take slaves, and some leave no survivors.

Larger pirate vessels may have slave rowers (use the old sailor stat block, expert 2) who are prodded to the decks as reluctant fighters and living shields for the actual buccaneers; these slaves are easily replaced from surviving members of the opposing crew. A typical pirate captain uses the grizzled mercenary stat block (warrior 6) or has a PC class like the pirate king (fighter 15), pirate queen (ranger 10), or sea captain (druid 8).





# Pathfinder Society Scenario #6–20: Returned to Sky

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Chesed Trendsetter (The Exchange):** You have helped change Chesed's economic policy, allowing the Exchange faction to be at the forefront of this evolving mercantile landscape. The surge of new goods make it especially easy to find what you want to buy; you can spend up to 3 Prestige Points when purchasing an item to temporarily increase your effective Fame score by twice the number of Prestige Points spent for the purposes of determining your purchase limit.

**Chesed Monopolist (The Exchange):** You have helped the Exchange faction exploit the crusaders bound for Mendev by charging exorbitant prices. You gain an additional generic Prestige award (*Guide to Pathfinder Society Organized Play* 26) that allows you to acquire a single item worth 1,500 gp or less once per session at a cost of 3 Prestige Points. Items purchased in this way are worth 0 gp and cannot be sold.

☐ **Crusader Star (Silver Crusade):** Your efforts in Chesed have helped crusaders bound for Mendev to arrive without selling off critical resources to afford the trip. In recognition of this deed and your ongoing heroics, Queen Galfrey of Mendev has awarded you the Crusader Star, one of the highest civilian medals for service to the nation. You can check one of the boxes preceding this boon to use the medal to requisition a +1 *holy weapon* (or 10 pieces of ammunition) for the duration of an adventure. Alternatively, you can use the medal as an additional focus when casting a spell with the good descriptor; you must check a box, which applies the benefits of the Empower Spell metamagic feat to the spell without increasing its caster level.

**Rare Generator:** You discovered a damaged generator from which you are able to siphon a small amount of the energy into a technological device. You can cross this boon off your Chronicle sheet to restore 2 charges to a timeworn weapon, timeworn armor, or another timeworn device. If you have the Technologist feat, you instead restore 1d4+1 charges to the item. This boon can only restore charges to a technological item that has at least 1 charge remaining.

**Sky Key Component (Numeria):** You have recovered one of the five lost components of the strange relic known as the Sky Key. This piece once belonged to Toggrim, whose descendants now live in Chesed.

☐ **Starmetal Stockpile:** During your adventure in Numeria, you found a large amount of rare skymetals (*Pathfinder Campaign Setting: Technology Guide* 56–57). You can check the box that precedes this boon in order to purchase a single weapon or suit of armor made of horacalcum, noqual, or siccitate at its listed cost. You can only purchase one such item using this boon, even if you later sell the weapon or armor.

☐ **Tipping the Balance (Liberty's Edge):** You have established the Liberty's Edge faction as a force for good in Numeria, and some escaped thralls are willing to smuggle one of the Technic League's rare devices out of the region for you. You may check the box preceding this boon in order to purchase a single timeworn object from the following list: arc rifle, force field (any), laser sight, nanite gun (any), null blade, scatterlight suit (any), or zero pistol (see the *Technology Guide* for more information). The item has half its maximum charges and has a purchase price equal to one-quarter its listed market price. You may only purchase one such object, even if you later sell it.

### All Subtiers

*boots of speed* (12,000 gp)  
*cloak of resistance* +1 (1,000 gp)  
*ring of protection* +1 (2,000 gp)  
timeworn sonic rifle (5 charges; 6,500 gp, limit 1;  
*Technology Guide* 55, 27)  
*vest of escape* (5,200 gp)  
*wand of greater invisibility* (5 charges; 2,100 gp, limit 1)

### Subtier 10–11

*amulet of natural armor* +1 (2,000 gp)  
*headband of vast intelligence* +2 (4,000 gp)  
*minor cloak of displacement* (24,000 gp)  
*scroll of dimension door* (CL 12th; 1,200 gp, limit 1)  
timeworn monowhip (7 charges; 24,500 gp, limit 1;  
*Technology Guide* 55, 26)  
timeworn railgun (5 charges; 7,500 gp, limit 1;  
*Technology Guide* 55, 27)  
*wand of invisibility sphere* (19 charges; 4,275 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7–8	2,168
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	3,006
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10–11	3,843
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—
MAX GOLD	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
	Initial Prestige	
	Initial Fame	
	+	GM's Initials
	Prestige Gained (GM ONLY)	
	—	
FAME	Prestige Spent	
	Current Prestige	Final Fame
	Starting GP	
	+	GM's Initials
GOLD	GP Gained (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	—	
Gold Spent		
=		
Total		

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #