

PATHFINDER SOCIETY

YEAR OF THE STOLEN STORM



WARDENS OF SULFUR GULCH

By Isabelle Lee



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GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary 5* (B5), *Pathfinder RPG GameMastery Guide* (GMG), and *Pathfinder Campaign Setting: Technology Guide* (TG). GMs can find the complete rules of these books available online for free at **paizo.com/prd**, and the relevant rules from *Bestiary 5* are reproduced in an appendix at the back of the scenario for the GM's convenience.

HOW TO PLAY

Pathfinder Society Scenario #8-04: Wardens of Sulfur Gulch is a Pathfinder Society Scenario designed for 7th- through 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. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at **paizo.com/pathfinderSociety**.



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WARDENS OF SULFUR GULCH

By Isabelle Lee



Approximately nine millennia ago, a starship from a distant world crash-landed in the region that became modern Numeria. Although much of the wreck remained intact and juts prominently from the ground in a formation now known as Silver Mount, innumerable pieces of the ship broke apart while entering the atmosphere and scattered across the landscape. Preserved by generations of superstitious Kellid practices, these ruins remain largely untouched but for recent delves led by the cutthroat Technic League. One of the larger ship components was the Aerotech Synthesis Compound, which crashed into the Sellen Hills east of Silver Mount. Originally, this module manufactured and stored toxic gases integral to other ship functions. The rough landing caused many of the gases to leak slowly into the surrounding environment, prompting locals to give the site a new name: Sulfur Gulch.

Poisonous gases represent the lesser of the site's two threats. While the starship was crashing, one of its crewmembers named Isirah Tana desperately attempted to download her mind directly into a technological device known as compact AI core, transforming herself into an artificial intelligence. Unfortunately, the ship crashed before she could complete the process, leaving an imperfect duplicate of her mind trapped in a reinforced crystal panel. Slain while caught between a mortal existence and technological immortality, her soul warped and rebelled. Half of her survived in the compact AI core, but the other half infected the compound's integrated electronics, becoming a powerful haunt that navigates the crippled computer systems and rules over the haunts of the other slain crewmembers. Both versions of Isirah are curious and yearn to explore this new world but are trapped in their respective states.

The first hint of salvation arrived several centuries ago, when the famed Pathfinder Gojan the Sharp located Sulfur Gulch and made an initial survey of the area. Finding the interior of the ship's ruins choked with toxic fumes, he summoned an air elemental to clear the caustic

WHERE ON GOLARION?

Wardens of Sulfur Gulch takes place in Numeria's Sellen Hills, a harsh land that hides countless fragments from a crashed starship. This is also the territory of the Ghost Wolves, a Kellid tribe that vigilantly destroys any alien technology it finds, knowing those devices can inflict terrible wounds on its people. For more information about Numeria, the Sellen Hills, and the Ghost Wolves see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*, available at bookstores and game stores, as well as online at paizo.com.



vapors. The elemental's form is was a stunning revelation to Isirah's shade, for she maintained the ability to activate the compound's few surviving chemical facilities and create new gases. She calculated that if she could discover the secrets of elemental fabrication and summoning, she could fabricate a gaseous body she might then inhabit, freeing herself from her technological prison. The robots she sent to capture and question Gojan only chased him off, and she has spent the time since painstakingly researching various theories and approaches on her own. Should she succeed, she could escape in the form of an immense toxic elemental and inflict her undead ambitions on Numeria.

SUMMARY

Guided by the notes of an early Pathfinder, the PCs set out from the River Kingdoms, journey deep into Numeria, and make contact with the technophobic Kellid tribe known as the Ghost Wolves. Meeting with the tribe's fierce leader, the PCs must convince her to honor an old debt and allow them passage to the site known as Sulfur Gulch. Upon arriving, robotic sentinels emerge, drawing the ire of the machine-hating Ghost Wolves and making them second-guess their decision to help the Society.

Most of the ship remnants at the site are buried, and their interiors are thick with toxic gases, though it's all in surprisingly good repair for a Numerian ruin. Early on, the PCs discover a technological artifact holding the fragmented mind of an interstellar explorer, Isirah. She is as eager as they are to investigate the site, hoping to restore her damaged memories. However, she and the PCs discover that Isirah's soul survived as a unique undead presence. Unless they can understand the nature of Isirah's shade, render her vulnerable, and destroy her, the undead starfarer eventually rises as a titanic elemental monstrosity.



GETTING STARTED

The PCs begin in the River Kingdoms city of Tymon, at Smine's Weaponworks. This smithy doubles as a covert Pathfinder lodge, operated by the dwarven venture-captain and master weaponsmith Holgarin Smine. Read or paraphrase the following in order to begin the adventure.

Disguised as an adventurers' boarding house, Tymon's low-profile Pathfinder lodge rests directly above Smine's Weaponworks, the city's eminent smithy. The smell of burning coal and laborers' sweat permeates the building, though a bowl of cloves and aromatic bark makes an earnest attempt to downplay the industrial ambiance. The door opens, letting in the echoes of hammers on metal while also revealing a soot-stained dwarf dressed in blacksmith's garb: Venture-Captain Holgarin Smine. In one hand, he effortlessly carries a large basket, while the other holds a magnificent double-headed axe of lustrous adamantine. He sets both on the table before removing a cloth-wrapped bundle and a selection of bread, cheese, and cider from the basket.

"All right, Pathfinders. Got a task for you—dangerous lands, dangerous task." He speaks in his infamously staccato manner. "You come well recommended," he adds with an approving nod.

"I know you're up to it."

The dwarf unwraps the bundle, revealing a sheaf of twine-wrapped notes. "Ever heard of Gojan the Sharp? Early Pathfinder, renowned explorer, he wandered Numeria for a decade. Found all sorts of strange places outside Silver Mount he couldn't explore in one lifetime; one of 'em was Sulfur Gulch. Society's known about lots of these places, but not that one. Long time ago, the gnome Elylsia hid away the findings." Smine exaggerates a scowl, adding, "Not good Pathfinding policy, that. Always report. You know that already."

Patting the stack of notes, he continues. "Some others found the notes, so it's good as new to us; you'd be the first to explore it. Trouble is that it's Kellid territory—Ghost Wolves' land. Lots of Kellids hate Numerian technology, but Ghost Wolves? They really hate it. The good news is Gojan did the Ghost Wolves a big favor and never collected. They owe us one, and that favor's going to be not killing Pathfinders when they explore Sulfur Gulch." Smine picks up the axe reverently. "We've set up a meeting with Xol-Nomag, the current chieftain. Bring this as a gift. Get safe passage. Don't get killed by Kellids. Then go to Sulfur Gulch, and find out what it's about—what was it for, who lived there, how it all worked. If you smuggle anything out,

be real careful. Wearing fur doesn't make Ghost Wolves stupid. They have magic and wits to spare. And try to make a good impression. We might need them on our side someday. Or at least not killing us on sight."

The dwarf rubs his calloused hands together. "That's it. Any questions?"

As Venture-Captain Smine slides the PCs the pile of notes, give the players the **Player Handout**, which represents an entry from Gojan the Sharp's journals as annotated by the gnome Elylsia. Smine also hands over the Kellids' gift, a finely made adamantine greataxe with several custom touches and Smine's maker's mark stamped near each edge. He then answers the PCs' questions as best he can. In addition to the answers below, he can also provide equivalent information to having succeeded at a DC 15 Knowledge check for any of the entries below; however, let the PCs recall what they can first, and let Smine fill in some of the rest.

What else can you tell us about the Ghost Wolves? "Not much else to tell. They loathe technology. So if you've got any, don't flaunt it. You can still bring what you have, though. They take these debts seriously, and they won't attack—unless provoked."

Will we have to worry about Technic League interference? Smine grins. “Doubtful. The Ghost Wolves despise the League. They’ll keep the technomancers off your backs.”

Is there any other info on Sulfur Gulch?

“Not much, which is why we’re exploring it. Place gives off smoke, I hear. Nasty stuff, and poisonous too. No signs of tech near the surface. If there were, the Ghost Wolves would’ve smashed it.”

Can we use *A Thread Of Silver*? This question is a references to a rare book that presents various insights about Numerian sites and technology. Smine sheepishly shakes his head. “Nope. Lent it out to a team headed near Iadenvaigh.” He frowns in thought for a moment before adding, “Expected them back about now. I’ll ask a different group to check on ‘em. Focus on the Gulch.”



KNOWLEDGE (DUNGEONEERING OR ENGINEERING)

Based on the result of a Knowledge (dungeoneering or engineering) check, the PCs might know about the technology and ruins for which Numeria is famous. Each PC notes all of the information with a DC less than or equal to the result of her check.

15+: Numeria is known for its mysterious technology. Many of Numeria’s ruins contain deadly mechanical guardians called robots.

20+: Due to its extreme age, both the technology itself and the ruins it comes from are plagued with malfunctions and glitches. Pristine technology is extremely rare and extremely valuable, yet even partly functional devices are worth quite a bit. The Technic League maintains a tight embargo on smuggling technological devices, which drives up the price further for those who can make it out of Numeria with any goods.

25+: Experienced explorers associate Numeria’s “ruins” with the remains of an otherworldly vessel that fell from the sky millennia ago. Little is known about the vessels’ creators, all of whom likely perished in the cataclysmic crash. Even the rare humanoid facsimiles known as androids associated with Numerian technology struggle to understand their true origins.

KNOWLEDGE (GEOGRAPHY)

Based on the result of a Knowledge (geography) check, the PCs might know about the Sellen Hills and its sites. Each PC notes all of the information with a DC less than or equal to the result of her check.

15+: The Sellen Hills are a harsh land, ill suited for human habitation. The only noteworthy settlement is Chesed, a city built where the Sellen River meets the Lake of Mists and Veils. Beyond its walls, most of the population is nomadic and ethnically Kellid. Chesed serves as a capable base of operations for anyone risking the Numerian wilderness.

20+: Like the rest of Numeria, technological ruins dot the Sellen Hills. Most of these remain unexplored due to the danger of the region, to say nothing of the danger the ruins themselves hold. Even so, some explorers dare the protective locals’ ire and mechanical threats in search of profit.

25+: Sulfur Gulch juts from the side of a gully in an expanse even more barren than the surrounding region. The vapors that permeate the area have choked out nearly all plant life.

KNOWLEDGE (LOCAL)

Based on the result of a Knowledge (geography) check, the PCs might know about the Sellen Hills and its sites. Each PC notes all of the information with a DC less than or equal to the result of her check.

15+: Most of Numeria’s population is Kellid. While many settled down in the region’s few cities, numerous tribes still wander the wilds. Their long history of clashing with neighbors for the land’s scarce resources gives these tribes a reputation for savagery, though many Kellids prove quite warm and hospitable under peaceful circumstances.

20+: The Ghost Wolves are notorious for their open hatred of technology and their hit-and-run raids against the Technic League. Because they claim extensive stretches of the Sellen Hills, fewer sites there have fallen prey to scavenging opportunists.

25+: Kellids have a largely deserved reputation for distrusting arcane magic. The same is not true for the Ghost Wolves, who celebrate and train promising spellcasters to help fend off the alien constructs that sometimes emerge from the ruins. The Ghost Wolves are

especially fond of invisibility, which protects against the constructs' deadly light beams.

MEETING THE GHOST WOLVES

Once the meeting ends, the PCs have an opportunity to stock up on supplies in Tymon before hopping aboard a riverboat bound up the Sellen River toward Chesed. The trip takes a few weeks as the boat winds its way through the waterlogged woodlands of the River Kingdoms and crosses into the scrublands of Numeria. Several days later, the captain points out a pile of rocks adorned by a series of sun-worn cloth streamers, identifying it as a common signal that a local tribe awaits visitors. The crew lands the PCs on the east bank shortly thereafter, wishing them luck before departing for Chesed.

Within an hour, a small band of Ghost Wolves warriors arrives with weapons sheathed and silvery mail partly hidden by their rough cloaks. The group's leader is Jala Spirit-Eye, a handsome warrior who confirms that the PCs are Pathfinders before welcoming them and complimenting them on any apparent strengths such as muscles, weaponry, or impressive animal companions. As he observes, "You must be confident that you can gain Xol-Nomag's favor." He laughs, his stoic look becoming one of friendly amusement. "Confidence is good. Come, come along. We will take a meal together at our camp, and then you can present your case to her."

Any PCs who wish to converse with the band find them quite gregarious. The Kellids share tales of battle against the Technic League, especially with obvious warriors among the PCs. They are less amicable toward any PC who is openly bearing advanced technology, although they are not hostile. Jala is particularly friendly and open with the PCs, and he's happy to engage in conversation; he indicates that the Ghost Wolves could benefit greatly from trade with the Society, especially for new spells and other magical wisdom. PCs who learn this may be able to use this to their advantage both in the Ghost Wolves' camp, as well as when confronting Jala again at the end of the adventure.

The Ghost Wolves have pitched their camp a day's journey from the river, and the settlement is abuzz with activity. Some wrestle and spar, while others mend weapons and armor. Within a broad tent, half a dozen mystics consult books, familiars, and each other while discussing magical theory. Kellids of all ages busily butcher an immense boar, cutting it into strips to preserve while a several older members lead in an energetic work song to keep the pace lively. Throughout the afternoon, children busy themselves with play or by shadowing the adults. Xol-Nomag is not present when the PCs first arrive, but she returns early in the evening with a group of scouts.

While the PCs wait for an audience with the chieftain, they can ingratiate themselves with the other Kellids. The Ghost Wolves don't mind a bit of distraction so long as it doesn't detract from their main tasks, and visitors who can share in the work earn the tribe's appreciation. Use this as a short opportunity to let each PC roleplay interacting with a few of the Ghost Wolves while giving them an appreciation for the Kellids as something more than barbaric caricatures.

In each case, let the PC demonstrate her value to the tribe with a check or clever use of an ability. That might involve helping butcher the boar, showing off her strength to the wrestling warriors, joining the musicians, teaming up with a witch NPC to share spells between familiars (a PC can learn two new spells whose level are lower than the highest level she can cast), or any other suitable task. Use DC 18 as a base DC for most skill checks and 20 as a base AC or CMD for feats of martial prowess (increase these to 20 and 23 respectively in Subtier 10–11), and consider granting as much as a +5 bonus on any check for good roleplaying or being able to speak Hallit. Note the number of successes, as these impact the PCs' meeting with Xol-Nomag.

AUDIENCE WITH XOL-NOMAG

As evening sets in, the Ghost Wolves begin preparing a communal feast of dried fruit, hard cheese, and meat carved and roasted from the immense boar. Entertainment takes the form of tales both solemnly historic and vividly comedic, including a lively story Jala tells of a bumbling spine dragon. If the PCs wish to join in, the Ghost Wolves welcome narratives from beyond Numeria.



Xol-Nomag

Xol-Nomag is present at the meal, but she does not approach or address the PCs yet, instead observing them sternly from afar. Even her own tribe treads carefully around her, treating her with a blend of awe, devotion, and fear. As the meal ends, Jala approaches the PCs and offers to escort them to meet Xol-Nomag. The barbarian chieftain sits cross-legged upon a tall heap of spread furs, her spiked club resting across her knees and her eyes partly closed as if in meditation. She lifts her head and fixes the PCs with a piercing stare as they approach.

“We know why you have come, Pathfinders. Long ago, one of your kind did a service for us, and now you hope to turn that debt into an open invitation to explore our lands.” Her eyes narrow, and she gives a predatory grin. “You cannot think we are so simple. We know what you are here for. No technology leaves our lands, and our debt does not change that.” She leans back, as if waiting for a response.

Despite her stern rebuke, Xol-Nomag is loath to forsake her ancestors’ obligation to Gojan the Sharp (and by extension, the organization he represented). To convince her to honor their request, the PCs must make their case, such as by explaining how they overcame great dangers before, how they’re extremely trustworthy, or by promising to abide by any other restrictions the Ghost Wolves wish to impose on their expedition. Once the PCs have explained themselves, have one of the participating PCs attempt to succeed at a DC 23 (DC 27 in Subtier 10–11) check; Diplomacy is the default skill, though other skills such as Bluff or Perform (oratory) might better fit the PCs’ approach. Grant the check a +3 bonus if at least half of the PCs successfully impressed the Ghost Wolves earlier in the day, and increase this bonus to +6 if all of the PCs succeeded. Impose a –5 penalty if the PCs do not give Xol-Nomag Smine’s adamantite greataxe as a gift. Also impose a –5 penalty if any of the PCs are obviously carrying or equipped with technological equipment, such as that from *Pathfinder Campaign Setting: Technology Guide*.

Development: If the PC succeeds at the check, Xol-Nomag relents and declares that a band of her warriors will accompany the PCs to Sulfur Gulch in the morning. However, she makes it clear that no technological devices are to leave the site that the PCs did not carry before entering; anything they try to remove will be destroyed. If the PC exceeds the check by 10 or more, the Pathfinders suitably impress Xol-Nomag, and she conveys her same technophobic warning but expresses greater trust in the PCs; this affects events during the scenario’s final encounter with the Ghost Wolves.

Following a successful negotiation, Jala inspects the PCs and their equipment using *detect magic* and *technomancy*^{TC}. If asked, he explains that he needs to know

what they arrived with, and thus what they are permitted to carry away. If a PC is so inclined, she can attempt a Sleight of Hand check opposed by Jala’s Perception (+10) to stash an item out of his spells’ line of effect or distract him using Bluff against his Sense Motive (+15) long enough to cast a spell like *nondetection*. If Jala catches a PC attempting to evade his divinations, he reprimands them and takes extra care checking the PCs for the rest of the campaign—effectively taking 20 during later encounters.

Once this process is complete, he shows them to their accommodations. The band sets out the next day, cutting southeast toward Sulfur Gulch, which the group reaches on the late morning of the second day.

If the PCs fail the check, Xol-Nomag is unconvinced that the Society will honor the Ghost Wolves’ wishes. She informs the PCs that they have safe passage through her people’s land, but if they are to reach Sulfur Gulch, they do so at their own peril, without guides, and without mercy should they do anything to endanger the tribe. The PCs can set out at their leisure but must succeed at a DC 25 Knowledge (geography) or Survival check in order to find Sulfur Gulch based on Gojan’s weathered records. Should they fail, they arrive at Sulfur Gulch nearly a week later and are fatigued after being lost in the wilds.

A. SULFUR GULCH (CR 8 OR CR 11)

Sulfur Gulch is part of a network of wind-weathered arroyos partly obscured by shaggy scrub grass. A chemical smell lingers in the air where the trail descends, leaving the land virtually barren for several hundred feet. The only visible gas is a faint, greenish vapor that wafts from a foot-wide crack in the gully that leads to the crashed starship module. As the PCs arrive, the tunnel entrance on the map is blocked by earth and rock. Wary, the Ghost Wolves spread out and watch their surroundings, hoping not to linger too long.

Any creature with tremorsense or a PC who succeeds at a DC 25 Perception check can feel the ground trembling faintly—a result of the buried air compressors and damaged reactor that still operate intermittently in the Aerotech Synthesis Compound. This trembling grows slightly stronger as the PCs approach the hillside crack. Furthermore, the green gas begins venting with greater pressure, even beginning to whistle slightly. Sensing that someone is near, Isirah’s shade has redirected a large quantity of the facility’s gases to the buried entrance. By the time a PC approaches within 60 feet, the pressure has grown so great that a nearly 20-foot-wide stretch of the gully explodes outward in a shower of soil, stone, and choking mist.

The sickly green fog behaves as a *fog cloud* centered on the new entrance, but it obscures the area for only 1 round before it disperses. After the first round, the encounter

A. Sulfur Gulch



1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

area is washed in a thin miasma of foul-smelling gas. Beyond its offensive stench, it imposes no mechanical penalties except against a creature with the scent ability, which is sickened for 1 minute unless it succeeds at a DC 18 Fortitude save.

Creatures: Isirah's shade commands only a small force of robots. Not wishing to allow another trespasser to escape as Gojan did, she sends them all to incapacitate and capture the intruders. These robots begin the encounter just inside the fresh cave and spill out, using the thick fog to cover their egress. As the robots attack, the Ghost Wolves assist the PCs in destroying the technological menaces; see the Ghost Wolves' Aid sidebar on page 9. If the Ghost Wolves did not guide the PCs here, simply ignore this feature.

SUBTIER 7-8 (CR 8)

GEARSMEN (4) CR 4

hp 42 each (*Pathfinder Bestiary* 5 207; see page 29)

TACTICS

During Combat A gearsman selects a random PC as a target, attacks until the target falls unconscious, and then seeks out a new target. It uses nanite repair on itself if brought below 20 hp.

Morale The robots fight until destroyed.

SUBTIER 10-11 (CR 11)

ADVANCED GEARSMEN (4) CR 5

hp 42 each (*Pathfinder Bestiary* 5 288, 207; see page 28)

TACTICS

Use the tactics in Subtier 7-8

WARDEN ROBOT CR 9

hp 112 (*Pathfinder #87: The Choking Tower* 88; see page 29)

TACTICS

During Combat The warden activates its infrasonic field on the first round of combat and moves to affect as many foes as possible. Thereafter, it makes full attacks with its combined arms ability, splitting its attacks among multiple foes. If targeted by a spell, it uses its dazzler ability on the caster on its next turn.

Morale The warden fights until destroyed.

Development: Once the fight is over, Jala voices his suspicions that there are more of the constructs active nearby. In order to keep them from escaping, he and the other Ghost Wolves intend to guard this entrance while the PCs explore. He warns the Pathfinders that should machines continue to emerge, the warriors may have to collapse the entrance. With a touch of graveyard humor, he adds, "Whether you've escaped or not."

SCALING ENCOUNTER A

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

Subtier 7-8: Remove one gearsman from the encounter.

Subtier 10-11: Remove one advanced gearsman from the encounter. In addition, corrosion has reduced the warden robot's hardness to 5.

GHOST WOLVES' AID

The Ghost Wolves hate robots and help the PCs destroy as many of the constructs as they can. Rather than place individual NPC warriors on the map and dedicate time to rolling their attacks and damage, this aid is able to take two different forms.

Jala Spirit-Eye: At the end of the first round of combat, Jala activates his inspire courage (+2) bardic performance ability. He continues this performance throughout the duration of the combat.

Ghost Wolves Warriors: At the beginning of each PC's turn, she can determine how one of the warriors is helping her, such as by distracting gearsmen or focusing their attacks on the PC's targets. This assistance either grants the PC a +2 bonus on all her attacks, increases the damage dealt by her weapon attacks by 1d6, or grants her DR 3/— against the robots' attacks. The benefit lasts until the beginning of her next turn. Alternatively, the PC can have a warrior simply strike one of the robots, dealing 2d6+4 damage that bypasses the robot's hardness.

If the robots render the PCs unconscious, the Ghost Wolves eventually finish off the constructs. In this case, Jala casts *cure serious wounds* the PC he believes most capable of healing the other PCs.

Friendly as he may be, Jala is regrettably sincere in his threat. Fortunately, the PCs should face little difficulty completing the rest of the scenario in a timely fashion, even if they take the better part of a day to study the ruins. Instead, use this promise as incentive to keep the adventure moving.

Treasure: In addition to copper, steel, and more mundane metals, the gearsmen's bodies consist of small amounts of gold, platinum, and sundry sky metals that the PCs can salvage with 1 hour's work. Each of the gearsmen has 1,000 gp worth of such precious metals.

Rewards: If the PCs fail to defeat the robots, reduce each PC's gold earned by the following amount.

Subtier 7-8: Reduce each PC's gold earned by 767 gp.

Out of Subtier: Reduce each PC's gold earned by 959 gp.

Subtier 10-11: Reduce each PC's gold earned by 1,151 gp.

SCALING ENCOUNTER B1

To accommodate a group of four PCs, the toxic gas deals acid damage only; ignore the poison component.

AEROTECH SYNTHESIS COMPOUND

The compound is a large expanse of passages, laboratories, and storage facilities with an approximate footprint of 300 feet square. Many of these areas are inaccessible, having crumpled on impact or collapsed over time, leaving few viable routes for the PCs to investigate. As the PCs explore, they encounter the areas described in the following sections. Travel from one mapped area to another typically takes a few minutes.

Isirah's shade inhabits what remains of the compound, and she gazes upon her domain through several dozen intact cameras, monitors, and other sensors. The power generators are trapped beyond the easy reach of the PCs in closed-off areas, and these machines continue to provide a modest amount of energy—enough that Isirah's shade can ration it between her sensors and a few of the gas manufactories. The glow of control panels and several ceiling lights provides dim light throughout the complex. The compound's walls consist of an adamantine-iron alloy, which has hardness 15 and 30 hit points per inch of thickness.

Haunts: Although Isirah's shade cannot aggregate with robots, she can manifest haunts in many of the encounter areas. This process relies heavily on the compound's technology, and the PCs can neutralize such technological haunts beyond dealing damage with positive energy. As a standard action, a PC adjacent to either a camera or a monitor can sabotage the device with a successful DC 25 Disable Device or Knowledge (engineering) check. A PC with the TechnologistTM feat gains a +5 bonus on this check, and once per day that PC can attempt to disable two adjacent devices as part of the same action. The PCs can also elect to demolish these devices with raw damage, though resorting to this technique destroys valuable technology that they could have studied and documented. Cameras and monitors have 10 hit points and hardness 10, except where otherwise noted, and electricity attacks deal full damage to these electronics. Damage dealt to cameras and monitors also applies to the haunt, up to the device's current hit points. Disabling a device through other means deals damage to the haunt as though the device had been destroyed. Individual encounters also detail how these devices' debilitation might affect a haunt (such as by reducing their offensive capabilities).

Because Isirah's shade commands a small community of haunted souls, each time the PCs neutralize a haunt, they also weaken the shade. This impacts the encounter

in area C6. Track only those haunts that the PCs neutralize; do not count haunts that merely go dormant after activating.

B. STORAGE CORRIDORS

Many of the rooms near the entrance collapsed on impact, leaving only one way for the PCs to travel as they first enter the compound. Due to the endemic gas leaks from damaged pipes and conduits, the dark gray, metal passageways here are stained yellow-green by residue in many places.

B1. Compound Entrance (CR 7)

Isirah's shade observes the intruders carefully from hidden sensors, studying their behavior for clues about their tactics.

Trap: To test the intruders' capabilities, Isirah's shade vents toxic gases into the corridor. This functions as a trap, and a PC with the TechnologistTM feat has a chance to notice it as though she possessed the trap spotter rogue talent. In addition, a PC with the TechnologistTM feat can choose to reverse the vents' flow, causing them to suck away the area's foul fumes instead. Even though the shade activates the trap manually, a PC can still notice it well ahead of time while searching for traps by detecting the vents and the traces of caustic gas that are seeping out.

ALL SUBTIERS (CR 7)

TOXIC VENTING

CR 7

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECTS

Trigger manual; **Reset** automatic (1 hour)

Effects poison gas (5d6 acid damage and caustic decay poison); never miss; multiple targets (all targets in the 10-ft.-by-20-ft. marked area)

Caustic Decay—inhaled; *save* Fort DC 18; *frequency* 1/round for 3 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

B2. Storage

This chamber is a mess of shattered boxes and other detritus, and the lights flicker and crackle. A few intact-looking objects lie near the eastern wall, including a book-sized sheet of glittering crystal.

This is where Isirah uploaded herself into her AI core—and where she died mid-process, her body broken by the trauma of impact. This room sustained heavy damage, disabling the area's cameras and preventing Isirah's shade from perceiving anything in there.

Treasure: While the explorer's body rotted away millennia ago, her gear remains. This includes her

B. Storage Corridors



1 square = 5 feet

Path nder Map Pack: Starship Corridors and Starship Chambers

camera^{TG}, flashlight^{TG}, and emergency raft^{TG} (all fully charged) in addition to her chameleon suit^{TG} (40 charges). In Subtier 10–11, her emergency shelter^{TG} (30 charges) is present as well. All of these items are timeworn. In addition, her cyberart—the twining strands that made up the tattoos on her face—and a skillslot with a Mark II Survival skillchip (Mark III in Subtier 10–11) lie among her possessions.

Perhaps the greatest prize, though, is Isirah's compact AI core: a rectangular sheet of pale blue crystal the size of a large journal, reinforced with adamantine and laced with skymetal horacalcum. The AI core has hardness 20 and 80 hp, and weighs 8 pounds. This technological artifact contains the starfarer's mind, uncorrupted by millennia of undeath. Her curiosity remains undimmed, and she is desperate for human contact and the opportunity for exploration.

PRESENTING ISIRAH

Isirah is sweet, helpful, and deeply curious, if somewhat naive—a stark contrast to her malevolent shade. Before her transfer into the AI core, Isirah served as a dedicated explorer of newly discovered planets. Her eagerness to explore and learn is still very strong, especially regarding the PCs and their world. Magic particularly fascinates Isirah, and even something as minor as a cantrip evokes childlike delight from the starfarer. Some of her emotional responses are dulled or negated due to the imperfect mental transfer; for example, Isirah seems unable to feel any manner of anger (instead acting oddly confused when vexed), and sarcasm is wasted on her.

Isirah's role in the scenario is to generate curiosity about the site, facilitate PC exploration, and aid PCs in understanding the Compound and its unique challenges. As such, her contributions to the narrative can vary based on the GM's needs—she can identify the function of the chambers for the PCs, give background on items they find, or simply provide flavor as she explores her former home with them. The faulty transfer damaged many of Isirah's memories, leaving her able to recall only disconnected echoes of life aboard the ship or the planets she explored. Most encounter locations include notes about her reaction to specific areas or events, as environmental stimuli can jog her memory.

Isirah's AI core has remained in power-saving mode for thousands of years, waking occasionally only to attempt memory repair. If a PC touches it, the core begins waking up to full operational levels. This causes the crystal sheet to shimmer with swirls of color. The image quickly resolves into that of a dark-skinned woman, who looks around for a moment as if disoriented. Once she gets her bearings, her face lights up with excitement, and she eagerly greets them in Androffan, an alien language practically unknown on Golarion. In the highly likely case that none of the PCs can understand her, she tries to prompt them to speak so that her auto-translator function (see below) can familiarize her with one of their languages.

Even though Isirah is curious about the PCs, the Pathfinders no doubt have questions for her. Some of the most likely (and their answers) are provided below. For

many questions, especially those about her society or the ship, she simply stares blankly and shakes her head.

Who are you? The woman smiles. "Isirah... Isirah Tana." She pronounces her name slowly, at first—Iss-sai-rah—as if she had almost forgotten it. "I was an explorer... I think."

What are you? "I'm a human. Or do you mean this thing?" She mimics knocking on the screen from inside.

"It's an AI core—artificial intelligence. I stored my mind in here, somehow. I'm not sure why, but I remember... I think something very dangerous was happening."

Where are you from? Isirah smiles dreamily. "The stars."

What is this place? The image of Isirah looks all around, as if inspecting her surroundings through the screen. "The Ay... Ay... A-something." She looks nonplussed. "We called it the Compound."



ISIRAH TANA

CR —

NG artificial intelligence (*Pathfinder Campaign Setting: Technology Guide* 58)

Init +3; **Senses** Perception +10

DEFENSE

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

STATISTICS

Int 16, **Wis** 10, **Cha** 18

Skills Acrobatics +13, Climb +17, Craft (mechanical) +3, Diplomacy +7, Knowledge (engineering) +3, Knowledge (geography, nature) +6, Perception +10, Sense Motive +4, Stealth +13, Survival +9, Swim +17

Feats Alertness, Athletic, Craft Technological Item¹⁶, Skill Focus (Perception), Skill Focus (Survival), Technologist¹⁶

Languages Aklo, Androffan; see auto-translator

SQ auto-translator, cartographer, imperfect transference, lived experience, technological guidance

SPECIAL ABILITIES

Auto-Translator (Ex) Specialized subroutines in Isirah's AI core can decipher any spoken or written language she observes for at least 1 minute. She can store only one language in this way, and learning a new language purges the previous one from Isirah's memory.

Cartographer (Ex) Isirah studies any area she travels through, creating a map that she can display onscreen.

Imperfect Transference (Ex) Isirah's transfer into the AI core was not only hasty, but incomplete. She has a -10 penalty on all Intelligence-, Wisdom-, and Charisma-based skill checks (already calculated into the bonuses above). In addition, many of her memories and emotions are distorted. Isirah can lose this ability depending on the events in area **C6**.

Lived Experience (Ex) Isirah still remembers a number of (currently-useless) physical skills from her time as a human. She has 10 ranks each in Acrobatics, Climb, Stealth, and Swim, and treats them as class skills.

Technological Guidance (Ex) Isirah can verbally guide others through technological tasks. She can grant a PC the benefits of her Technologist feat for the purpose of performing physical tasks (such as reversing the vents in certain areas), but the action takes twice as long to complete; tasks that require a standard action instead take a full-round action.

Rewards: If the PCs do not recover Isirah's gear, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 888 gp.

Out of Subtier: Reduce each PC's gold earned by 1,159 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,430 gp.

B3. Junction (CR 7)

The corridor splits in a four-way junction. The walls are increasingly thick with bulbous pipes, from which the sound of rushing wind is audible.

The southern corridor ends abruptly 15 feet from the junction, crimped and crushed shut; the docking bay once lay in that direction. The area contains four cameras (hardness 10, hp 10), one at each corner of the intersection, and each one points down one hallway.

Haunt: When the PCs approach the intersection, Isirah's shade manifests one of the many haunts that compose her undead collective—a haunt formed from crew killed by vented gases during the crash.

ALL SUBTIERS (CR 7)

TOXIC CLOUD CR 7

CE haunt (10 ft. by 10 ft.)

Caster Level 9th

Notice Perception DC 21 (to hear the hissing of leaking pipes and see the cameras faintly glowing)

hp 14; **trigger** proximity; **delay** 1 round; **reset** 1 day

Effect The area fills with a 20-foot-radius cloud of poison gas, as per *cloudkill* (DC 17). The forms of choking, dying humans are faintly visible through the cloud. At initiative count 10, if no living creatures are within its area, the cloud moves 10 feet toward the nearest living creature. The cloud persists for 9 rounds.

Cameras Disabling or destroying a camera prevents the haunt from perceiving anything in that direction, and it acts as though no living creatures are in that direction.

Development: After the haunt fades or is destroyed, several ghostly images are visible: a number of ephemeral robots march into the eastern corridor from the north hall. The PCs can easily recognize these as the robots they

SCALING ENCOUNTER C1

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

Subtier 7–8: If the PCs reduce the haunt's hit points to 7 or lower before it manifests, reduce the damage it deals to 4d6.

Subtier 10–11: No adjustment

fought in area A. A PC who succeeds at a DC 15 Perception check detects a faint breeze from the western corridor. If the PCs mention this, Isirah notes that her personal chambers were in that direction.

Isirah's Reactions: Isirah has never encountered a haunt before, and while she is immune to both inhaled poison and mind-affecting effects (including haunts), the supernatural experience is still jarring for the starfarer.

C. THE SYNTHESIS LABS

The deeper the PCs travel, the greater the influence of Isirah's shade becomes.

C1. Gojan's Gate (CR 7)

If the PCs travel west from area B3, they reach this collapsed chamber.

This chamber's western end is shattered, revealing a wall of collapsed soil. The earth is loosely packed, and the air circulates gently as if stirred by a light breeze.

The corridor once led to the crew's chambers, but that portion of the ship tore away as the compound separated from the starship. This is where Gojan the Sharp entered the compound centuries ago, and where Isirah's shade received the inspiration for her grand plan. Gojan collapsed the tunnel with an alchemical device during his escape. The area contains two cameras (hardness 10, hp 10).

Haunt: Many of the compound's crew, including Isirah herself, perished during the catastrophic crash into Golarion. When the PCs enter this chamber, Isirah's shade manifests one of their haunts here.

ALL SUBTIERS (CR 7)

TRAUMATIC IMPACT CR 7

CE slow haunt (CR 7)

Caster Level 9th

Notice Perception DC 18 (to feel the sickening sense of falling and to notice the cameras' faint glow)

hp 14; **trigger** proximity; **delay** 1 round; **reset** 1 day

Effect At initiative count 0, all creatures in the room or the

C. The Synthesis Labs



adjacent 20 feet of corridor feel the bone-shattering impact of the crash. This deals 9d6 points of bludgeoning damage to each affected creature and renders them exhausted for 9 minutes. A creature that succeeds at a DC 18 Fortitude save takes half damage and is fatigued for that duration instead.

Cameras Disabling the cameras here damages the haunt but doesn't otherwise impair it.

Development: If the PCs defeat the haunt, another vision appears. The wall of earth to the west seems to fall away, revealing a tunnel from which a gear-laden explorer emerges.

As the air thickens with yellow-green mist, he pulls a gem from his pouches and smashes it, releasing an air elemental that begins dispersing the mist. The PCs immediately hear a cold, hollow-sounding voice from all around, making several demands all at once. PCs that speak Androffan understand the words; otherwise, see Isirah's Reactions below. The robots from the vision in area **B3** march into view, prompting the explorer to beat a hasty retreat while throwing a flask. The container explodes, collapsing the tunnel as the vision ends.

Isirah's Reactions: As in area **B3**, Isirah is unharmed by haunts. She can also translate the voice's words: "What is that/Give me that/I want it now," followed by "Robots, get him/I need him/Bring him to me." Isirah's personal chambers are long gone, but the starfarer doesn't mention the loss. If the PCs inquire, she replies with faint melancholy that she doesn't remember what her room was like anyway.

Treasure: A PC who succeeds at a DC 18 Perception check (DC 20 in Subtier 10–11) spots a *wand of fog cloud* (25 charges) sticking out of the collapsed earth where Gojan dropped it as he fled.

Rewards: If the PCs do not acquire the wand, reduce each PC's gold earned by the following amount.

All Subtiers: Reduce each PC's gold earned by 188 gp.

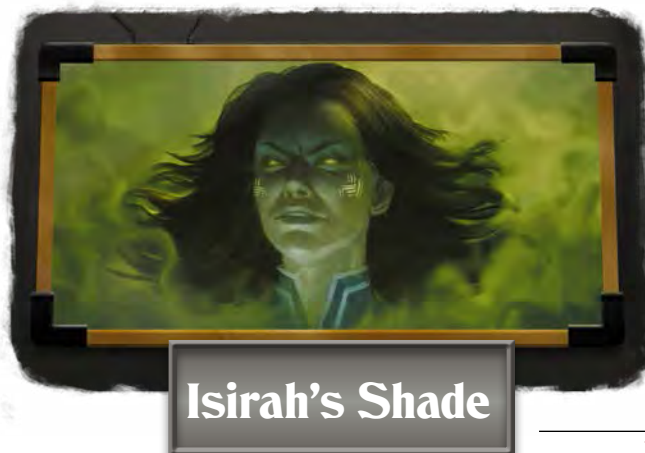
C2. The Shade's Dominion (CR 9 or CR 12)

If the PCs travel north from area **B3**, they reach this large chamber, which is laid out like an auditorium, with rows of seats pointed toward a large pane of black glass set into the curving northern wall.

The area contains two cameras (hardness 10, hp 10) in addition to the large monitor (hardness 10, hp 20). As in area **B1**, this room has several large vents that a PC with

the Technologist^{TC} feat can, as a standard action, activate with a successful DC 20 Disable Device or Knowledge (engineering) check. Activating these vents to expel air affects the caustic stalkers that appear later (see Creatures below) as though they were exposed to severe winds. A PC is able to activate the vents from panels adjacent to each of the doors.

As the PCs enter the chamber, Isirah's shade activates the big monitor, using it as a way to communicate with the PCs directly. Using an auto-translator similar to that of Isirah's compact AI core, the shade has by now analyzed and learned at least one of the PCs' languages. Read or paraphrase the following.



The black glass on the far wall suddenly lights up, resolving into the image of a dark-skinned woman surrounded by clouds of yellow-green smoke. Her gaze is cruel and imperious, and she exhales poison gas with every breath.

"Natives." Her voice is hollow and cold. "Lay down your weapons and surrender, and perhaps I will permit you to live."

While the PCs are unlikely to submit, Isirah's shade is willing to talk before launching her attack; it's been millennia since she had a real conversation. The shade is egomaniacal, demanding, and cruel, but measures of her old curiosity remain. Some likely avenues of conversation, including her answers to likely questions, appear below.

Who are you? "Isirah Tana. Among others."

Others? "I am all of those who died in the crash. I am many who are one." A PC who succeeds at a DC 22 Knowledge (religion) check identifies her as a rare anomaly: a sentient collective of haunts.

What about this (indicating the AI core)? Isirah's shade looks momentarily shocked before gesturing dismissively. "I tried to save a copy of myself on that device. But as you can see... the real me is quite intact." A PC who succeeds at a DC 14 Sense Motive check (DC 16 in Subtier 10–11) realizes that the shade was unaware of the AI's survival; a PC who exceeds this DC by 5 or more realizes that she is more deeply affected than she lets on. (see Development).

What is this place? "You are in the Aerotech Synthesis Compound. Once, it created rare gases for technological operations. Now, it will create a perfect elemental form."

SCALING ENCOUNTER C2

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

Subtier 7-8: The caustic stalker is unable to use its breath weapon until the third round of combat. In addition, reduce the haunt's hit points by 10.

Subtier 10-11: Remove one caustic stalker from the encounter. In addition, reduce the haunt's hit points by 20.

What is it you want? "I desire freedom. I will take an elemental form and depart this place."

What happens if we surrender? Isirah's shade hesitates for a moment before responding. "You are capable, and I lack assistants. You will aid me in creating a body with which to depart this place. What becomes of this place afterward is of no consequence." A PC who succeeds at a DC 20 Sense Motive check can tell that the shade fully expected to fight and was unprepared for compliance. Exceeding this DC by 5 or more also conveys that the shade is contemplating ways to betray the PCs if they help. If the PCs agree to help, see Development below for more details.

Unless the PCs agree to help the shade, negotiations eventually break down, or the shade tires of talk. She then launches her attack (see Creatures and Haunt below).

Isirah's Reactions: This is Isirah's first encounter with true undead, and she is horrified at how twisted and evil her shade has become. She is initially shocked silent by the revelation of her own undead existence; however, she may join the conversation (at the GM's discretion). Consider having Isirah ask any of the questions above that the PCs miss; alternatively, she asks her haunt self about herself and her history. While the shade refuses to answer any of the latter questions, a PC who succeeds at a DC 14 Sense Motive check (DC 16 in Subtier 10-11) senses the shade's growing disquiet about the AI; a PC who succeeds by 5 or more realizes that the AI's survival somehow threatens the shade's undead existence. See Development, below.

Creatures and Haunt: Employing centuries of research, Isirah's shade concentrates the Compound's caustic gases into elemental creatures, which seep out of the vents. Each caustic stalker is connected to the vents by hazy strands of gas; while attacking the strands has no effect, these loose tethers leave the stalkers especially vulnerable if a PC reverses the vents.

Not satisfied with her elemental puppets, Isirah's shade also channels her frustration and desperate desire for physical existence into a potent haunt. Rather than act on the surprise round, the haunt acts on initiative count 20. It persists until neutralized or until 2 rounds after the PCs destroy the last caustic stalker.

SUBTIER 7-8 (CR 9)

CAUSTIC STALKER CR 7

hp 73 (*The Emerald Spire Superdungeon 153*; see page 28)

TACTICS

During Combat A stalker uses its breath weapons on the first round of combat, affecting as many different creatures as possible. It attacks with its slams thereafter, using its breath weapon as it become available.

Morale The stalker fights until destroyed.

DESPERATE DEMAND CR 7

CE persistent haunt

Caster Level 11th

Notice Sense Motive DC 15 (to realize the shade's intentions)

hp 40; **trigger** manual; **reset** 1 day

Effect Isirah's shade reaches out to possess a humanoid creature, affecting it as per *dominate person* (Will DC 19 negates). A dominated creature's eyes glow yellow-green, and gases seep from its mouth. The shade possesses enough knowledge of outsiders to identify and avoid targeting native outsiders. A dominated creature attacks its former allies to the best of its ability. The haunt dominates only one creature at a time, but if no creature is dominated at initiative count 20, the haunt targets a creature with its effect again.

Defenses The shade's consciousness infuses the haunt, letting it actively resist destruction; when the haunt must make a saving throw, instead of automatically failing, it attempts a saving throw with a bonus of +9.

Cameras and Monitor Isirah's shade depends on the cameras to accurately target creatures; if the PCs disable or destroy both cameras, the shade dominates a random target creature. Furthermore, the haunt cannot target invisible creatures or those affected by *hide from undead*. The monitor provides a platform from which the shade can project her malevolence; disabling it reduces the saving throw DC to resist the domination effect by 4.

SUBTIER 10-11 (CR 12)

CAUSTIC STALKERS (3) CR 7

hp 73 (*The Emerald Spire Superdungeon 153*; see page 28)

TACTICS

During Combat A stalker uses its breath weapon in the first round of combat, affecting as many creatures as possible. It attacks with its slam thereafter,

Morale The stalkers fight until destroyed.

PENETRATING DEMAND CR 10

hp 60

Effect This haunt functions as the desperate demand haunt above, except that immediately before the haunt attempts

to dominate a creature, it attempts to dispel all effects that protect against mental control on the target, as if using a targeted *greater dispel magic*.

Cameras and Monitor This operates at in Subtier 7–8, but the monitor instead has 40 hit points, and the DC to disable it increases to DC 30.

Development: As the PCs defeat the haunt, the shade cries, “You can never defeat me! I am beyond your reach!” A PC who succeeds at a DC 15 Knowledge (religion) or DC 25 Sense Motive can assess that the haunt suffuses the entire ruin; in order to destroy the haunt, they would have to draw the entire haunting presence into a vulnerable form. Furthermore, ghostly undead are often held to the world by unfinished business, and completing that business can end their haunting; since Isirah was driven by the need to survive, directly confronting the shade with Isirah’s existence and persuasive words could help her soul find its final rest. Any PC who became possessed by the haunt knows this automatically. Additionally, such a PC gains an intuitive understanding of Isirah’s shade, gaining a +5 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against her for the rest of the scenario.

In the unlikely event that the PCs agree to assist Isirah’s shade, she directs them to area C6 to help her create her elemental body. If the PCs deviate to explore other areas first, the shade interprets the act as betrayal and becomes hostile. Once the PCs arrive in the synthesis core, the shade directs skilled PCs to help her make the final adjustments to her new gaseous body; she orders those who seem ill-suited to the work to wait in the hall outside. This task requires three successful DC 15 skill checks drawn from the following list, using no skill more than once: Craft (alchemy), Knowledge (arcana), Knowledge (dungeoneering), Knowledge (engineering), Knowledge (nature), Knowledge (planes), or Use Magic Device.

Those with the Technologist[™] feat gain a +5 bonus on checks to use this machinery and can determine that there are two significant ways to perform the shade’s request. The first would disperse fragments of the shade into multiple bodies, weakening the colony of haunts to the point it would have great difficulty manifesting afterward. The second method would draw the entire colony into a single, powerful body, the destruction of which could eliminate the haunting presence entirely. Without the Technologist[™] feat, the PCs’ assistance defaults to the first option.

After the PCs provide assistance, the haunt surrogates (see area C6) manifest, and the shade voices her displeasure at not manifesting as one massive elemental. If the PCs selected the second option above, the shade

manifests as Isirah’s aggregate. She then gloats and attacks the PCs. In either case, the PCs’ aid makes Isirah considerably stronger, as though they had neutralized no haunts whatsoever. If the PCs cannot help Isirah, she manifests as haunt surrogates anyway and attacks.

Duplicious PCs might agree to help Isirah’s shade but covertly sabotage the machinery. In this case, the PCs must succeed at two DC 25 Disable Device or Knowledge (engineering) checks, and any participating PC must also succeed at a DC 31 Bluff or Sleight of Hand check to hide what he’s doing. If the PCs fail the checks to sabotage the machinery or cannot hide their sabotage, Isirah attacks. If they succeed on all counts, they cause Isirah to manifest as if the PCs had defeated three additional haunts in the ruins (maximum 5), selected at random. If one of the participating PCs also has the Technologist[™] feat, he can decide whether the shade manifests as haunt surrogates or the aggregate.



Caustic Stalker

C3. Observation Chamber (CR 5)

This chamber contains a bank of consoles—several shattered—that encircle the room. Chairs lie scattered and broken all around on the floor.

This is where security members observed the compound, using the cameras that Isirah's shade now uses to manifest haunts. This area contains five monitors (hardness 10, hp 10).

Haunt: When one of the PCs is adjacent to one of the monitors, Isirah's shade manifests a haunt formed from crewmembers killed when several machines here exploded during the crash.

ALL SUBTIERS (CR 5)

EXPLOSIVE CALAMITY

CR 5

CE slow haunt

Caster Level 7th

Notice Perception DC 21 (to see monitors begin to faintly glow) or Knowledge (engineering) DC 16 (to identify pending malfunctions)

hp 20; **trigger** proximity; **reset** 1 day

Effect At initiative count 0, the chamber fills with a fiery explosion that spills out into the hall. This acts as per *fireball* (Reflex DC 16 for half), centered 5 feet west of the doorway.

Development: If the PCs defeat the haunt, the remaining monitors flicker to life. They show Sulfur Gulch from the outside as caustic gases pour from the small gully. The gases twist into a massive cloud, hundreds of feet tall, with a vaguely humanoid form. The final image is of the compound's corridors, now silent and empty. A PC who succeeds at a DC 15 Intelligence check or DC 20 Knowledge (arcana or planes) check identifies the cloud creature as an elemental inhabited by the haunts in this ruin.

Treasure: A PC who succeeds at a DC 20 Perception check (DC 25 in Subtier 10–11) finds a security locker under the consoles. The locker contains a small number of skillchips that have corroded from the plant's vapors, wiping their data. While they are nonfunctional, Isirah indicates that they might be repairable. The locker also contains a timeworn sonic pistol^{TC} (In Subtier 10–11, this is a timeworn sonic rifle^{TC}). The weapon is fully charged, as the occupants never saw combat.

Rewards: If the PCs don't find the security locker, reduce each PC's gold earned by the following amount. In addition, cross the Custom Skillchip boon off the Chronicle sheet.

Subtier 7–8: Reduce each PC's gold earned by 622 gp.

Out of Subtier: Reduce each PC's gold earned by 942 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,263 gp.

C4. Aerotech Filtration Engine

A metal lattice prevents access to part of the corridor. Beyond, a large cylindrical device whirs faintly, drawing in air.

This large turbine-like device constantly scrubs the compound's air, reclaiming leaked gases or their components for synthesis. A PC with the Technologist^{TC} feat (or who has Isirah's aid) who succeeds at a DC 15 Knowledge (engineering) check recognizes that the device is running significantly below capacity.

Hazard: The turbines draw in nearby air, presenting a threat to creatures that are gaseous (such as under the effects of *gaseous form*) or Tiny or smaller. Such a creature must succeed at a DC 15 Fortitude save when approaching within 10 feet of the grating or be swept into the turbine, sucked through a one-way valve, and shunted into one of the tanks in area C5. A corporeal creature also receives a DC 20 Reflex save to catch itself on the grating, and traveling through the turbine deals those creatures 5d6 points of slashing damage. The air inside the tanks is caustic and not breathable, dealing 2d6 points of acid damage per round to anything inside. Reversing the flow or otherwise venting a trapped creature is possible only from the controls in area C5.

C5. Reclamation Chamber (CR 7 or CR 10)

Two immense metal cylinders attached to a series of metallic pipes and conduits occupy much of the west side of this room. The susurrus of moving air is audible within these containers. Technological consoles covered in controls and glass displays wind along the north and east walls.

This is where the compound's crew monitored and regulated several key compression and storage containers. The area contains two cameras (hardness 10, hp 10) and 4 monitors (hardness 10, hp 15). The cylindrical canisters are built to resist considerable internal pressure (hardness 10, 30 hit points, Strength DC 28).

A PC with the Technologist^{TC} feat (such as with Isirah's aid) can perform several actions here. First, such a PC can perform a controlled venting of one or both gas vats, such as to free a trapped ally inside without damaging the container. Such an action takes 3 rounds of work at the consoles.

Second, by succeeding at a DC 15 Disable Device or Knowledge (arcana, engineering, or planes) check (DC 20 in Subtier 10–11), the PC can assess that the systems here could be overclocked. This would cause a buildup of chemical gas in the synthesis core, giving the shade enough elemental material to form a vulnerable body. Using the system to draw extragases into the synthesis core

requires three separate DC 15 skill checks: a Knowledge (arcana or planes) check to regulate the elemental flow, a Craft (alchemy) or Knowledge (dungeoneering) check to correctly balance the chemical makeup, and a Knowledge (engineering) check to ensure accurate results. In Subtier 10–11, the DCs increase to 20. In both subtiers, the DCs of these checks increase by 5 if the PCs breached one of the cylindrical canisters here. These checks require the Technologist^{TC} feat, but Isirah can guide each PC through the process using her technological guidance ability (and can attempt the Knowledge [engineering] check herself if necessary).

Haunt: Once there are at least three creatures in this room or once a creature begins manipulating the console, Isirah's shade unleashes one of her deadliest haunts: one formed from those who died from radiation around the compound's reactor.

SUBTIER 7–8 (CR 7)

REACTOR MELTDOWN

CR 7

CE haunt

Caster Level 7th

Notice Perception DC 17 (to notice faintly glowing cameras and monitors) or Knowledge (engineering) 15 (to interpret the console's warnings about reactor leakage)

hp 15; **trigger** proximity; **reset** 1 day

Effect Deadly radiation floods the room. Creatures in the area suffer the effects of moderate radiation^{TC} (1d4 Con drain, Fortitude DC 17 negates), while creatures in the adjoining 20 feet of hallways suffer the effects of low radiation^{TC} (1 Con drain, Fortitude DC 14 negates). This radiation does not have a secondary effect.

Cameras and Monitors If the PCs disable at least one camera or monitor, the shade rushes the haunt and creates a less effective manifestation; the haunt's radiation deals only Constitution damage.

SUBTIER 10–11 (CR 10)

REACTOR MELTDOWN

CR 10

CE haunt

Caster Level 10th

Notice Perception DC 19 (to notice faintly glowing cameras and monitors) or Knowledge (engineering) 17 (to interpret the console's warnings about reactor leakage)

hp 20; **trigger** proximity; **reset** 1 day

Effect Deadly radiation floods the room. Creatures in the area suffer the effects of high radiation^{TC} (2d4 Con drain, Fortitude DC 22 negates), while creatures in the adjoining 20 feet of hallways suffer the effects of low radiation^{TC} (1d4 Con drain, Fortitude DC 17 negates). This radiation does not have a secondary effect.

SCALING ENCOUNTER C5

For a group of four PCs, reduce the Fortitude save DC to resist the radiation by 2. Half of the effect deals Constitution damage, and the other half (rounded down) is Constitution drain.

Cameras and Monitors If the PCs disable at least one camera or monitor, the shade rushes the haunt and creates a less effective manifestation; the haunt's radiation deals only Constitution damage, not Constitution drain.

Development: If the PCs defeat the haunt, Isirah's shade briefly appears on the remaining monitors, unleashing a storm of invectives before vanishing. Any PC who witnesses this outburst knows that the shade is losing what little self-control she possessed, and that she could easily be goaded into making herself vulnerable.

Treasure: An open compartment in one of the tanks contains the shade's failed attempt to create *elemental gems* from pressurized gases. These gems have no magical properties, but are worth 50 gp each as curiosities. There are two gems in Subtier 7–8, and four gems in Subtier 10–11. While these stones have little monetary value, their strange magical resonance makes them especially intriguing to magical researchers and arcane gemcutters; treat these gems' value as 1,500 gp for the purpose of fulfilling faction objectives, such as that on the Scarab Sages Faction Journal Card.

In addition, a timeworn filter mask^{TC} (4 charges) sits on the console. In Subtier 10–11, a timeworn inertial dampening belt^{TC} (15 charges) rests in one of the chairs.

Rewards: If the PCs fail to acquire the room's treasures, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 91 gp.

Out of Subtier: Reduce each PC's gold earned by 255 gp.

Subtier 10–11: Reduce each PC's gold earned by 420 gp.

C6. Synthesis Core (CR Varies)

Numerous machines connected by a maze of floor-level pipes fill most of this room, in some places reaching all the way to the chamber's twenty-foot-high ceiling. To the west stands a gigantic cylinder filled with churning gases.

As in other areas, the synthesis core contains numerous vents. Reversing the vents requires a character with the Technologist^{TC} feat to be adjacent to any wall and succeed at a DC 20 Disable Device check as a standard action. Successfully reversing the vents affects the haunt surrogates and Isirah's aggregate as if they were exposed to severe winds.

As the PCs enter, the gases in the core reshape into the face of Isirah's shade, seething with barely contained rage and frustration. If the PCs overclocked the systems in area **C5**, they can attempt to trick or antagonize the shade into fully entering an elemental body, rendering her vulnerable to their attacks. She watches for signs or messages from each PC, using them all to assess how best to respond. As a result, each PC must attempt a DC 16 skill check (DC 20 in Subtier 10–11) listed below; if half or more succeed, Isirah's shade sees fit to emerge into her stronger—but ultimately vulnerable—aggregate form.

Bluff: The PC strives to appear weak and easily vanquished, tempting an attack.

Diplomacy: The PC convinces the shade to go to her final rest with pride.

Intimidate: The PC challenges the shade to show them a real challenge.

Sense Motive: The PC needles the shade, targeting specific emotional vulnerabilities.

Isirah's Reactions: The AI Isirah would like to see her shade reach a merciful rest. She assures her shade that her final act was not in vain and that she successfully saved herself, begging the undead spirit to move on. Isirah aids any one PC who attempts a Diplomacy check against the shade (whether before or during combat); her aid automatically provides a +4 bonus the check.

Creatures: Which foes the PCs face here depends greatly on their actions in the compound as well as how many of the shades they've neutralized. If the PCs have both overclocked the systems in area **C5** and successfully provoked the shade, the entire haunting colony emerges into a single elemental body: Isirah's aggregate. This cracks the immense synthesis core to the west before spilling into the room to confront the PCs. The process also exposes the synthesis core's internal components, including a technological device known as the synthesis rod (see Treasure below).

If the PCs fail to accomplish one or both of these tasks, the undead shade instead remains safely ensconced within the compound's vast computer system. Instead, several aspects of herself (i.e. haunt surrogates) seep from the gas-producing machinery.

No matter the result, only one type of elemental foe forms, being inevitably hostile. However, if the PCs neutralized—not just survived—one or more of the haunts in areas **B3**, **C1**, **C2**, **C3**, and **C5**, Isirah's shade has fewer allied haunts and is significantly weaker as a result. See the Scaling Encounter C6 sidebar for more details.

SUBTIER 7–8 (CR VARIES)

HAUNT SURROGATES (2)

CR 9

Variant caustic stalker (*Pathfinder Module: The Emerald Spire Superdungeon* 153)

CE Medium outsider (air, elemental)

Init +12; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 23, flat-footed 14 (+8 Dex, +1 dodge, +4 profane)

hp 115 (10d10+60)

Fort +12, **Ref** +15, **Will** +5

Defensive Abilities amorphous, haunted form; **DR** 5/—;

Immune elemental traits, acid

Weaknesses vulnerable to wind

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +18 (1d10 plus 1d10 negative energy plus chemical burn)

Ranged energy bolt +15 (5d6 energy)

Special Attacks breath weapon (15 ft. cone, 5d6 acid plus poison, Reflex DC 20 for half, usable every 1d4 rounds), chemical burn (1d10 acid, DC 20)

TACTICS

During Combat A surrogate uses its breath weapon on the first round of combat, affecting as many different creatures as possible. It attacks with slam thereafter, using its breath weapon as it becomes available. One aspect flies above the combat, arcing electricity at spellcasters and archers. If an aspect is reduced to 30 hp or less, it flies up and switches to arcing electricity.

Morale Isirah's aspects fight until destroyed.

STATISTICS

Str —, **Dex** 27, **Con** 20, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Finesse

Skills Fly +29, Perception +15, Stealth +21

Languages Auran

SQ misty form

SPECIAL ABILITIES

Breath Weapon (Su) In addition to taking acid damage, any creature harmed by a caustic stalker's breath weapon must succeed at an additional DC 20 Fortitude saving throw or be affected by caustic creep poison.

Caustic Creep—inhaled; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Chemical Burn (Su) Any creature struck by the caustic stalker, or that strikes it with a natural weapon or unarmed attack, is affected as if by the burn special attack, but takes acid damage instead of fire damage. The chemical burn persists for multiple rounds, just as a normal burn, but can be ended early if the affected creature is doused in at least 1 gallon of liquid (requiring a full-round action from the victim or another creature) or fully submerges itself in water.

Energy Bolt (Su) A haunt surrogate can fire a bolt of energy as a standard action. This ranged touch attack has a maximum range of 100 feet and no range increment, and it deals 5d6

WARDENS OF SULFUR GULCH

points of damage. When activating this ability, the surrogate chooses whether to deal acid or electricity damage.

Haunted Form (Su) Despite being alive, a haunt surrogate is healed by negative energy and harmed by positive energy as if it were an undead creature. It also gains a +4 profane bonus to its AC.

Misty Form (Su) A caustic stalker's body is composed of a semisolid chemical mist similar to thick foam. The caustic stalker does not have a Strength score and cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and enables it to move through areas as small as 1 inch in diameter with no reduction to its speed. A caustic stalker cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most caustic stalkers) for the purposes of how wind affects it.

Vulnerable to Wind (Ex) A caustic stalker takes damage every round that it's exposed to stronger than moderate winds: 1d6 points of damage for strong winds, 2d6 points of damage for severe winds, and an additional 1d6 points of damage for each wind force category beyond severe (*Pathfinder RPG Core Rulebook* 439). *Gust of wind* is considered severe wind for this ability. A caustic stalker cannot use its breath weapon while being affected by stronger than moderate winds and for 1 minute afterward.

ISIRAH'S AGGREGATE

CR 12

Unique haunt-infused elemental

CE Huge outsider (air, elemental)

Init +9; **Senses** all-around vision, darkvision 60 ft.;

Perception +19

Aura stench (DC 23, 10 rounds)

DEFENSE

AC 21, touch 21, flat-footed 12 (+4 deflection, +8 Dex, +1 dodge, -2 size)

hp 148 (14d10+98)

Fort +15, **Ref** +14, **Will** +11

Defensive Abilities amorphous, haunted grace, negative energy affinity; **DR** 10/—; **Immune** acid, elemental traits, mind-affecting effects, undead immunities

Weaknesses sentimental, vulnerable to wind

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +20 (2d6 plus 2d6 negative energy plus chemical burn)

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

Special Attacks breath weapon (30-ft. cone, 5d6 acid damage plus fear plus poison, Reflex DC 23 half, usable every 1d4 rounds), chemical burn (2d6, DC 23)

TACTICS

During Combat Isirah's aggregate maneuvers to include as many foes as possible in her stench aura before using her breath weapon. In subsequent rounds, she splits her slam

attacks among multiple creatures, using her breath weapon when it becomes available. All the while, she gloats about her newfound freedom and speculates aloud about the terrors she might inflict after untold ages of captivity.

Morale Isirah's aggregate fights until destroyed.

STATISTICS

Str —, **Dex** 26, **Con** 22, **Int** 20, **Wis** 10, **Cha** 18

Base Atk +14; **CMB** +16; **CMD** 39 (can't be tripped)

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Intimidate), Skill Focus (Knowledge [planes]), Spring Attack, Technologist[®], Toughness, Weapon Finesse

Skills Craft (mechanical) +17, Diplomacy +16, Fly +29, Intimidate +22, Knowledge (engineering) +17, Knowledge (geography, nature) +20, Knowledge (planes) +26, Perception +19, Sense Motive +16, Spellcraft +15, Stealth +17

Languages Androffan, Auran, Common, Hallit, Ignan, Terran

SQ ghost in the machine, misty form

SPECIAL ABILITIES

Breath Weapon (Su) Isirah's aggregate can breathe a cone of caustic gas infused with the screaming spirits of her fellow crewmembers. In addition to taking acid damage, any creature harmed by the aggregate's breath weapon must also succeed at a DC 23 Fortitude save and a DC 23 Will save. A creature that fails the Fortitude save is exposed to the aggregate's poison. A creature that fails the Will save is shaken for 1d4 rounds.

Chemical Burn (Su) Any creature struck by the aggregate, or that strikes her with a natural weapon or unarmed attack, is affected as if by the burn special attack, but takes acid damage instead of fire damage. The chemical burn persists for multiple rounds, just as a normal burn, but can be ended early if the affected creature is doused in at least 1 gallon of liquid (requiring a full-round action from the victim or another creature) or fully submerges itself in water.

Ghost In The Machine (Ex) Isirah's shade is an undead collective acting as an AI, granting the aggregate both her feats as an artificial intelligence and those of the elemental she inhabits. Despite not being undead, she has all the immunities of a creature of the undead type, including immunity to mind-affecting effects.

Haunted Grace (Su) Isirah's aggregate gains a deflection bonus to AC equal to her Charisma modifier.

Misty Form (Su) The aggregate's body is composed of a semisolid chemical mist similar to thick foam. Isirah's aggregate does not have a Strength score and cannot manipulate or wear solid objects. This form grants her the amorphous defensive ability, and enables her to move through areas as small as 1 inch in diameter with no reduction to its speed. She cannot enter water or other fluids, and is treated as a Medium creature for the purposes of how wind affects her.

SCALING ENCOUNTER C6

To accommodate a group of four PCs, adjust the encounter as though the PCs had neutralized two additional haunts (see below), selected at random. If this would increase the number of haunts neutralized to six or more, reduce the remaining enemies' starting hit points by 25%.

Neutralizing Haunts

Isirah's shade draws her strength from the other haunts that she directs, and these allied haunts play a significant role in this encounter. For each haunt the PCs neutralize—not just survive—in areas **B3**, **C1**, **C2**, **C3**, and **C5**, the haunt-infused elementals here become weaker. This can reduce the number of haunt surrogates present or impact their abilities based solely on the number of haunts neutralized. Against Isirah's aggregate, it instead modifies or removes some of the aggregate's abilities depending on the specific haunts the PCs neutralized. These adjustments are cumulative.

Haunt Surrogates: The following apply to the surrogates.

Subtier 7–8: If the PCs neutralize 1–2 haunts, reduce the save DC of the surrogates' breath weapon, caustic creep, and chemical burn by 2. For 3–4 haunts, remove the surrogates' DR and profane bonus to AC. For 5 haunts, remove one surrogate from the encounter.

Subtier 10–11: If the PCs neutralize 1 haunt, remove one surrogate from the encounter. For 2–3 haunts, remove an additional surrogate. For 4–5 haunts, reduce the DC of the surrogates' breath weapon, caustic creep, and chemical burn abilities by 2.

Isirah's Aggregate: The following apply to the aggregate depending on which haunts the PCs neutralized.

Area B3: Reduce the save DC of the aggregate's breath weapon, chemical burn, and poison by 2.

Area C1: Reduce the aggregate's DR to 5/—.

Area C2: The aggregate reflects Isirah's human form and vulnerabilities; it loses its immunity to critical hits and precision damage, and instead gains the benefits of the *moderate fortification* armor special ability.

Area C3: Reduce the save DC of the aggregate's breath weapon, chemical burn, and poison by 2.

Area C5: The aggregate loses its stench aura.

Poison (Ex) Caustic corruption—inhaled; *save* Fort DC 23; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Sentimental (Ex) Isirah's shade still envies the happy life she had before losing her life, and she finds the existence of the compact AI core both fascinating and unsettling. A PC can display the compact AI core prominently, appeal to the shade, and attempt a DC 20 Diplomacy check as a full-round action. If successful, the aggregate is staggered for 1 round

and takes 4d6 damage that bypasses its damage reduction as the shade's will to exist crumbles.

Vulnerable to Wind (Ex) Isirah's aggregate takes damage every round that she's exposed to stronger than moderate winds: 1d6 points of damage for strong winds, 2d6 points of damage for severe winds, and an additional 1d6 points of damage for each wind force category beyond severe (*Pathfinder RPG Core Rulebook* 439). *Gust of wind* is considered severe wind for this ability. She cannot use her breath weapon while being affected by stronger than moderate winds and for 1 minute afterward.

SUBTIER 10–11 (CR VARIES)

HAUNT SURROGATES (5)

CR 9

hp 115 each (see Subtier 7–8)

ISIRAH'S AGGREGATE

CR 15

Unique haunt-infused elemental

CE Huge outsider (air, elemental)

Init +9; **Senses** all-around vision, darkvision 60 ft.;

Perception +19

Aura stench (DC 25, 10 rounds)

DEFENSE

AC 24, touch 24, flat-footed 13 (+5 deflection, +10 Dex, +1 dodge, –2 size)

hp 183 (19d10+133)

Fort +17, **Ref** +18, **Will** +13

Defensive Abilities amorphous, haunted grace, negative energy affinity; **DR** 10/—; **Immune** acid, elemental traits, mind-affecting effects, undead immunities

Weaknesses sentimental, vulnerable to wind

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +25 (2d8 plus 2d8 negative energy plus chemical burn)

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

Special Attacks breath weapon (30-ft. cone, 10d6 acid damage plus fear plus poison, Reflex DC 25 half, usable every 1d4 rounds), chemical burn (2d8, DC 25)

TACTICS

Use the tactics in Subtier 7–8. Note that Vital Strike augments only the aggregate's base slam damage, not the bonus negative energy damage.

STATISTICS

Str —, **Dex** 30, **Con** 22, **Int** 20, **Wis** 10, **Cha** 20

Base Atk +19; **CMB** +21; **CMD** 46 (can't be tripped)

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Intimidate), Skill Focus (Knowledge [planes]), Spring Attack, Technologist[®], Toughness, Vital Strike, Weapon Finesse

Skills Craft (mechanical) +17, Diplomacy +17, Fly +36, Intimidate +22, Knowledge (engineering) +17, Knowledge (geography, nature) +20, Knowledge (planes) +26, Perception +22, Sense Motive +16, Spellcraft +15, Stealth +20

Languages Androffan, Auran, Common, Hallit, Ignan, Terran

SQ ghost in the machine, misty form

SPECIAL ABILITIES

The aggregate's special abilities function as in Subtier 7–8 with the following exceptions.

Breath Weapon (Su) Isirah's aggregate is able to breathe a cone of caustic gas that is infused with the screaming spirits of her fellow crewmembers. In addition to taking acid damage, any creature harmed by the aggregate's breath weapon must also succeed at a DC 25 Fortitude save and a DC 25 Will save. A creature that fails the Fortitude save is exposed to the aggregate's poison. A creature that fails the Will save is frightened for 1 round and then shaken for 1d4 rounds.

Poison (Ex) Caustic corruption—inhaled; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Development: If the PCs are able to defeat the haunt surrogates, Isirah's shade shuts down the compound's fail-safes and prepares to flood the site with highly concentrated caustic gases. The various monitors begin flashing a countdown, which the AI Isirah translates as 90 seconds. Any creature remaining in the compound at the end of this time takes 10d6 acid damage per round from the deadly substance and risks suffocation. This also damages the compound's structural integrity; within 1 hour, all of area C has collapsed, sealing much of the compound and allowing the shade to scheme ineffectually for ages to come.

If the PCs defeat Isirah's aggregate, her ancient soul can finally reach the Boneyard and Pharasma's judgment. The aggregate itself boils away, leaving behind a ghostly image of Isirah as she appeared in life. The image smiles sweetly and reaches out to touch the AI core before fading. Her touch fills gaps in the AI core's data, completing the transfer started long ago and restoring many of Isirah's lost memories.

Treasure: If the PCs fought and defeated the aggregate, they can retrieve the synthesis rod from the shattered core. Otherwise, they can still recover enough valuables here to offset its value.

Rewards: If the PCs fail to defeat the haunt surrogates or aggregate, reduce each PC's gold earned as follows. In addition, cross the synthesis rod off the Chronicle sheet if they did not defeat the aggregate.

Subtier 7–8: Reduce each PC's gold earned by 750 gp.

Out of Subtier: Reduce each PC's gold earned by 1,000 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,250 gp.

SYNTHESIS ROD

The synthesis rod is a new technological item created for this scenario. Statistics appear on the Chronicle sheet. This rod is fully charged when the PCs acquire it.

SYNTHESIS ROD		PRICE 25,000 GP
SLOT none	CAPACITY 3 charges	WEIGHT 8 lbs.
USAGE special		

Nanites contained within this synthesis rod gradually convert air into rare chemical gases. A fully charged synthesis rod contains 3 charges and regains 1 charge every 24 hours. By spending 1 charge as a standard action, the wielder can release a blast of caustic poison in an adjacent 5-foot square. By spending 2 charges, the area increases to a 15-foot cone. Creatures in the affected area take 3d6 points of acid damage (Reflex DC 16 half). Any creature harmed this way is also exposed to caustic creep poison.

Caustic Creep—inhaled; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Kineticists are especially equipped to channel this rod's abilities. Either by expending 1 additional charge or accepting 1 point of burn that cannot be reduced, the blast's acid deals 3d6 damage or an amount equivalent to the kineticist's energy blast, whichever is higher. When doing so, the kineticist can also use her substance infusion save DC in place of the poison's save DC. Once per day, a kineticist able to channel air can activate this enhanced effect without expending an additional charge or accepting burn.

CONSTRUCTION	CRAFT DC 30	COST 12,500 GP
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Craft Technological Item, nanotech lab

RETURN TO SULFUR GULCH (CR 9 OR CR 12)

Jala and his warband await the PCs just outside the entrance (use the same map from encounter A), ready to check them for new technology before guiding them back to civilization. How this resolves depends on earlier events in the adventure.

If the PCs earned greater trust from Xol-Nomag back at the Ghost Wolves' camp, Jala doesn't examine them or their words too closely. A successful DC 17 Bluff check (DC 22 in Subtier 10–11) from one PC is all that is required to pass, assuming the PCs made a reasonable attempt to hide any new technology they acquired. Otherwise, Jala inspects them with *technomancy*^{TG}. Unless the PCs hid these items with *nondetection* or similar spells, Jala

is almost certain to spot these items. Combat is not yet inevitable, however.

Jala is one of the least fanatical and most pragmatic Ghost Wolves, and he openly admits that he had hoped to foster better relations for trade; PCs who seize this opportunity have one last chance to salvage the relationship. With a successful DC 27 Diplomacy check (DC 30 in Subtier 10–11) and a reasonable argument, a PC can convince Jala to look the other way. If the PCs offer him scrolls as a bribe, the PC gains a circumstance bonus on the check equal to the scroll's highest spell level; at the GM's discretion, especially rare spells might grant a higher bonus. Offering a complete spellbook results in an automatic success, as such items are deeply prized by Jala and his colleagues.

If the PCs succeed, the mystic smiles warmly. He declares the PCs and their Society friends of the tribe, and offers them a gift in commemoration of their alliance, equivalent to the Ghost Wolves' gear as if the PCs had defeated them in combat. If the PCs fail, he shakes his head sadly before demanding that the PCs relinquish their new technology for destruction. His warriors draw steel, and the PCs must either surrender their relics (including Isirah) or fight.

Creatures: In Subtier 7–8, Jala and four warriors are present; in Subtier 10–11, Jala is instead accompanied by five Ghost Wolf elites. Jala confronts the PCs once they are about 30 feet outside the entrance, and the other warriors array themselves loosely within 40 feet of him.

Isirah's Reactions: Isirah (wisely) remains quiet during this encounter, keeping her AI core dark to avoid notice.

SUBTIER 7-8 (CR 9)

JALA SPIRIT-EYE	CR 7
Human bard 8	
CN Medium humanoid (human)	
Init +4; Senses see invisibility; Perception +12	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 armor)	
hp 56 (8d8+16)	
Fort +6, Ref +8, Will +7; +4 vs. bardic performance, language-dependent, and sonic	
OFFENSE	
Speed 30 ft.	
Melee adamantite greatsword +12/+7 (2d6+3/19–20)	
Ranged composite longbow +8/+3 (1d8+2/×3)	
Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)	
Bard Spells Known (CL 8th; concentration +12)	
3rd (3/day)— <i>clairaudience/clairvoyance</i> , <i>cure serious wounds</i> , <i>dispel magic</i>	

2nd (5/day)—*cure moderate wounds*, *glitterdust* (DC 16), *heroism*, *invisibility*

1st (5/day)—*cure light wounds*, *grease* (DC 15), *hideous laughter* (DC 15), *technomancy*¹⁶, *ventriloquism* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *light*, *mending*, *prestidigitation*, *resistance*

TACTICS

Before Combat As he senses the PC arrive, Jala casts *heroism* on himself.

During Combat Jala begins combat by using his inspire courage ability and casting *glitterdust* to identify invisible PCs and blind the rest. On subsequent rounds, he casts offensive spells or dispels his foes' spells as appropriate.

Morale Jala is loath to abandon his companions, so he uses *invisibility* and *cure serious wounds* to keep himself in the fight until it's clear the Ghost Wolves are defeated. In that event, he orders a retreat and attempts to escape to inform Xol-Nomag of the PCs' actions. Failing that, he surrenders.

Base Statistics Without *heroism*, Jala's statistics are **Fort** +4, **Ref** +6, **Will** +5; **Melee** adamantite greatsword +10/+5 (2d6+3/19–20); **Ranged** composite longbow +6/+1 (1d8+2/×3); **CMB** +10; **Skills** Bluff +15, Climb +9, Diplomacy +15, Intimidate +15, Knowledge (engineering, geography, history) +16, Knowledge (others) +5, Perception +10, Perform (comedy) +15, Perform (oratory) +15, Sense Motive +15, Spellcraft +12, Stealth +11, Swim +6

STATISTICS

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

Base Atk +6; **CMB** +10; **CMD** 18

Feats Combat Casting, Dazzling Display, Improved Initiative, Weapon Focus (greatsword)

Skills Bluff +17, Climb +11, Diplomacy +17, Intimidate +17, Knowledge (engineering, geography, history) +18, Knowledge (others) +7, Perception +12, Perform (comedy, oratory) +17, Sense Motive +17, Spellcraft +14, Stealth +13, Swim +8

Languages Common, Hallit, Orc

SQ bardic knowledge +4, lore master 1/day, military tradition¹⁸, spirit eye, versatile performances (comedy, oratory)

Combat Gear *scrolls of technomancy*¹⁶ (4); **Other Gear** +1 *mithral shirt*, adamantite greatsword, composite longbow (+2 Str) with 20 arrows, dagger

SPECIAL ABILITIES

Military Tradition (Ex) Jala is proficient with greatswords and longbows. This alternate racial trait originally appeared in Inner Sea Races, and replaces the bonus feat he would receive as a human.

Spirit Eye (Su) Jala Spirit-Eye has undergone a grueling series of vision quests that granted him the ability to see invisible and ethereal creatures, as if under the constant benefits of the *see invisibility* spell.

GHOST WOLF WARRIORS (4)

CR 3

Human barbarian 4

CN Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 12 (+4 armor, +3 Dex, +1 dodge, -2 rage)

hp 47 (4d12+12)

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

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 50 ft.

Melee mwk greatsword +10 (2d6+7/19-20)

Ranged composite longbow +7 (1d8+3/×3)

Special Attacks rage (11 rounds/day), rage power (swift foot [2])

TACTICS

During Combat A warrior activates his rage class ability and charges into battle.

Morale If reduced to 9 hp or less—or if ordered to retreat—a warrior drinks his *potion of invisibility* and attempts to flee the battle.

Base Statistics When not raging, a warrior's statistics are

AC 18, touch 14, flat-footed 14; **hp** 39; **Fort** +5, **Will** +4;

Melee mwk greatsword +8 (2d6+4/19-20); **Str** 16, **Con** 13;

CMB +7; **Skills** Acrobatics +10 (+14 to jump), Climb +8, Swim +8.

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

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

Feats Dodge, Iron Will, Lightning Reflexes

Skills Acrobatics +10 (+18 to jump), Climb +10, Knowledge (engineering) +4, Perception +8, Stealth +7, Survival +8, Swim +10

Languages Common, Hallit

SQ fast movement

Combat Gear *potion of invisibility*, 3 adamantine arrows; **Other**

Gear mithral shirt, composite longbow (+3 Str) with 20 arrows, masterwork greatsword, 70 gp

SUBTIER 10-11 (CR 12)

JALA SPIRIT-EYE

CR 7

See Subtier 7-8.

GHOST WOLF ELITES (5)

CR 6

Human barbarian 7

CN Medium humanoid (human)

Init +3; **Senses** Perception +11

DEFENSE

AC 17, touch 12, flat-footed 13 (+5 armor, +3 Dex, +1 dodge, -2 rage)

hp 72 (7d12+21)

SCALING ENCOUNTER D

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

Subtier 7-8: Remove one Ghost Wolves warrior from the encounter.

Subtier 10-11: Remove two Ghost Wolves elites from the encounter.

OPTIONAL ENCOUNTER

The Return to Sulfur Gulch encounter is optional. If fewer than 45 minutes remain in which to finish the adventure, the Ghost Wolves perform only a cursory search before departing, declaring the tribe's debt to the Society fulfilled.

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

Defensive Abilities improved uncanny dodge, trap sense +2; DR 1/—

OFFENSE

Speed 50 ft.

Melee +1 *greatsword* +13/+8 (2d6+8/19-20)

Ranged composite longbow +10/+5 (1d8+3/×3)

Special Attacks rage (17 rounds/day), rage powers (raging leaper, swift foot [2])

TACTICS

During Combat Approximately half of the elite warriors drink *potions of invisibility* and maneuver to where they can strike unarmored spellcasters and similarly soft targets before pressing the attack. They use Spring Attack to stay mobile near heavy-hitting foes.

Morale Use the tactics in Subtier 7-8.

Base Statistics When not raging, the elites' statistics are

AC 19, touch 14, flat-footed 15; **hp** 58; **Fort** +6, **Will** +5;

Melee +1 *greatsword* +11/+6 (2d6+5/19-20); **Str** 16,

Con 13; **CMB** +10; **Skills** Acrobatics +13 (+17 to jump),

Climb +10, Swim +9.

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +12; **CMD** 23

Feats Dodge, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Acrobatics +13 (+28 to jump), Climb +12, Knowledge (engineering) +7, Perception +11, Stealth +10, Survival +11, Swim +11

Languages Common, Hallit

SQ fast movement

Combat Gear *potion of invisibility* (2), 2 +1 *construct-bane adamantine arrows*; **Other Gear** +1 *mithral shirt*, +1 *greatsword*, composite longbow (+3 Str) with 20 arrows, 110 gp

Treasure: If the PCs impress Jala, whether by successfully hiding their technology or through diplomacy, he presents them with a trove of Ghost Wolf gear and tools—an adamantine greatsword, mithral shirts, *potions of invisibility*, and more; these are functionally identical to what the PCs would have gained by fighting the band. This gift represents a pledge of continued cooperation between the Kellid tribe and the Pathfinder Society.

Rewards: If the PCs do not defeat the Ghost Wolves or receive their gift, reduce each PC's gold earned by the following amount. If you skip this encounter for lack of time, ignore these reductions. If the Ghost Wolves find and destroy any technology the PCs recovered, cross those items off the Chronicle sheet, but do not reduce the total gp earned from those encounters.

Subtier 7–8: Reduce each PC's gold earned by 1,105 gp.

Out of Subtier: Reduce each PC's gold earned by 1,594 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,083 gp.

CONCLUSION

Once their expedition to Sulfur Gulch is complete, the PCs can make their way out of Numeria. If they preserved ties with the Ghost Wolves, Jala Spirit-Eye leads them back to the Sellen River; otherwise, they find their own way back to Tymon. Venture-Captain Smine welcomes the PCs back, congratulating them on their successes. The dwarven venture-captain is extremely excited to meet Isirah, both as a unique source of Numerian lore and as a fellow explorer. Within minutes he's begun convincing her to join the Pathfinder Society, though neither one is entirely clear what that might entail for someone in her condition. If the PCs damaged relations with the Ghost Wolves, Smine shakes his head in disappointment, briefly admonishing them for losing one of the Society's few Numerian allies.

By retrieving Isirah's compact AI core, the PCs have found a rich source of lore regarding Numeria's ruins; this earns each PC the Portable Technologist boon on his Chronicle sheet. If the PCs permanently destroyed Isirah's shade by defeating the aggregate in area C6, they also restored another portion of Isirah's memory. She is able to help the PCs restore one of the damaged skillchips from area C3, earning each character the Custom Skillchip boon.

REPORTING NOTES

If the PCs preserve or strengthen the Society's relationship with the Ghost Wolves tribe, check box A on the reporting sheet. If the PCs defeat Isirah's aggregate and thus lay the haunts to rest, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs interact with the compact AI core and defeat either Isirah's aggregate or the haunt surrogates, they fulfill their primary objective and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs' secondary objectives are tied to how much they learn, how definitively they resolve the threats at Sulfur Gulch, and whether they preserve the Society's alliances. To fulfill this, they must accomplish three of the following four objectives: Preserve the Society's alliance with the Ghost Wolves by both impressing Xol-Nomag and resolving the final encounter with Jala peacefully; defeat Isirah's aggregate rather than the haunt surrogates; transport Isirah's intact compact AI core out of Numeria; and avoid inflicting extensive damage to the compound at the GM's discretion (primarily tied to minimizing the PCs' destruction of technology while neutralizing haunts). If successful, each PC earns 1 additional Prestige Point.

PLAYER HANDOUT: GOJAN'S NOTES

Searching the area around Sulfur Gulch, I discovered a small tunnel nearby. After widening it with a magic wand, I was able to venture inside the ruin hidden below. The site was surprisingly functional; the walls shook, the air hissed. Indeed, as I entered, the air grew thick with poison mists, as though Sulfur Gulch itself resented my entry. Drawing forth an enchanted gem, I summoned an air spirit to clear the poison forthwith. This, however, had unanticipated results.

As the elemental whirlwind blew back the poison air, I heard the ruin itself gasp. Small machines on the wall grew luminescent, as if a presence had entered into them, and I heard a voice from all around. It sounded like the strange language associated with other Numerian ruins—a language with which I'm only passingly familiar—but I felt its grasping desire and knew what it said it for a demand. From the far tunnel, metal men emerged, my capture clearly their intent. They were many, and I one, and so I made my retreat, closing the tunnel behind me.

When I report this to the Society, I must recommend a full team of skilled adventurers—Sulfur Gulch sleeps lightly.

Waking this place up seems... unwise. Even for us.

-E.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

Casutic Stalker

Reaching hands, a fierce and eerie visage, and a powerfully abrasive stench all stem from this hissing cloud of churning gases.

CAUSTIC STALKER	CR 7
N Medium outsider (air, elemental, extraplanar)	
Init +12; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 19, touch 19, flat-footed 10 (+8 Dex, +1 dodge)	
hp 73 (7d10+35)	
Fort +10, Ref +13, Will +4	
Defensive Abilities amorphous; DR 5/—; Immune acid, elemental traits	
Weaknesses vulnerable to wind	
OFFENSE	
Speed fly 40 ft. (perfect)	
Melee 2 slams +15 (1d6 plus chemical burn)	
Special Attacks breath weapon (15-ft. cone, 5d6 acid damage plus poison, Reflex DC 18 half, usable every 1d4 rounds), chemical burn (1d6, DC 18)	
STATISTICS	
Str —, Dex 27, Con 20, Int 5, Wis 14, Cha 11	
Base Atk +7; CMB —; CMD —	
Feats Dodge, Improved Initiative, Mobility, Weapon Finesse	
Skills Fly +26, Perception +12, Stealth +18	
Languages Auran	
SQ misty form	
SPECIAL ABILITIES	
Breath Weapon (Su) In addition to taking acid damage, any creature harmed by a caustic stalker's breath weapon must succeed at an additional DC 18 Fortitude saving throw or be affected by caustic creep poison.	
Caustic Creep —inhaled; <i>save</i> Fort DC 18; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d4 Con; <i>cure</i> 2 consecutive saves. The save DC is Constitution-based.	
Chemical Burn (Su) Any creature struck by the caustic stalker, or that strikes it with a natural weapon or unarmed attack, is affected as if by the burn special attack, but takes acid damage instead of fire damage. The chemical burn persists for multiple rounds, just as a normal burn, but can be ended early if the affected creature is doused in at least 1 gallon of liquid (requiring a full-round action from the victim or another creature) or fully submerges itself in water.	
Misty Form (Su) A caustic stalker's body is composed of a semisolid chemical mist similar to thick foam. The caustic stalker does not have a Strength score and cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and enables it to move through areas as small as 1 inch in diameter with no reduction to its speed. A caustic stalker cannot enter water or other fluids,	

and is treated as a creature two size categories smaller than its actual size (Tiny for most caustic stalkers) for the purposes of how wind affects it.

Vulnerable to Wind (Ex) A caustic stalker takes damage every round that it's exposed to stronger than moderate winds: 1d6 points of damage for strong winds, 2d6 points of damage for severe winds, and an additional 1d6 points of damage for each wind force category beyond severe (*Pathfinder RPG Core Rulebook* 439). *Gust of wind* is considered severe wind for this ability. A caustic stalker cannot use its breath weapon while being affected by stronger than moderate winds and for 1 minute afterward.

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.

ADVANCED GEARSMAN ROBOT	CR 5
N Medium construct (robot)	
Init +3; Senses darkvision 60 ft., low-light vision; Perception +10	
DEFENSE	
AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)	
hp 42 (4d10+20)	
Fort +1, Ref +4, Will +4	
Defensive Abilities hardness 5; Immune construct traits	
Weaknesses vulnerable to critical hits, vulnerable to electricity	
OFFENSE	
Speed 20 ft.	
Melee slam +11 (1d4+10) or mwk spear +12 (1d8+10/×3 plus 1d6 electricity)	
Ranged mwk spear +8 (1d8+7/×3)	
STATISTICS	
Str 24, Dex 17, Con —, Int 14, Wis 17, Cha 5	
Base Atk +4; CMB +11; CMD 24	
Feats Combat Reflexes, Power Attack	
Skills Craft (any one) +9, Disable Device +10, Perception +10, Profession (any one) +10, Sense Motive +10	
Languages Common	
SQ adaptive learning, charge weapon, nanite repair	
SPECIAL ABILITIES	
Adaptive Learning (Ex) A gearsman has a number of skill points equal to 4 + its Intelligence modifier per Hit Die, and treats Craft and Profession as class skills. In addition, a gearsman has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any one skill—these ranks can't be split among multiple skills and must apply to one skill. A gearsman can 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.	

WARDENS OF SULFUR GULCH

Charge Weapon (Ex) Any metal weapon wielded by a gearsman becomes charged with electricity and deals 1d6 additional points of electricity damage on a hit.

Nanite Repair (Ex) A gearsman's nanites heal it, restoring a number of hit points equal to its Hit Dice every hour (4 hit points per hour for most gearsmen). Once per day, as a full-round action, a gearsman can heal itself or any robot it touches of 4d6 points of damage.

GEARSMAN ROBOT CR 4

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 42 (4d10+20)

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

Defensive Abilities hardness 5; **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+7/×3 plus 1d6 electricity)

Ranged mwk spear +6 (1d8+5/×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) +7, Disable Device +8, Perception +8, Profession (any one) +8, Sense Motive +8

Languages Common

SQ adaptive learning, charge weapon, nanite repair

SPECIAL ABILITIES

Adaptive Learning (Ex) See the advanced gearsman above.

Charge Weapon (Ex) See the advanced gearsman above.

Nanite Repair (Ex) See the advanced gearsman above.

Robot, Warden

Crafted of a strange, dull metal, this bulky construct stomps forward on stout, multi-jointed legs.

WARDEN ROBOT CR 9

N Large construct (robot)

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +20

Aura infrasonic field (30 ft., DC 17)

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 112 (15d10+30)

Fort +8, **Ref** +12, **Will** +10

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

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +18 (1d8+4)

Ranged 2 integrated sonic disruptors +18 ranged touch (2d8 sonic)

Space 10 ft., **Reach** 10 ft.

Special Attacks combined arms, dazzler, integrated sonic disruptor

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 11, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +20; **CMD** 34

Feats Alertness, Combat Reflexes, Improved Initiative, Nimble Moves, Point-Blank Shot, Power Attack, Precise Shot, Stand Still

Skills Climb +10, Perception +20, Sense Motive +16

Languages Androffan

SPECIAL ABILITIES

Combined Arms (Ex) As part of a full-attack action, a warden robot can attack with both melee and ranged integrated weapons.

Dazzler (Ex) As a standard action, a warden robot can target a single creature with a beam of strobing light that functions as a gaze attack with a range of 60 feet. A creature subject to this attack must succeed at a DC 17 Fortitude save or be blinded for 2d4 rounds. A creature that successfully saves is dazzled for 1d4 rounds. A creature with light blindness or light sensitivity takes a -4 penalty on the saving throw. This is a light effect, and the save DC is Intelligence-based.

Infrasonic Field (Ex) Warden robots constantly emit powerful sound waves at a frequency below normal hearing. These vibrations can debilitate living beings within 30 feet. A creature must succeed at DC 17 Fortitude save or fall prone and be nauseated for 1d4 rounds. A warden robot can suppress or resume this ability as a free action. This is a sonic effect, and the save DC is Intelligence-based.

Integrated Sonic Disruptor (Ex) A warden robot's arms contain built-in ranged weapons that emit focused sound waves in 100-foot rays that deal 2d8 points of sonic damage.

Reactive Armor (Ex) A warden robot is covered in a special shell that reacts explosively to powerful strikes. Due to this covering, a warden robot gains light fortification (25% chance to negate critical hits and sneak attacks). When the armor negates a critical hit from a melee weapon, the attacker takes an amount of fire damage equal to half of the damage dealt to the robot. Attackers using reach or ranged weapons avoid this damage.

Resilient (Ex) Warden robots receive a +3 racial bonus on all saving throws.



WARDENS OF SULFUR GULCH

Pathfinder Society Scenario #8-04: Wardens of Sulfur Gulch

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge
 A B C D

Character # _____ _____
Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Dark Archive The Exchange Grand Lodge Liberty's Edge
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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Scenario #8-04: Wardens of Sulfur Gulch

Character Chronicle #

Core Campaign

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Custom Skillchip: While in the ruins at Sulfur Gulch, you recovered several skillchips (*Pathfinder Campaign Setting: Technology Guide 52*), tiny technological devices that store vast amounts of practical knowledge and insight. With the help of Isirah Tana, you have repaired one of these skillchips, configuring it for your use only. You may purchase a single Mark III skillchip for 2,700 gp for one of the following skills: Acrobatics, Climb, Craft (mechanical), Diplomacy, Knowledge (engineering), Knowledge (geography), Knowledge (nature), Perception, Sense Motive, Stealth, Survival, or Swim. Note that to benefit from a skillchip, you must first purchase and implant a skillslot (see below).

Portable Technologist: The explorer Isirah Tana may be constrained to the compact AI core into which she's imprinted, yet she remains as eager to explore as ever. Even though Society scholars jostle for the opportunity to learn from Isirah directly, you can borrow her for the duration of one adventure. During this time, you can perform skill checks and other tasks as though you possessed the Technologist feat (*Technology Guide 7*), and at the end of the adventure, you can freely retrain one feat into the Technologist feat. Alternatively, you can collaborate with Isirah before an adventure in order to restore 1d4+1 charges to one timeworn weapon, armor, or item. After you use either of these benefits, cross this boon off your Chronicle sheet.

SYNTHESIS ROD		PRICE 25,000 GP
SLOT none	CAPACITY 3 charges	WEIGHT 8 lbs.
USAGE special		

Nanites inside this synthesis rod gradually convert air into rare chemical gases. A fully charged synthesis rod contains 3 charges and regains 1 charge every 24 hours. By spending 1 charge as a standard action, the welder can release a blast of caustic poison in an adjacent 5-foot square. By spending 2 charges, the area increases to a 15-

foot cone. Creatures in the affected area take 3d6 points of acid damage (Reflex DC 16 half). Any creature harmed this way is also exposed to caustic creep poison.

Caustic Creep—inhaled; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Kineticists are especially equipped to channel this rod's abilities. Either by expending 1 additional charge or accepting 1 point of burn that cannot be reduced, the blast's acid deals 3d6 damage or an amount equivalent to the kineticist's energy blast, whichever is higher. When doing so, the kineticist can also use her substance infusion save DC in place of the poison's save DC. Once per day, a kineticist able to channel air can activate this enhanced effect without expending an additional charge or accepting burn.

CONSTRUCTION	CRAFT DC 30	COST 12,500 GP
--------------	-------------	----------------

Craft Technological Item, nanotech lab

All Subtiers

Subtier 10-11

cyberart (100 gp, limit 1; *Technology Guide 36*)
scroll of technomancy (25 gp, limit 4; *Technology Guide 11*)
 skillslot (2,000 gp, limit 1; *Technology Guide 38*)
 synthesis rod (25,000 gp, limit 1)
 timeworn camera (8 charges; 600 gp, limit 1;
Technology Guide 40)
 timeworn chameleon suit (40 charges; 6,000 gp, limit 1;
Technology Guide 29)
 timeworn emergency raft (3 charges; 540 gp, limit 1;
Technology Guide 44)
 timeworn filter mask (4 charges; 900 gp, limit 1;
Technology Guide 44)
 timeworn flashlight (15 gp, limit 1; *Technology Guide 45*)
 timeworn sonic pistol (6,500 gp, limit 1; *Technology Guide 27*)
 wand of fog cloud (25 charges; 2,250 gp, limit 1)

+1 adamantite construct-bane ammunition (226 gp, limit 5)
 timeworn emergency shelter (30 charges; 4,500 gp, limit 1;
Technology Guide 44)
 timeworn inertial dampening belt (15 charges; 3,750 gp, limit 1;
Technology Guide 48)
 timeworn sonic rifle (13,000 gp, limit 1; *Technology Guide 27*)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	7-8	2,205	4,410
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	3,049	6,097
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	10-11	3,892	7,784
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	Starting XP			
	+	XP Gained (GM ONLY)		GM's Initials
	=	Final XP Total		
FAME	Initial Prestige		Initial Fame	
	+	Prestige Gained (GM ONLY)		GM's Initials
	Prestige Spent			
	Current Prestige		Final Fame	
GOLD	Starting GP			
	+	GP Gained (GM ONLY)		GM's Initials
	+	Day Job (GM ONLY)		GM's Initials
	Gold Spent			
=		Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #